

1.3 IMPERIAL NAVY

1.3.1 GENERAL IMPERIAL NAVY SPECIAL RULES

1.3.1.1 SPECIAL RULE – Imperial Navy Allies

The Imperial Navy is not an army in its own right but is used to support a variety of other Imperial forces. Such formations use the Strategy Rating and other special rules of the army they are allied with.

1.3.2 GENERAL IMPERIAL NAVY UNITS

1.3.2.1 GENERAL IMPERIAL NAVY AIRCRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Marauder Bomber	AC	B	4+	n/a	n/a	2x Twin Heavy Bolter Bomb Racks Twin Lascannon	15cm 15cm 45cm	AA5+ 3 BP, FxF AT4+/AA4+, FxF
	NOTES:	--						
Thunderbolt Fighter	AC	F-B	6+	n/a	n/a	Stormbolters Multilaser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF
	NOTES:	--						

1.3.2.2 GENERAL IMPERIAL NAVY SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	--	8 BP, MW
	NOTES:	<i>Slow and steady (may not be used on turns one and two of a battle unless the scenario specifically states otherwise)</i>						
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-point Attack	-- --	3 BP, MW MW2+, TK(D3)
	NOTES:	--						

1.3.3 SPECIALIST IMPERIAL NAVY UNITS

1.3.3.1 SPECIALIST IMPERIAL NAVY AIRCRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Lightning Interceptor	AC	F	6+	n/a	n/a	Long Autocannon Lascannons	45cm 30cm	AP5+/AT6+/AA6+, Fixed Forward Arc AT4+/AA5+, Fixed Forward Arc
	NOTES:	--						
Lightning Strike Fighter	AC	F	6+	n/a	n/a	Lascannons 2 x Hellstrike Missiles	20cm 45cm	AT4+/AA5+, Fixed Forward Arc AT4+, Fixed Forward Arc
	NOTES:	--						
Marauder Destroyer	AC/WE	B	4+	n/a	n/a	3 x Twin Autocannons Twin Heavy Bolters 2 x Assault Cannons 4 x Hellstrike missiles	30cm 15cm 15cm 45cm	AP4+/AT5+, Fixed Forward Arc AA5+ AA5+, Rear Arc AT4+, Fixed Forward Arc
	NOTES:	DC2. Critical Hit Effect: The bomber's engines are seriously damaged, the pilot loses control and the aircraft crashes						

1.3.3.2 SPECIALIST IMPERIAL NAVY SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER