

## Phantine Air Corps Army List

***"We had planes. We flew them. They had planes. They flew them. There was some shooting involved. All that mattered, really, was who was still flying at the end of it."***

**– Major August Kaminsky**

### **Introduction**

The Phantine Air Corps is an unusual regimental-sized force of Imperial fighter-bombers and bombers raised from the Industrial World of Phantine that provides dedicated air support for the ground forces of the Astra Militarum. It is a unique formation within the ranks of the Imperial Guard, perhaps even an aberration, for the Phantine Air Corps fights solely in the air and has no presence on the ground. As its name indicates, the Phantine Air Corps is comprised of dedicated fighter pilots and bomber crews, a branch of the Imperial military traditionally found only in service with the Imperial Navy.

### **Using The Army List**

The following army list allows you to field an army based the Phantine Air Corps (PAC). This list although classed as Imperial Guard is infact the only Imperial Guard Regiment to be based on flyers. These units are broken down into their Orbis, Umbra and Halo Wing Names.

Phantine Air Corps formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.

The fact that Phantine has no real land based assets, these are represented by Forward Air Controller Stations(FACS). A minimum of 3 must be fielded by the PAC in order to allow suitable coverage for objectives etc. These FACs are able to garrison and house troops, which are drawn from air crews and technicians.

### **Special Rule: Flight Leaders**

An Imperial Guard army may include one Flight Leader character per 500 points, or part thereof, in the army. The Flight Leader's do not cost any points.

Flight Leaders units may be added to the army at the start of the battle before either side sets up. If the army includes a Supreme Commander than the first Flight Leader must be attached to the Supreme Commander's formation. Any further Flight Leaders may be attached to any other formations.

You may not include more than one Flight Leader per formation.

### **Special Rule:Chocks Away!**

Flight Leaders attached to Thunderbolt Units may if the unit fails to activate sacrifice a TB to remain grounded whilst the others continue on their sortie

To represent this fact, remove one Thunderbolt from the game as it can no longer re-join the squadron.

**Special Rule:Overwatch**

The Phantine Air Corps relies heavily on Air power, to reflect this 1-3 of the FACS may go onto overwatch prior to the game starting.

**Special Rule: CAP Garrison**

If all 3 FACS are on Garrison the the PAC may not use a CAP Garrison, however if only 2 are then 1 CAP Garrison may be used, if 1 FACS is on garrison then 2 may CAP Garrison