

EXPERIMENTAL RULES

AERONAUTICA IMPERIALIS Q & A

1. On page 22 the Valkyrie's rocket pods says 'Arc - Rear', is this correct?

No, this is a typo, they should be front firing. Damn cut-and-paste errors!

2. Phoenix is equipped with Brightlances, but the 40K model has a Pulse Laser?

Yes, we intent to cover other variants of the aircraft in the future, when there will be various weapon fits for some aircraft - including a Phoenix with a Pulse Laser. For now use the Brightlances.

3. What happens if you want to make a ground attack, strafing run or bombing run against a target that is on a different height level from the ground on height level 2 hill for example)?

The ground attack section doesn't cover this, but you need to be 1 altitude above the target to make a Strafing run (it the example above altitude 3). For Bombing runs the altitudes to hit are added to the target's altitude (for the example above, altitude 5-6 would hit on a 4+. 7-8 would hit on a 5+, 9 would hit on a 6).

4. About Hit values for each ground defence - are they all 2 like the Hydra/Manticore, or do some have other values, eg. Sabre is 1 as it's smaller and lightly armoured?

Treat all ground defences as having 2 hits, except for the Sabre platform which would have 1.

4. For Victory Points what counts as "Serious Damage" ? Is it 50% damaged?

This is covered on page 6, but yes, half damage is serious damage for calculating Victory Points.

5. Is it mandatory to use thrust every turn or can you decide to not use it for a given turn and rely only on a speed change due to manoeuvres?

You can choose not to use any thrust in a turn and remain at the same speed until you manoeuvre.

6. When you use Thrust, do you have to use the full Thrust rate for a given aircraft or can you opt to use less?

No, you can use up to that amount of Thrust, you don't have to use it all every turn.

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7. About the Spiral manoeuvre – can you execute it without speed/altitude change?

The card says may, so it is optional, you can choose to remain at the same altitude and spiral, or climb or dive (making it far more flexible than half-loops and wing-overs). Some cards say may, in which case altitude and speed changes are optional. Some say must, in which case altitude and speed changes aren't optional.

9. Can I mix Space Marine aircraft (and Land Raider Hyperios) with the aircraft and ground units from the Imperial Navy?

Yes, you can mix them freely as they would often operate together. Or you can play a pure force of one or the other.

10. Are all models used in Aeronautica Imperialis Epic scale?

Yes they are. Aeronautica is a game that uses the same models as Epic. Forge world's aircraft are also all epic scale, scaled correctly from the 40K models.

11. If a Thunderbolt takes extra damage from a hit that would destroy it outright, does it still get its durable save?

Yes, it can make its save against the second point of damage, so if successful it would still take a single hit.

12. Should you roll an Eldar aircraft's holofield save against every hit, or once against all hits from an attacker?

Roll separately to save against each hit the aircraft would take. So if a Nightwing would take 3 hits, then it makes 3 saves.

13. Can Grot Bombs attack ground targets?

Yes, they are not aerial attack only weapons. If a Grot bomb ends its move within 3" of ground target (and is at altitude 1) then it can attempt to collide with it as normal.

14. How do I score extra damage? The rule and the example seem to work differently. Do I roll a second dice or just 1?

Roll one dice, if you score equal to or greater than the extra damage value of the weapon, it scores 2 hits.

15. How long does it take to drop troops off in a landing zone? Can I simply land in one turn and take off in the next?

Yes, if you land then all the transported troops can get out, or some, or none – it's up to the player. You can then take off next turn.

16. Can ground fire on elevated terrain shoot an aircraft that is at the same height as it?

Yes, but it can't shoot downwards.