

# IMPERIAL ARMOUR – DEATH FROM THE SKIES UPDATE

This document is intended to update the rules for various Forge World models to be compliant with the new options and rules presented in the Death from the Skies expansion. Several new rules and profiles are detailed, and when using Death from the Skies, these override any other existing profiles or contradicting rules.

## New Combat Roles

The following new Combat Roles follow all the established rules for Combat Roles presented in *Death from the Skies*. For use in existing Flyer Wings and Attack Patterns, each new Combat Role will list how it may be included.

- **Strike-fighters** are intended to be multi-role craft, able to assault both aerial and ground targets with equal fury, but lacking the ability of more specialised craft. Counts as a Fighter for use in Attack Patterns.
- **Air Leviathan** are large aircraft with many more crew than a single seat fighter, are able to readily react to aerial targets, but are often lacking in agility. Counts as a Bomber for use in Attack Patterns.
- **Utility Craft** are not constructed as military craft, but are most often civilian ships pressed into service or craft intended to serve in roles outside of frontline duties, and are ill-equipped to engage in combat. May not use Attack Patterns.
- **Interceptors** are the assassins of the skies, intended to seek out and kill individual targets rather than perform indiscriminate air superiority missions. Counts as a Fighter for use in Attack Patterns.

## Strike-fighter Skyfire mode

Zooming Flyers with the Strike-fighter Combat Role may choose to enter Skyfire mode at the beginning of each Shooting phase. If they enter Skyfire mode then all weapons fired from that Flyer in that Shooting phase gain the Skyfire special rule.

## Break Turns

Zooming Flyers with the Strike-fighter, Air Leviathan or Utility Craft Combat Roles may not make Break Turns.

## Defensive Fire

A Zooming Flyer with the Air Leviathan Combat Role may choose to have any weapons it carries with Strength 7 or less fire as Defensive Weapons in any given Shooting phase. A Defensive Weapon must fire using the Skyfire special rule, and each Defensive Weapon may fire at a different target. In addition, Defensive Weapons do not count against the number of weapons a Flyer may use in a single Shooting phase.

During the Dogfight phase, if a player has any Air Leviathan in Reserves or Ongoing Reserves, they must roll an additional D6 during the Interception sub-phase and use the single lowest dice result to determine their score. Air Leviathan count as Bombers when determining the player's score during that sub-phase. Also, if chosen as the defending Flyer, an Air Leviathan that is not performing a Head-on Pass may choose to designate any of its Strength 7 or less weapons as Defensive Weapons as though it were a Shooting phase – these weapons may each make a single attack upon the opposing Flyer after all other weapons fire has been resolved regardless of line of sight or range and using the Skyfire special rule.

## Air Leviathan Resilience

When affected by a Crew Stunned result on the Vehicle Damage table, an Air Leviathan is not reduced to Pursuit and Agility of 1, as its crew is large enough to replace any incapacitated members. Instead, when affected by Crew Stunned, an Air Leviathan loses the benefits of the Defensive Fire special rule.

## Sky Assassins

At the beginning of the game, after all models have been deployed, a player whose force includes one or more Zooming Flyers whose Combat Role is Interceptor must select a single Combat Role as the target type for their Interceptors. Interceptors may re-roll all failed To Hit and Armour Penetration rolls of 1 when targeting their selected target type.

In addition, Zooming Flyers of the Interceptor type always count as having the Skyfire special rule when firing any weapon in the Shooting phase or Dogfight phase, regardless of target type.

## Interceptors and Dogfights

During the Dogfight phase, a player with at least one Interceptor in Reserves or Ongoing Reserves during the Dogfight phase may choose to roll an additional D6 during the Interception sub-phase and must choose the highest single dice for their score, but must select an Interceptor to engage in the Dogfight if they are the attacker. In the Engage and Manoeuvre sub-phases, if an Interceptor is the attacking Flyer then its controlling player may set two hidden dice to different numbers instead of one, and may select one of those dice to use after their opponent has revealed their own dice. When defending, an Interceptor does not gain this bonus.

