

Floaters & Flyers (alternate Rules)

Play testing has shown the current Floater and Flyer rules can be unbalancing. The following is an alternate set of rules developed to reduce the near invulnerability Floaters and Flyers have under the standard rules.

Special Ability: Floater

Floaters are a relatively slow-moving unit that moves through the air, such as a balloon or zeppelin. They follow the special rules below but otherwise are given orders, move, shoot & activate as regular units.

1) **Altitude:** Floaters may end the Movement Phase at any of the three listed altitudes. Due to their ability to change altitude, these units ignore terrain while moving and may end movement above impassible terrain. Only units with the Transport ability may land.

2) **All-around Firing:** All Floater weapons have a 360° arc of fire. Barrage weapons always fire independently, even from units in the same detachment.

3) **All-Around Armor:** Floaters do not suffer from side or rear armor penalties.

4) **Shoot the Thin Part:** Floater attacks come from above and always get an additional -1 TSM 'side armor' bonus. However, they never get a 'rear armor' bonus, and this bonus only applies against things that suffer from a side or rear-armor penalty in the first place. Flyers on the ground ignore this rule.

5) **Drop Things:** Some Floaters can drop template weapons during movement, centering the template on the unit's line of movement. The attack is resolved immediately and the flyer then keeps moving. Barrage weapons are never combined (like artillery barrages).

6) **Objectives:** Floaters may not claim or contest objectives.

7) **Pinning:** Floaters do not belong to any pinning class because while at high altitude they cannot be pinned at all – not even by other flyers. If a Flyer is on the ground it is considered a Vehicle for pinning other units, but like a skimmer it may choose to break off combat at any time and move away.

Altitude

Grounded: The unit is either on or very near the ground and not really moving while troops get on or off. It can't actually land in woods, buildings or other impassible terrain, but it can hover over them while troops get off. Transports that are loading or unloading troops cannot fire weapons other than Point Defense.

Low Altitude: The unit is somewhere between treetop and skyscraper high, and terrain may block line of sight to it. Floaters, Flyers, Skimmers and Jump-Pack troops can engage the unit in Close Combat. Jump-equipped troops can safely disembark, but not get on. Template weapons may affect the aerial unit or units on the ground, but not both.

High Altitude: The unit is a long ways up and has line of sight to virtually everything on the tabletop (except the inner parts of wooded terrain). Likewise, virtually everyone can see it but must add 25 cm to the range when firing at it. Only other Floaters or Flyers can engage the unit in Close Combat. Jump-equipped troops can safely disembark, but not get on. Template weapons may affect the aerial unit or units on the ground, but not both.

Special Ability: Flyer

Flyers are fast-moving aerial units such as attack helicopters and vectored-thrust craft. They use the following rules:

1) **Altitude:** Flyers may end the Movement Phase at any of the three listed altitudes. Due to their ability to change altitude, these units ignore terrain while moving and may end movement above impassible terrain. Only units with the Transport ability may land.

2) **Front Firing:** All Flyer weapons have a 180° arc of fire. Barrage weapons always fire independently, even from units in the same detachment.

3) **All-Around Armor:** Flyers do not suffer from side or rear armor penalties.

4) **Shoot the Thin Part:** Flyers attacks come from above and always get an additional -1 TSM 'side armor' bonus. However, they never get a 'rear armor' bonus, and this bonus only applies against things that suffer from a side or rear-armor penalty in the first place. Flyers on the ground ignore this rule.

5) **Drop Things:** Some Flyers can drop template weapons during movement, centering the template on the unit's line of movement. The attack is resolved immediately and the flyer then keeps moving. Barrage weapons are never combined (like artillery barrages).

6) **Objectives:** Flyers may only claim or contest objectives when landed.

7) **Pinning:** Flyers do not belong to any pinning class because while at high altitude they cannot be pinned at all – not even by other flyers. If a Flyer is on the ground it is considered a Vehicle for pinning other units, but like a skimmer it may choose to break off combat at any time and move away.

8) **Hard Target:** Flyers are a difficult target to shoot for non dedicated AA units. To represent this only certain units may target flyers, the unit must be on First Fire orders, and it suffers a -1 penalty to hit. The following units may target flyers:

- *Infantry, Cavalry, Walkers, Light Artillery, Knights, Titans*

The following units face the further restriction that they may only target flyers with Turreted weapons or those listed as having 360degree arc:

- *Vehicles, Floaters, Praetorians*

All Flyers are activated as normal in the Movement & Combat Phases. Flyers must move at least at least half their base move every turn. A flyer moves in a straight line between its starting point and its destination. A flyer may rotate to face any direction at the start and end of its move.

Flyers receive the same orders as other units, but these orders have slightly different meanings.

1) **First Fire:** This order causes a flyer to land and load or unload troops. The flyer moves its normal distance in an evasive pattern, and incoming fire receives a -1 To-Hit penalty. Troops must pay the normal 5 cm to board or exit the flyer, but the flyer may move its full distance. It remains on the ground until the next turn. Flyers on First Fire Orders cannot fire weapons other than bolters (or their equivalent).

2) **Advance:** This permits the flyer to fire its weaponry in the advance fire phase.

3) **Charge:** The flyer may engage other flyers in Close Combat (dogfights). A flying unit's base move is not increased by Charge Orders.

4) **Fall Back:** Flyers that fail a morale check will attempt to fly off the table. The player may attempt to rally in the same turn's End Phase, but if failed the flyers rout and count as destroyed.