



AERONAUTICA

A GAME OF ACE PILOTS AND DARING MISSIONS

1st EDITION

V1.3

Introduction

In the grim days of the Imperium of Man's last hours, countless men and women wake up every morning to say their final prayers, eat their last meals, and strap themselves into mighty beasts to fight humanity's wars. These machines are steel and ceramite around a core of flesh and blood, and they fight an endless and desperate war in the air.

Character Creation

All characters and NPCs, known as Aces, have three attributes. **Faith** is a character's courage and steadfastness, and determines their resistance to injury, bravery, and luck. **Fury** is a character's drive and hatred, and determines their effectiveness in combat as well as their ability to push themselves. **Talent** is a character's raw skill, and determines how good they are as a pilot.

When creating a character, roll a 1d3+3 for each of these attributes. Alternatively, you may divide 6 points among these attributes, increasing them from a base number of 3.

You should also determine your character's name and any other interesting details about them that you may wish to note. Make special note of your character's callsign. Players are also encouraged to name their aircraft and determine an Additional Assignment that they do for their squadron. (Chief Maintenance Officer, Morale Officer, Accident Investigation Officer, etc). When making tests relating to their Additional Assignment, receive +1 in the appropriate skill.

Out of The Cockpit

In order to do things out of the cockpit, characters roll a 1D10 and compare it to the necessary stat. If they have rolled equal to or under the stat, they have succeeded in what they have tried to do. If they roll a 1, they have succeeded massively and may specify an additional positive effect such as a lucky hit, free booze, or finding a coin on the ground. If they roll a 10, they have failed miserably and the DM may specify a minor negative effect, such as a jammed gun, spilled booze, or tripping on the stairs. If a character attempts to directly oppose someone else, an opposed test may be taken. Each participant rolls a D10 and adds their appropriate characteristic. Whoever has the higher number succeeds.

FURY – Fury is rolled against for all attempts to fight people, push through adversity, or do anything physical.

FAITH – Faith is rolled against to do anything mental, to resist fear, and to resist injury.

TALENT – Talent determines how good a pilot this character is. Additionally, it is rolled against when working with technology.

Injury and Death

Whenever something happens that would injure a character, such as being shot, punched, or having a bad ejection, the character must roll against their faith. If they succeed, they are not injured. If they fail, they are injured. If they roll a 10, they are critically injured and must roll on the permanent injury chart. If an injured character takes damage and fails their faith test, they are killed. If a character attempts to pilot while missing a limb, they should consider their talent to be 1.

1	Lose a leg: Cannot move normally until augmetic installed, -1D3 Fury
2	Lose an arm: One less arm until augmetic installed, -1d3 Fury
3	Stomach wound: -1d3 Faith
4	Chest wound: -1d3 Faith
5	Head wound: -1d3 Talent
6	Loss of fingers: -1d3 Talent

In the Air

Unlike a normal game of Aeronautica Imperialis, each player controls only one aircraft. The GM controls all other aircraft, both friendly and enemy. In order to facilitate this, there is one major change made to the game.

Initiative is now rolled at the start of each turn, before choosing maneuvers. Each player, or NPC flight of aircraft, will roll a d10 and add their Talent to it. Make a list of all rolled initiatives. In the case of ties, the character or NPC with the higher Talent is treated as having higher initiative. Characters and NPCs cannot have the same initiative.

Once initiative is rolled, characters and NPCs will chose their maneuvers as normal and in secret. Players may discuss amongst themselves what to do. Once maneuvers are selected, check for tailing fire as normal.

In each phase, the character or NPC with the LOWEST initiative goes first. After the lowest initiative model has gone, chose the next lowest initiative model to activate and so on until all models have activated.

Interrupting Initiative: Characters and NPCs with high initiative may interrupt the initiative sequence during the Tailing Fire and Maneuver sequence. This may be declared at any time, and the interrupting model will lower its initiative in order to activate next, after the currently activated model. If an interruption is declared, the model's initiative is permanently moved to its new lower rating for the rest of the round.

Flights of Aircraft: NPC aircraft should be handled in Flights. Flights should be small groups of similar aircraft that attempt to stay and fight together. A reasonable Flight would be a pair of Hellblades, or a

duo of Marauders, or a group of four Valkyrie gunships, for example. These Flights will activate on the same initiative and will generally use the same maneuver. This is not always the case, and the GM may assign aircraft other maneuvers at their discretion, but Flights should have a goal that they are working towards. Flights should generally be involved in whatever the mission is. For example, characters may have to escort a flight of Marauders to bomb a critical target, or they may have to destroy ground defenses to protect a flight of Valkyries that are attempting to insert troops, or they may have to intercept a flight of Ork bombers before they can reach an airbase. Whatever the mission, make sure that it makes sense for the players. Remember that this is an RPG, not a straight wargame.

Ground fire: All ground-based weapons will fire last, after all aircraft have activated. Anti-aircraft weapons may also fire to defend themselves. Any time an aircraft attacks an AA weapon at close or medium range, the weapon may fire back. Roll both attacks simultaneously. AA weapons may only fire once per round.

Sustained fire: A player may chose to use Sustained Fire. This uses 2 ammo instead of the usual 1, but multiplies Firepower dice by 1.5.

Shootdowns

Life in the Imperial Navy is never safe, and dangers abound. When a character’s aircraft is reduced to zero structure points, roll on the damage charts below and apply the results. Continue to roll for every point of damage taken until the character is forced to eject or the aircraft is otherwise destroyed. To use the charts, roll a 1d6 to determine hit location, then another 1d6 to determine hit results. NPC aircraft are destroyed when they reach zero structure points.

1-3 Hull

1	Loss of maneuverability. Reduce Maneuver level by one / lose highest two maneuvers.								
2	Weapon hit. Lose one weapon at random.								
3	Loss of control surfaces. Roll 1d4. You are no longer allowed to maneuver in the indicated direction. Reroll any duplicate results, in the event of multiple hits. <table border="1" style="margin-left: 20px;"> <tr> <td style="text-align: center;">1</td> <td>Up</td> </tr> <tr> <td style="text-align: center;">2</td> <td>Down</td> </tr> <tr> <td style="text-align: center;">3</td> <td>Left</td> </tr> <tr> <td style="text-align: center;">4</td> <td>Right</td> </tr> </table>	1	Up	2	Down	3	Left	4	Right
1	Up								
2	Down								
3	Left								
4	Right								
4	Fuel Fire. Every turn at the start of the maneuver phase, roll a d6. On a 5-6, the fire goes out. Otherwise, roll on damage charts.								
5	Wing Crippled. Enter a Spin. Recover at -3 Talent. If recovered, test Talent at -3 at the start of your maneuver phase or enter a Spin.								
6	Airframe breakup. Roll for forced ejection.								

4-5 Powerplant

1	Running Rough. -1 to Hit.
2	Engine damage. Reduce Max Speed and Max Altitude by 1.

3	Engine fire – roll on damage charts every turn on activation in maneuver phase until fire out. Pilot may roll against Talent to extinguish fire and shut down engine. If engine is shut down, suffer result 5.
4	Fuel Leak. Roll a D10. The number is the amount of rounds of fuel remaining. When fuel runs out, suffer result 6.
5	Loss of engine. Reduce Thrust/Throttle by 1, and Max Speed and Max Altitude by 2. If Throttle reduced to zero, suffer result 6.
6	Full loss of power. Aircraft glides. Lose one speed every turn at start of maneuver phase and reduce Thrust/Throttle to 0.

6 Cockpit

1	Shattered Glass. -3 to Talent during this mission.
2	Loss of avionics. The aircraft no longer has Thermal Sensors and Flares.
3	Electrical fire. The cockpit fills with smoke. The aircraft is considered to be flying at night. Every turn at the start of the maneuver phase, roll a d6. On a 5-6, the fire goes out. On a 1, the aircraft suffers full loss of control. Roll for forced ejection. On a 2, the aircraft suffers result 2. On any other result, roll again next turn.
4	Ejection seat damage. All ejections are treated as if they are forced ejections.
5	Pilot hit. Test against faith or become injured.
6	Full loss of control. Roll for forced ejection.

When an aircraft becomes unflyable, the pilot may wish to eject. A character may eject at any point. When ejecting, roll a 1d6. If the result is a 1, the character has a bad ejection and must roll against faith to resist injury. Sometimes, damage may force an ejection. If this happens the character must roll a 1d6. On a result of a 1, the character is killed. On a 2 or 3, roll against faith to resist injury. Any other roll results in a safe ejection.

After Ejection: If the pilot ejects over friendly territory, they automatically are returned to the airbase. If they eject over no-man's land, flip a coin to see which faction's patrols get there first. If they eject over enemy territory, follow enemy patrol rules.

Enemy Patrols: Sometimes, the enemy will attempt to capture or kill pilots. If Enemy Patrols are in the area, they will move towards the pilot. Roll 2d3. It will take that many turns to reach the pilot. Generate an Enemy Patrol token in an adjacent hex. If the Enemy Patrol is attacked by friendly aircraft, each point of damage adds one turn until they arrive. When they arrive, the pilot must test against faith each turn until rescued.

Rescue: Imperial pilots are a valuable resource, and the Imperial Navy will typically keep a recovery aircraft on standby to pick up downed pilot. GMs should feel free to place an Arvus Lighter or Valkyrie Gunship on standby for the players to request. Of course, having to escort a rescue craft has its own risks!

If a damaged aircraft lands, it is a crash landing. The pilot must roll against Talent to land safely. If they fail, test against faith to resist injury. Safely landed aircraft can be recovered and brought back to the airbase. Safely landing a damaged aircraft is worth 1 XP.

If an aircraft is destroyed because it hits terrain, the pilot is killed.

Skills and Upgrades

Characters receive Experience Points after each mission that they survive. As a general rule, they should receive 1 point for a normal mission, 2 points for exceptionally dangerous missions, and an additional point if they do something impressive, at the GM’s discretion. Characters should also keep track of how many aircraft they have shot down. Aircraft that they deal all damage to count as 1 kill, and aircraft that they dealt damage to that were destroyed count as .5 kills. Every 5 kills, a player may spend 1 XP to earn an Ace Ability.

Hero of the Battle: Whoever destroys the most ground targets and whoever destroys the most air targets are awarded 1 XP each.

Characters may spend XP on attribute increases and purchasing skills. Skills are detailed below. Each skill has tiers to them that each have an assigned cost and a description of what they do in gameplay. You must have already purchased lower tiers in a Skill before higher tiers can be selected. Some tiers have other requirements listed. Attributes can also be increased by paying XP. See the chart below for details.

Attribute Increase Costs	
Increase to 1-5	1 XP
Increase to 6-7	2 XP
Increase to 8-10	3 XP

Skills

Skill Name	Tier 1 – 1XP	Tier 2 – 2XP	Tier 3 – 3XP
Ace Pilot	<p>Requirement: 5 Air to Air Kills. Once per game, this character may select two maneuvers instead of one and perform them both in a chain, dividing their speed between both maneuvers.</p>	<p>Requirement: 10 Air to Air Kills. Twice per game, this character may select two maneuvers instead of one and perform them both in a chain, dividing their speed between both maneuvers.</p>	<p>Requirement: 15 Air to Air Kills. This character may select two maneuvers instead of one and perform them both in a chain, dividing their speed between both maneuvers.</p>
Show ‘em a little trick I learned!	<p>Requirement: 5 Talent This character may attempt a Talent test at any time during the Maneuver or shooting phase to activate this skill. If passed, the aircraft will immediately enter a spin. Follow all normal spin rules. If exiting a spin in the same turn you enter it, -2 Talent.</p>	<p>Requirement: 6 Talent When exiting a spin, you may chose the direction that you face.</p>	<p>Requirement: 7 Talent While in a spin, this character may test against Fury. If they pass, they may fire from the spin, targeting aircraft in any direction. -1 to hit when firing from a spin.</p>

Evasive Maneuvers	Requirement: 5 Talent, 5 Faith When this aircraft takes damage, they may attempt to evade. Reduce this aircraft's speed by 1. Then, test against Talent-3. If you succeed, the damage is negated.	Requirement: 6 Talent, 6 Faith When this aircraft takes damage, they may attempt to evade. Reduce this aircraft's speed by 1. You may also increase or decrease your altitude by 1. Then, test against Talent-2. If you succeed, the damage is negated.	Requirement: 7 Talent, 7 Faith When this aircraft takes damage, they may attempt to evade. Reduce or increase this aircraft's speed by 1. You may also increase or decrease your altitude by 1. Then, test against Talent. If you succeed, the damage is negated.
Wingman	Requirement: 5 Talent, 5 Fury When in close proximity to a friendly aircraft (1 Tile / 4 inches), you can attempt to give your ally the perfect shot. When your ally activates during the Firing phase, test against Fury. If you pass, they can reroll all 1s this round on rolls to hit.	Requirement: 6 Talent, 6 Fury, 5 Air-to-Air kills. When in close proximity to a friendly aircraft (1 Tile / 4 inches), you can attempt to give you and your ally the perfect shot. When you or your ally activates during the Firing phase, test against Fury. If you pass, both of you can reroll all 1s this round on rolls to hit.	Requirement: 7 Talent, 7 Fury, 10 Air-to-Air kills. When in close proximity to a friendly aircraft (2 Tiles / 8 inches), you can attempt to give you and your ally the perfect shot. When you or your ally activates during the Firing phase, test against Fury. If you pass, both of you can reroll all missed rolls to hit.
Guardian Angel	Requirement: 4 Faith When a friendly character is shot down, you can land in the tile they ejected in and pick them up. You manage to find room for them in your cockpit and can fly them home. When carrying a passenger, ejection is impossible.	Requirement: 6 Faith When a friendly aircraft within 2 tiles / four inches of you is damaged, you may attempt to take the hit for them. Roll against Talent. If you succeed, all damage inflicted from that attack is inflicted on your aircraft, instead of the target.	Requirement: 7 Faith When a friendly aircraft within 2 tiles / four inches of you is damaged, you may attempt to throw off enemy fire. Roll against Talent. If you succeed, all damage inflicted from that attack is negated. If you fail, all damaged from that attack is inflicted on your aircraft, instead of the target.
Ground Attack Expert	Requirement: 5 Fury When attacking ground structures and emplacements, reroll all 1s on rolls to hit.	Requirement: 6 Fury When attacking ground structures and emplacements, add 1 to all rolls to hit.	Requirement: 7 Fury When attacking ground emplacements, test against Talent. If successful, the emplacement cannot fire reaction fire against you.
Righteous Fury	Requirement: 5 Fury Once per mission, +1 on rolls to hit.	Requirement: 6 Fury Once per mission, +1 on rolls to hit and damage.	Requirement: 7 Fury Test against Fury. If successful, +1 on rolls to hit and damage.

ACE ABILITIES

Purchasing: Every 5 air to air kills, a player may spend 1XP to purchase one of these Ace Abilities.

Eagle-Eyed	Roll 1 extra dice when firing at Long range	Defensive Maneuver	Once per turn, one enemy aircraft must discard one successful hit dice when targeting this aircraft
Out of the Sun	+1 to Initiative Roll if this aircraft is at a higher altitude then all enemy aircraft	Large Caliber	Once per mission, increase Damage Characteristic of all weapons by 1
Precision Bomber	When making a Bombing Run, add +2 to hit if there is only one level of Altitude between the aircraft and the target	Fly By	+1 to all Short Range hit rolls made by this aircraft when targeting enemy aircraft travelling at a slower speed
Cool-Headed	Add 1 to Talent when testing to recover from a Stall	Stealthy Hunter	+1 to hit when targeting enemy aircraft one Altitude above it
Deadly Hunter	Roll 1 extra dice when resolving Tailing Fire	Superior Reactions	Once per mission, when activated in Movement Phase, discard your maneuver and select a new one
Aerial Predator	+1 to hit when targeting enemy aircraft one Altitude below it	Enhanced Targeting	Add +1 to all Short Range hit rolls made by this aircraft when targeting enemy aircraft travelling at a higher speed.
Dead-Eye	Roll 1 extra dice when firing at Short range	Lightning Reactions	If you tie when rolling initiative, automatically be treated as having the higher Talent, even if your Talent is lower.
Punch It!	Add +1 to Throttle when increasing Speed	Survival Instinct	+1 to Talent when testing to recover from a Spin

Aircraft

Each player should select an aircraft. This is their primary craft, and they will fly it on missions. If they switch aircraft, they will have -1 talent on the next mission.

The Imperial Navy operates many different platforms, but fighter pilots have three options. Aircraft Stat Cards can be found at the back of the rulebook.

HARDPOINTS

Pilots may fill their Hardpoints with any allowed weapons. Each Hardpoint may be fired once. Any number of Hardpoints may be fired in a turn.

HELLSTRIKE MISSILE	FRONT	2-2-2	3+	1	GROUND ATTACK, EXTRA DAMAGE (6+)
SKYSTRIKE MISSILE	FRONT	2-2-2	3+	1	AERIAL ATTACK, EXTRA DAMAGE (6+)
BOMBS	REAR	4-0-0	2+	1	GROUND ATTACK, EXTRA DAMAGE (5+)

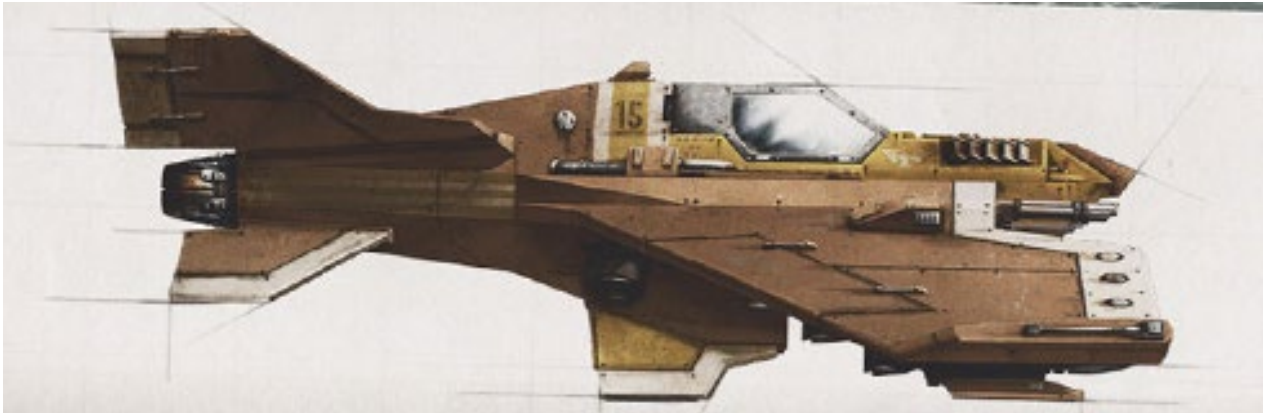
Thunderbolt Heavy Fighter



Configurations: This aircraft may be operated as a Thunderbolt Heavy Fighter and mount Twin Lascannons and Quad Autocannons, or operate as a Thunderbolt Fury Interceptor and replace Quad Autocannons with Avenger Bolt Cannons.

