

AERONAUTICA IMPERIALIS™



CHAOS RAIDERS SQUADRON LIST



CHAOS RAIDERS

Many strange and bizarre aerial war machines have been encountered in service with the Traitor Legions and renegades over the millennia, and in turn these are dwarfed in number by the many corrupted or copied Imperial designs fielded against their erstwhile masters. The Dark Mechanicus devise devilish devices that fuses Daemon, flesh and metal into a single murderous machine. Their creations, Hell Blade attack fighter, Hell Talon fighter bomber, and the Harbinger heavy bomber have risen to prominence in the last centuries.

CHAOS AIRCRAFT UPGRADES

Exalted Malefic Cogitator +5 points

The pilot of this aircraft has been gifted with a dark cogitator. This upgrade may only be taken by one aircraft within a force. Once per game, this aircraft may choose to reroll a dice roll. However, all of the dice rolled must be re-rolled and the player must accept the result of the second roll, even if it is worse.

Daemoniac Possession +3 points

The aircraft has no crew but is possessed by a daemon. The aircraft is part in 'real' world, and part in the warp. A possessed aircraft gains a 6+ save against each hit it takes.

Abyssal Shells +2 Points

An insidious device made from standard explosives and material touched by the daemoniac, each abyssal shell retains a splinter of Warp energy. Select one Autocannon or Quad Autocannon. That weapon gains Extra Damage (6+) special rule.

Warp Rift +3 points

The aircraft's presence is an affront to nature, causing clouds to black and storm to father in its wake. Enemy aircraft caught in the warp rift caused by the chaos aircraft experience fierce lightning strikes and extreme turbulence. This is treated as an attack against every aircraft in the aircraft's rear arc and is made in addition to all the aircraft's other firing.

	Arc	FPR	DMG	Ammo	Special
Warp Rift	Rear	2-1-0	5+	UL	Aerial Attack

Blight Bombs +3 points

This is a highly toxic biological weapon carried by aircraft favoured by the Chaos God Nurgle. Only Bombers may take Blight bombs.

	Arc	FPR	DMG	Ammo	Special
Blight Bomb	Rear	2-0-0	*	1	Ground Attack

*Blight Bombs destroy a target (or render is unusable due to biological contamination), regardless of number of hits, on a roll of 5+, once per hit.

HELL BLADE

The Hell Blade is an interceptor and air superiority fighter aircraft that is used by the forces of Chaos. The Hell Blade is a blasphemous fusion of advanced technology and daemonic forces created by the corrupted Heretekhs of the Dark Mechanicum. The craft was designed on the Dark Mechanicum Forge World of Xana II located deep within the Eye of Terror and was created as a replacement for the aging Swiftdeath fighter formerly used by the Forces of Chaos as their primary interceptor.

The Hell Blade interceptor represents one of the most resounding technological successes of the Dark Mechanicus; it is a sleek and deadly dagger-shaped aircraft held aloft by vector-thrusting jet engines which make it incredibly fast and impressively nimble. The Hell Blade is a swift and ruthless killer both in a planetary atmosphere and in the void of space. The Hell Blade is designed to swiftly achieve air superiority for Chaos raiding forces and sweep enemy aircraft from the skies, clearing the way for heavier aircraft, such as the Harbinger, to pound ground defences and allow a Chaos Space Marine onslaught to begin. The slim double-bladed shape cuts through the air, emitting hideous shrieks and wails as it swoops down on its victims.

HELL BLADE

CLASS: FIGHTER

13

POINTS



STRUCTURE 1

TRANSPORT -

FUEL -

THROTTLE 3

ACE MANOEUVRES 1-8

HANDLING 3+

MIN SPEED 3

MAX SPEED 9

MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Quad Autocannon	Front	2-6-0	4+	UL	-

Pilot
Crew

HELL TALON

The Hell Blade's larger cousin is the Hell Talon, a heavier aircraft used in the fighter-bomber role, and capable of carrying a large under-wing payload of incendiary bombs. The Hell Talon swoops in low, bombing and strafing, whilst the Hell Blades cover them, by intercepting enemy fighters. As well as up to eight bombs, the Hell Talon is also armed with lascannons and an autocannon under the fuselage.

The Hell Talon is flown by three Chaos servitor which are all hardwired into the cockpit. As it flies, the Hell Talon issues wails, screams and groans – the tortured screams of those sacrificed to awaken the daemons within the aircraft. The Hell Talon's daemoniac spirit seemingly tears through the very fabric of the sky, accompanied by crackling lightning and black storm clouds as the Warp leaks through into reality in the wake of the aircraft's passage. Literally the skies darken when the Hell Talons fly.

HELL TALON

CLASS: BOMBER

24
POINTS



STRUCTURE 3

TRANSPORT –

FUEL –

THROTTLE 3

ACE MANOEUVRES 1-6

HANDLING 3+

MIN SPEED 3

MAX SPEED 9

MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Autocannon	Front	2-3-0	4+	UL	–
Twin Lascannon	Front	0-2-1	2+	UL	Extra Damage (6+)

Pilot
Crew

ADDITIONAL WEAPONRY

Hell Talon Bombers may be equipped with up to four pairs of wing bombs at 2 points each.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Pair of Wing Bombs	Rear	4-0-0	2+	1	Ground Attack, Extra Damage (5+)