## Utility Craft and Dogfights

During the Dogfight phase, if a player has any Utility Craft in Reserves or Ongoing Reserves, they must roll an additional D6 during the Interception sub-phase and use the single lowest dice to determine their score. Utility Craft may never be selected as the attacking Flyer for the Dogfight phase, and if the controlling player has no other Flyers in Reserve or Ongoing Reserve then they automatically fail all rolls in the Interception sub-phase and must take the role of the defender.

## Updated Values for Forge World Flyers

This section provides Combat Roles and Agility and Pursuit scores for existing Forge World Flyers. In addition, some Flyers may also have new or adjusted special rules and base statistics. These Flyers will have full profiles presented in the following section.

Flyer	Combat Role	Pursuit	Agility
<b>SPACE MARINES</b>			
Storm Eagle	Attack Flyer	3	2
Fire Raptor	Attack Flyer	3	3
Thunderhawk	Air Leviathan	4	1
Stormbird	Air Leviathan	4	1
Xiphon Interceptor	Interceptor	5	4
Caestus Assault Ram	Attack Flyer	5	2
Tempest Land Speeder*	Attack Flyer	2	5
Kharybdis*	Air Leviathan	1	1
Dreadclaw*	Attack Flyer	1	1
<b>ARMIES OF THE IMPERIUM</b>			
Avenger	Strike-fighter	3	2
Marauder Bomber	Air Leviathan	2	1
Marauder Destroyer	Air Leviathan	3	1
Thunderbolt	Fighter	4	3
Lightning	Strike-fighter	4	4
Arvus Lighter	Utility Craft	1	1
Aquila Lander	Utility Craft	2	2
Vulture	Attack Flyer	2	3
Sky Talon	Utility Craft	2	2
<b>TAU EMPIRE</b>			
Barracuda	Strike-fighter	4	4
Barracuda AX-5-2	Strike-fighter	4	4
Tiger Shark	Bomber	4	2
Tiger Shark AX-1-0	Attack Flyer	4	2
Manta	Air Leviathan	4	1
Remora Drone	Strike-fighter	3	4
<b>CHAOS</b>			
Hell Talon	Strike-fighter	4	4
Hell Blade	Interceptor	5	3
Blight Drone	Attack Flyer	3	4
<b>ELDAR</b>			
Eldar Nightwing	Interceptor	5	5
Eldar Phoenix	Strike-fighter	5	4
Eldar Vampire	Air Leviathan	4	3
Lynx*	Attack Flyer	2	1
<b>DARK ELDAR</b>			
Raven	Strike-fighter	5	4
<b>ORKS</b>			
Ork Fighta-bomba	Strike-fighter	3	2
Ork Attak Fighta	Interceptor	4	2
Ork Warcopta	Attack Flyer	1	2
<b>NECRONS</b>			
Night Shroud Bomber	Bomber	3	2

\*These ground vehicles, Drop Pods or Skimmers may transition into Zooming Flyers in a temporary fashion. They gain the benefits of Agility, Pursuit and Combat Roles only while operating as Zooming Flyers. If they exit the board into Ongoing Reserves as Zooming Flyers, they may be targeted during the Dogfight phase, but do not count for determining Air Superiority.

## NEW FLYER PROFILES

The following Flyers have entirely re-written profiles instead of simple rules updates, whether to cope with out-of-date rules or more extensive alterations to their existing rules. In all cases, these profiles are considered to override those found in Forge World publications which pre-date the release of Death from the Skies.

