

AERONAUTICA IMPERIALIS Q & A 2

1. Can an Ork Grot Bomb attack an enemy aircraft in the same turn that it is fired/launched?

No, a Grot bomb can't detonate in the turn it is launched.

2. Does the Grot Bomb strike a target within 3" range regardless of fire arc?

It is 3" regardless of fire arc. Think of it as a special 'collide' manoeuvre the grot bomb gets when it's close enough.

3. When launched a grot bomb is placed, as per the rule book, at same speed and altitude as the 'mother-ship', but are they placed in the same direction as well?

It clearly states in the rules, 'facing the same direction'.

4. I was curious as to the twin lascannon profile on the Thunderhawk gunship. It has it listed as a ground attack weapon but on the Thunderbolt and Lightning they are not listed as ground attack only. Is this a mistake on the Thunderhawk's profile?

No, the lascannons on the Thunderhawk are ground attack only weapons. A Thunderhawk just isn't going to be maneuverable enough to get shots at an enemy aircraft with fixed weapons.

5. In the Victory points section it says that when an aircraft disengages from combat and still has ammo is worth 100% Victory points for the enemy. Does this also apply to bombers which have dropped their bombs and only have ammo for other weapons left?

The rule is designed to stop aircraft fleeing the table when they are undamaged and have ammo, otherwise unscrupulous players could just cause a few hits then flee with perfectly functioning aircraft and claim a win. Of course, bombers don't really want to hang around once their bombs are away, but a change in rules will create problems with bombers like the Thunderhawk and Hell Talon, which have other roles as well as bombing.

As a house rule players might consider allowing bombers with no bombs left to be worth 0 Victory points if they disengage.

6. For calculating Victory points, do aircraft with unlimited ammo weapons count as still having ammunition when they disengage?

No, weapons which have unlimited ammunition always count as empty when calculating Victory points.

7. On page 32 of *Tactica Aeronautica* the Vulture gunship's weapon loads 9, 10 and 11 have lascannons with extra damage 5+. This is better than the extra damage 6 given for the Vulture's lascannons on page 22 of *Aeronautica Imperialis*. Any reason why?

This is a typo. It should be extra damage 6, not 5+.

8. Can Remora's fire on the turn they are launched, or can they fire before they are launched?

No, they are launched instead of firing, and no they can't be used as an additional weapon system for the mothership.

9. Was the Vulture's additional weapon load cost supposed to increase from 10 pts to 12 pts?

Yes.

10. For the Drone fighter-carrying Manta, was weapon #2 says Drone fighters is this right?

No, this is a typo, it should say burst cannons. The drone fighters onboard cannot fire.

11. The background for the Ork Bombers say that they use jump troops (since it describes Stormboyz jumping out of the back), but it's not an option in the rules.

An Ork Bombers carrying troops (rather than bombs) may be upgraded to carry drop troops for + 20 pts.

12. Can the Tau take Remoras without a carrier (starting them out at Manoeuvre: Low)?

No, they lack the range to be too far from a mothership, and aren't very effective without one, so I can't see the Tau using them without mothership support.

13. Are the Tiger Shark and Vampire Raider weapon variants simply to reflect the models, and they're essentially errata, changing them to the weapons they were supposed to have?

These are weapon variants of the basic aircraft, they do not replace the basic aircraft. Basically you can use either stat line for the same points.

14. How does an aircraft with minimum speed 0 (ie hovering) land?

To land an aircraft has to be at altitude 1 and minimum speed. So the hovering aircraft is at altitude 1 and 0 speed it can land. It doesn't have to play a straight card, it just lands where it is, vertically.

15. The Seeker missiles on the Manta are now listed as ground attack only, the first Manta stat line did not restrict them. Is this a mistake?

Yes, they should be able to fire at aircraft as well.