STRUCTURE	3	THROTTLE	2	MIN SPEED	2
MANOEUVERS	1-6	MAX ALT	5	MAX SPEED	6
WEAPONS					
WEAPON	ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
QUAD AUTOCANNONS	FRONT	2-6-0	4+	6	
TWIN LASCANNONS	FRONT	0-2-1	2+	4	EXTRA DAMAGE (6+)
AVENGER BOLT CANNONS	FRONT	3-7-0	4+	3	EXTRA DAMAGE (6+)
HARDPOINTS	This aircraft has 4 Hardpoints that can accept Hellstrike Missiles, Skystrike Missiles, and Bombs.				
EQUIPMENT AND SPECIAL RULES					
STRONG FRAME	When this aircraft takes a point of damage, roll a D6. On a 6, it does not take that point of damage.				
FLARES	Once per mission, this aircraft may trigger Flares when hit by a weapon fired from a Hardpoint. Roll a D6 for each hit. On a 4+, that hit becomes a miss.				
THERMAL SENSORS	During Night Fighting and Bad Weather, this aircraft may fire at Medium Range without reducing firepower dice.				

Lightning Interceptor



Configurations: This aircraft may be operated as a Lightning Interceptor and mount Twin Lascannons, or operate as a Lightning Strike Fighter and replace the Twin Lascannons with Twin Multilasers.

STRUCTURE	2	THROTTLE	3	MIN SPEED	2
MANOEUVERS	1-7	MAX ALT	5	MAX SPEED	8
WEAPONS					
WEAPON	ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
TWIN MULTILASERS	FRONT	4-6-2	5+	6	
TWIN LASCANNONS	FRONT	0-2-1	2+	4	EXTRA DAMAGE (6+)
HARDPOINTS	This aircraft has 6 Hardpoints that can accept Hellstrike Missiles, Skystrike Missiles, and bombs.				
EQUIPMENT AND SPECIAL RULES					
AGILE	+1 to Initiative rolls when operating this aircraft				
FLARES	Once per mission, this aircraft may trigger Flares when hit by a weapon fired from a Hardpoint. Roll a D6 for each hit. On a 4+, that hit becomes a miss.				
THERMAL SENSORS	During Night Fighting and Bad Weather, this aircraft may fire at Medium Range without reducing firepower dice.				

Avenger Strike Fighter



Configuration: This aircraft mounts an Avenger Bolt Cannon and a Heavy Stubber. Two Hardpoints may be replaced with either Twin Autocannons or Twin Lascannons.

STRUCTURE	3	THROTTLE	1	MIN SPEED	1
MANOEUVERS	1-6	MAX ALT	4	MAX SPEED	6
WEAPONS					
WEAPON	ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
AVENGER BOLT CANNON	FRONT	2-5-0	4+	5	EXTRA DAMAGE (6+)
HEAVY STUBBER	REAR, UP	4-2-0	5+	6	TAIL GUNNER, AERIAL ATTACK
TWIN AUTOCANNONS	FRONT	2-4-0	4+	6	
TWIN LASCANNONS	FRONT	0-2-1	2+	4	EXTRA DAMAGE (6+)
HARDPOINTS	This aircraft has 6 Hardpoints that can accept Hellstrike Missiles, Skystrike Missiles, and bombs. Two Hardpoints can mount either Twin Autocannons or Twin Lascannons.				
EQUIPMENT AND SPECIAL RULES					
GROUND ATTACKER	+1 to Hit Ground Targets				
FLARES	Once per mission, this aircraft may trigger Flares when hit by a weapon fired from a Hardpoint. Roll a D6 for each hit. On a 4+, that hit becomes a miss.				
THERMAL SENSORS	During Night Fighting and Bad Weather, this aircraft may fire at Medium Range without reducing firepower dice.				