### NIGHT SHROUD BOMBER

225 POINTS

	Armour				HP	Agility	Pursuit
	BS	Front	Side	Rear			
Night Shroud Bomber	4	12	12	12	4	3	2

#### Unit Composition

1 Night Shroud Bomber

#### Unit Type

Vehicle (Flyer)

#### Combat Role

Bomber

#### Wargear

- Five death spheres
- One twin-linked tesla destructor

#### Special Rules

- Deep Strike
- Living Metal
- Supersonic

#### Options

May be upgraded to a Flyer Wing with up to two additional Night Shrouds for 225 points per model.

	Range	Str	AP	Type
Death spheres	-	10	1	Bomb 1, Large Blast (5"), Blind, Pinning

**Annihilation Squadron**  
As part of a Decurion detachment, 2-4 Death Shrouds may be selected as an Auxiliary choice.

A Death Shroud is a Heavy Support choice for a Battle-forged army with the Faction Necrons.

### Armour

	BS	Front	Side	Rear	HP	Agility	Pursuit
Thunderbolt	3	11	11	10	3	3	4

### Unit Composition

1 Thunderbolt

### Unit Type

Vehicle (Flyer)

### Combat Role

Fighter

### Wargear

- Two twin-linked autocannon
- One twin-linked lascannon
- Armoured Cockpit
- Chaff launcher

### Special Rules

- Simulacra Repair
- Supersonic
- Deep Strike

### Options

- May choose:
  - Up to four Skystrike missiles .....+10 points each
- May change Combat Role to Strike-fighter and select up to four missiles/bombs from the following list (may not also purchase Skystrike missiles):
  - Hellstrike missiles .....+10 points each
  - Hellfury missiles .....+10 points each
  - Tactical bombs ..... +5 points each
- May select any of the following upgrades – if part of a Flyer Wing then all models must have the same upgrades:
  - Infra-red targeting augurs ..... +5 points
  - Illum flares ..... +5 points
  - Distinctive paint scheme or markings .....+ 10 points
- May be upgraded to a Flyer Wing with two additional Thunderbolts for 200 points per model.

#### Simulacra Repair

When a vehicle with this special rule suffers a glancing hit, roll a D6. On a 6, the hit is ignored.

#### Imperial Navy Munitions

	Range	Str	AP	Type
Hellstrike missile	72"	8	3	Heavy 1, Missile, One Use
Hellfury missile	72"	4	5	Heavy 1, Missile, Large Blast (5"), No Cover Saves, One Use
Skystrike missile	60"	7	3	Heavy 1, Missile, Skystrike, Heat Seeker
Tactical bomb	-	6	4	Bomb 1, Blast (3"), One Use

A Thunderbolt may be selected as a Fast Attack choice for a Battle-forged army with the Faction Astra Militarum.

### Armour

	BS	Front	Side	Rear	HP	Agility	Pursuit
Lightning	3	10	10	10	2	4	4

### Unit Composition

1 Lightning

### Unit Type

Vehicle (Flyer)

### Combat Role

Strike-fighter

### Wargear

- One long-barrelled autocannon
- One twin-linked lascannon
- Armoured Cockpit
- Chaff launcher

### Special Rules

- Agile
- Supersonic
- Deep Strike

### Options

- May select:
  - Up to six Tactical bombs..... +5 points each
- May change Combat Role to Fighter, remove the long-barrelled autocannon and select up to six missiles from the following list (may not also purchase Skystrike missiles):
  - Hellstrike missiles..... +10 points each
  - Hellfury missiles..... +10 points each
- May change Combat Role to Interceptor, remove the long-barrelled autocannon and select up to six missiles from the following:
  - Skystrike missiles..... +10 points each
- May select any of the following upgrades, if part of a Flyer Wing then all models must have the same upgrades:
  - Infra-red targeting augurs..... +5 points
  - Illum flares..... +5 points
  - Distinctive paint scheme or markings..... +10 points
- May be upgraded to a Flyer Wing with two additional Lightnings for 145 points per model.

### Agile (Flyer)

A vehicle with this special rule increases any cover saves granted by the Jink special rule by +1 point (e.g., a 4+ cover save becomes a 3+ cover save).

### Imperial Navy Munitions

	Range	Str	AP	Type
Hellstrike missile	72"	8	3	Heavy 1, Missile, One Use
Hellfury missile	72"	4	5	Heavy 1, Missile, Large Blast (5"), No Cover Saves, One Use
Skystrike missile	60"	7	3	Heavy 1, Missile, Skystrike, Heat Seeker
Tactical bomb	-	6	4	Bomb 1, Blast (3"), One Use
Long-barrelled autocannon	72"	7	4	Heavy 2

A Lightning may be selected as a Fast Attack choice for a Battle-forged army with the Faction Astra Militarum.

## AERONAUTICA WARGEAR UPDATE

This section updates the rules for special wargear issued to Flyers, and in all cases replaces the rules found in *Imperial Armour: Aeronautica*.

### Flare or Chaff launchers

This is a single use item, once used it is exhausted and may not be used again in the same game. If used during the opposing player's Shooting phase, they grant the equipped vehicle a 4+ Invulnerable save against all weapons with the Missile type or with the word 'Missile' in their name. The use of flare or chaff launchers in an opponent's Shooting phase must be declared after the opposing player has made a To Hit roll, but before any Armour Penetration rolls are made.

Flare or chaff launchers may also be used during the Dogfight phase. They are only used during the Attack sub-phase and only if the equipped vehicle has already declared it will Jink. When used in the Dogfight phase, they increase the equipped vehicle's Jink save by one step and make that save an Invulnerable save.

### Armoured Cockpit

A vehicle with an Armoured Cockpit may ignore results of Crew Shaken or Crew Stunned on the Vehicle Damage table on a 4+. However, during the Interception sub-phase of the Dogfight phase, vehicles equipped with this upgrade that are in Reserves or Ongoing Reserves count as Bombers for the purpose of calculating modifiers to rolls made in this sub-phase.

### Infra-red Targeting

A vehicle equipped with this upgrade gains the Night Vision special rule. During the Dogfight phase, a vehicle equipped with this upgrade may re-roll all To Hit rolls of a '1' made during the Attack sub-phase.

### Illum Flares

During each friendly Movement phase, a model equipped with illum flares may drop one as though it were a weapon with the Bomb 1 type, placing a marker where the flare lands. All units within 12" of the Flare marker may be targeted as though Night Fight was not in effect. Illum flares have no effect if the Night Fight rules are not in play. At the end of each Game Turn, remove all Flare markers currently on the battlefield.

### Distinctive Paint Scheme or Markings

Any model with this upgrade gains a single Flyer Ace ability as though the model had gained 5 Kills, as noted on page 100 of the *Death from the Skies* expansion. During the Dogfight phase, if a model with this upgrade is present in Reserve or Ongoing Reserves and the controlling player is nominated as the Attacker during the Interception phase then a model with this upgrade must be selected to take part in the following sub-phases of the Dogfight phase.

## WING LEADERS OF THE 41<sup>ST</sup> MILLENNIUM

Presented here are a number of additional optional Wing Leader tables for various sub-factions of the 41<sup>st</sup> Millennium. These Wing Leaders follow all the rules established in *Death from the Skies*.

### Imperial Navy

Any Wing made up of Lightnings, Thunderbolts or Avengers may choose to use the following Wing Leader table:

#### D6 Special Rule

- 1-2 **Aerial Hunter:** As long as there is at least one enemy model with the Flyer type on the table, this squadron gains +1 to all Reserves rolls made to bring it into play.
- 3-4 **Skyhounds:** As long as the Wing Leader has not been removed as a casualty and the squadron is in an Attack Pattern, Reserves or Ongoing Reserves, all models in the squadron may add +1 to their Pursuit value.
- 5-6 **Blessed by the Emperor:** As long as the Wing Leader has not been destroyed and the squadron is in an Attack Pattern or in Reserves or Ongoing Reserves, the first To Hit roll per phase that scores a natural '6' gains +D3 on rolls to penetrate armour made as a consequence of that hit.

