






Marauder Bomber








Name	Range	Firepower	Notes
Twin Lascannon	45cm	AT4+/AA4+	
Bomb Racks	15cm	3BP	
2x Twin Heavy Bolter	15cm	AA5+	


Marauder Bombers, with their long range and good maximum payload for their size, are the workhorses of the Imperial Navy. They are often based on orbiting spacecraft or, if in a prolonged campaign, on naval airbases established on the ground. Thanks to their capacious fuel tanks and powerful engines, these bases are located far from the frontline, even on another continent.


Close support missions have the added difficulty of identifying targets in a constantly-changing battlefield situation, which Imperial Guard commanders solve in a variety of ways. Some regiments use previously-assigned visual markers, such as weapons fire or coloured smoke, to designate enemy targets. Others incorporate forward air controllers to guide aircraft onto the targets. These Imperial Navy personnel, often experienced pilots themselves, will ride in communications vehicles that allow them to talk directly to the pilots overhead. A third method involves a coordinated withdrawal of ground forces prior to an air strike, decreasing the chance of any friendly fire. This is however a dangerous tactic as it requires disengaging from the enemy.




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Thunderbolt Fighter







Name	Range	Firepower	Notes
Multilasers	30cm	AP5+/AT6+/AA5+	
Underwing Rockets	30cm	AT5+	
Stormbolters	15cm	AP5+/AA5+	


The Thunderbolt primarily serves as an air superiority fighter, given the task of hunting down enemy bombers or engaging enemy fighters in order to establish air superiority over the battlefield. However one of the chief advantages of the design is its versatility, allowing it to fulfill other types of missions. Thunderbolt fighters frequently serve as high altitude escort fighters for flights of Marauder Bombers. They can also be adapted to serve as low level fighter-bombers, night fighters and reconnaissance aircraft. Typically, Imperial Navy Thunderbolt Wings operate thirty aircraft.


The Thunderbolt is a tough aircraft to destroy, built around an armoured superstructure and cockpit. Twin F122v afterburning turbofans gives the Thunderbolt a good top speed in atmospheric flight, while a rocket booster engine allows it to operate in the vacuum of space and for fast take-offs when mounted on ground-based hydraulic ramps. The Thunderbolt should not be confused with a true "star-fighter" like the Fury Interceptor though, as its space capabilities are used primarily when deploying from an orbiting spacecraft into the atmosphere or likewise returning.


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Emperor Class Battleship

• Slow and Steady •







Name	Range	Firepower	Notes
Orbital Bombardment	N/A	8BP, MW	

References


Slow and Steady (TP 2.1.19)


Battleships are huge vessels, with colossal amounts of weapons and shields, and usually serve as the flagship for the Admiral of the Fleet, though this is not always necessarily the case. Although very powerful, battleships are very slow to manoeuvre and cannot react quickly to enemies that rapidly change course. Imperial battleships can have crews of anywhere between 25,000 to 3,000,000 or more depending on sources, including large numbers of Imperial Navy armmen to defend against enemy boarding assaults. Battleships can be up to 8 kilometres from prow to stern and displace billions of tons. Because they represent such a vast expenditure of resources and require a fairly advanced technical base, these are typically constructed only in the largest shipyards above the major Adeptus Mechanicus Forge Worlds. These vessels are precious assets and are carefully husbanded, usually employed in only larger fleet formations.


The Emperor Class Battleship is a command ship and a carrier combined together. It is one of the oldest designs still in use.

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Lunar Class Cruiser







Name	Range	Firepower	Notes
Orbital Bombardment	N/A	3BP, MW	
Pin-Point Attack	N/A	MW2+, TK(D3)	

The Lunar Class Cruiser is the mainstay of the Imperial Navy. It is a good all-around ship, having reasonable lance and weapon battery armament, and a fair torpedo capability. This versatility is the factor that has won the ship its position as the Imperial warship of choice. Whilst the Lunar doesn't have the range of larger ships, it can hold its own at medium to short ranges. It also possesses enough shielding and armour to enable it to get to the range of its weapons relatively unscathed.

Usually cruisers operate in pairs, and the Lunar is no exception, as it allows twice the firepower to be brought against the enemy, whilst forcing them to halve their reply. The standard tactic with the Lunar class is to fire the torpedoes whilst closing with the enemy. This will cause some disruption as the enemy attempts to manoeuvre away from the torpedoes. This disruption will hamper attempts to fire upon the pair of cruisers, and they will get within range, and turn their broadsides to face the enemy. From here, they will fire volley after volley into the enemy while circling at full speed.

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