HARBINGER

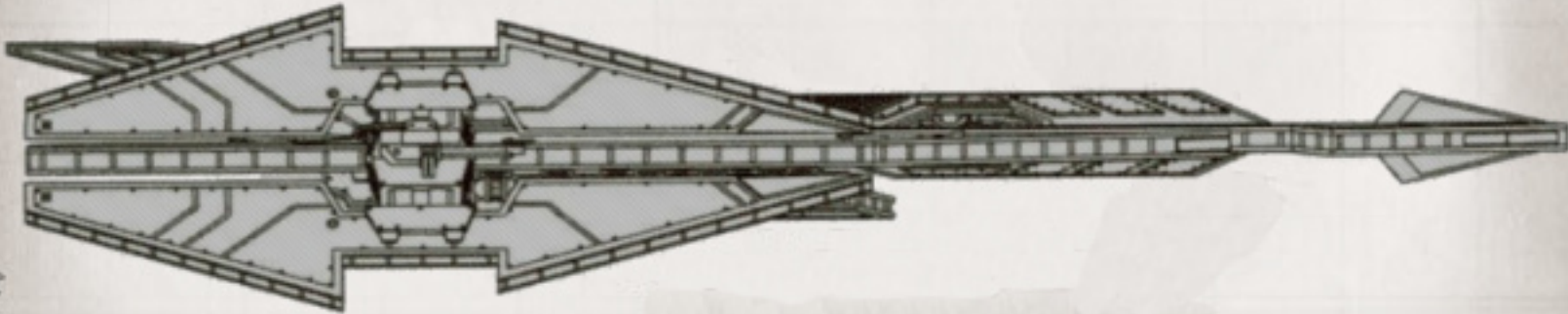
The Harbinger is an enormous heavy bomber employed by the forces of the Dark Gods. Once considered little more than a rumour, in recent times, as the forces pouring forth from the Eye of Terror have grown bolder and more numerous, encounters with the dreaded Harbinger have grown more frequent. Seen in support of Chaos incursions and heavy raids, and flown from heavily defended spearhead bases or deployed from spacecraft in low orbit, they carry massive and destructive payloads of bombs and incendiaries, and a flight of harbingers darkening the skies is a sight that has spelt doom to entire cities in the past.

Cast from the warp like great black shadows of despair, the Harbingers power through the skies, accompanied by flights of smaller Hell Blades and Hell Talons, before unleashing indiscriminate destruction with their massive payloads, hideous virus weaponry known as blight bombs, or horrific baletalon shatter charges.

HARBINGER

CLASS: BOMBER

72
POINTS



STRUCTURE 13

TRANSPORT -

FUEL -

THROTTLE 3

ACE MANOEUVRES 1-3

HANDLING 5+

MIN SPEED 1

MAX SPEED 5

MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Autocannon	Front	2-3-2	4+	UL	-
Autocannon	Front	2-3-2	4+	UL	-
Autocannon	Front	2-3-2	4+	UL	-
Bomb Bay	Rear	8-0-0	2+	3	Ground Attack, Extra Damage (5+)

Pilot
Crew

ADDITIONAL WEAPONRY

Harbinger Bombers may be equipped with up to two Wing bombs at 4 points each and up to one Shatter Charges at 6 points.

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Wing Bombs	Rear	8-0-0	2+	1	Ground Attack, Extra Damage (5+)
	Shatter Charges	Rear	4-2-0	★	1	Ground Attack

★ Any target hit is destroyed on a dice roll of 4+, regardless of structure.

GROUND DEFENCES

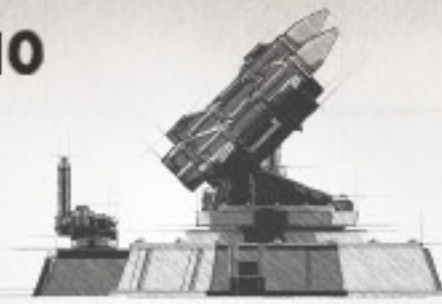
HYDRA & MANTICORE BATTERY

Originally Imperium support weapon platforms, these weapons are not uncommon sight among chaos forces after having been stolen or salvaged. Over time, they become encrusted with the paraphernalia associated with their new chaos masters. The Blood pact batteries tend to be painted in this dried blood as well and to be marked with various heretical Chaos icons, such as the Chaos Star and the Mark of Khorne. While those belonging to the Word Bearers are often hung with strips of parchment covered in the writings of Lorgar, and incorporate braziers filled with smouldering daemonbone incense. The most common defensive armaments looted are Hydra flak cannon and Manticore missile launchers.



GROUND DEFENCE
HYDRA FLAK BATTERY

STRUCTURE	FPR	DMG	SPECIAL
2	6-4-2	5+	Effective Altitude (2), Ground-to-Air Fire



GROUND DEFENCE
MANTICORE MISSILE BATTERY

STRUCTURE	FPR	DMG	SPECIAL
2	2-1-1	4+	Effective Altitude (5), Ground-to-Air Fire, Extra Damage (5+)

ACE ABILITY TABLE

Chaos Pilot Ace Abilities

D6	Ace Ability
1	Gaze of Fate: This aircraft may roll one extra dice when firing at Medium range.
2	Warp Sight: If the Night Fighting or Bad Weather rules are in use, this aircraft may fire at Medium range without reducing the number of Firepower dice rolled.
3	Daemonic Fortitude: Add 1 to the dice roll for any Breaking Up test with this aircraft.
4	Rampant Destruction: When making a Bombing Run, this aircraft adds +1 to any Bombing Creep rolls.
5	Guided by Whispers: This aircraft may roll one extra dice when resolving Tailing Fire.
6	Prey on the Weak: Add +1 to all hit rolls made by this aircraft when targeting enemy aircraft at that has lost a structure point this round.