Any Wing made up of Marauder Bombers or Marauder Destroyers may choose to use the following Wing Leader table:

#### D6 Special Rule

- 1-2 **Defensive Fire Specialist:** Any weapons of Strength 7 or less may use the Skyfire special rule as long as the Squadron is in an Attack Pattern and the Wing Leader has not been destroyed. If the Squadron is made up of models with the Air Leviathan Combat Role, they may instead re-roll any failed To Hit rolls of '1' made by Defensive Firing weapons.
- 3-4 **Master of Destruction:** All weapons with the Bomb type gain the Shred special rule while all models are in an Attack Pattern and the Wing Leader has not been destroyed.
- 5-6 **Cursed Survivor:** While the Wing Leader is the only remaining model in the Wing, they gain a 5+ Invulnerable save against all damage. While there are other models in the Wing, if the Wing Leader receives a hit that penetrates their armour, roll a D6. On a 4 or more, the hit is applied to another model in the Wing instead.

### Eldar Corsairs

#### D6 Special Rule

- 1-2 **Speed is Life:** As long as the Wing Leader has not been removed as a casualty and the Squadron is in an Attack Pattern, Reserves or Ongoing Reserves, all models in the squadron may add +1 to its Pursuit value. The Wing Leader may add an additional +1 to their Pursuit value during the Dogfight phase.
- 3-4 **Reckless Onslaught:** While no model in the squadron claims a cover save from the Jink special rule, all models in the squadron may re-roll all failed To Hit rolls of a '1' in both the Shooting phase and the Dogfight phase.
- 5-6 **Sky-baron:** During the Dogfight phase, while this Wing Leader is acting as the Attacker, the controlling player may set two dice during the Engage and Manoeuvre sub-phase and select which one to use after their opponent has revealed their own dice. In the case of both sides having the same ability, roll a D6 and add the Agility rating of each model to its result – the lowest scoring player must select which dice to use first.

### Space Marine Red Scorpions Chapter

#### D6 Special Rule

- 1-2 **Know No Fear:** This Wing Leader may ignore all effects of any Crew Stunned or Crew Shaken results inflicted by penetrating hits – Hull points are lost as normal.
- 3-4 **Angel of Death:** This Wing Leader may re-roll all failed To Wound and Armour Penetration rolls of 1.
- 5-6 **The Scorpion's Claws:** When firing into a target vehicle's Rear armour, or making an attack while Tailing during the Dogfight phase, this Wing Leader may ignore all cover saves gained from the Jink special rule and re-roll any failed To Hit rolls.

### Space Marine Minotaurs Chapter

#### D6 Special Rule

- 1-2 **Know No Fear:** This Wing Leader may ignore all effects of any Crew Stunned or Crew Shaken results inflicted by penetrating hits – Hull points are lost as normal.
- 3-4 **Angel of Death:** This Wing Leader may re-roll all failed To Wound and Armour Penetration rolls of 1.
- 5-6 **The Iron Bull:** When an enemy targets the Front Armour of a Wing Leader with this special rule or makes an attack as a Head-on Pass during the Dogfight phase, the Wing Leader gains a 5+ Invulnerable save.

### Space Marine Angels Revenant Chapter

#### D6 Special Rule

- 1-2 **Know No Fear:** This Wing Leader may ignore all effects of any Crew Stunned or Crew Shaken results inflicted by penetrating hits – Hull points are lost as normal.
- 3-4 **Angel of Death:** This Wing Leader may re-roll all failed To Wound and Armour Penetration rolls of 1.
- 5-6 **Spear of the Heavens:** As long as the Wing Leader has not been removed as a casualty and the squadron is in an Attack Pattern, all attacks on Ground Targets may choose to gain one of either the Shred or Tank Hunters special rules.