

Bomber Wing

Points: 200 + models

The Imperial Navy, much like the other segments of the forces protecting mankind, is a vast, military organization. Its tasks are many and varied, from transport through the cold reaches of space to providing air support during times of war. Two of the most used Naval air units are the agile Thunderbolt and the slower, but much more heavily armed Marauder. The combination of these two craft have been used to great success for millennia. At the core of this success lies the Bomber Wing formation. Due to the vast amount of manpower available to the Imperial Navy the Imperium can afford to assign multiple escorts to each Marauder bomber. The squadron leader and his wingmen are responsible for keeping enemy interceptors and ground based flak defences occupied as the Marauder and it's deadly payload close in on its intended target. A classic example of this method of

operation can be found in the records detailing the Kardhand purge. A small Bomber Wing lead by flight commander Zenafus Bane penetrated Ork flak and fighta-bommer defences, allowing the accompanying Marauder to unload its entire payload directly into an Ork factory which, unknowingly to its greenskin occupants, was build on a fully functional plasma reactor. The cataclysmic explosion that followed resulted in the deaths of nearly a full company of the Cadian 362th, uncountable Orks, but most importantly the source of the Ork menace – Big Mek Grognutz. A single attack had effectively decapitated the greenskin menace on Kardhand. The combination of the explosion and their hazardous duty also led to the deaths of the entire Bomber Wing. Flight Commander Bane and the other pilots of the formation were posthumously awarded the Honorifica Imperialis.

3 Thunderbolt Fighters



1 Marauder Bomber

FORMATION:

3 Thunderbolt Fighters
1 Marauder Bomber

Options: Both the Thunderbolts and the Marauder have all their normal rules and options as detailed in the Apocalypse Rulebook.

FORMATION RULES

Protect the Payload!:

The Thunderbolts will engage all enemy flyers in order to protect the Bomber and as such the player of the Bomber Wing will receive free attacks against any enemy flyers using the Thunderbolt's weaponry. This is limited to one attack by one weapon against an enemy per Thunderbolt. This attack is resolved before the first turn of the shooting phase begins.

Through the Flak:

Thunderbolt pilots will protect the Marauder bomber against ground based enemy AA fire by dodging and weaving around the bomber, forcing AA crews to fire at the fighters first. All Thunderbolt fighters must be destroyed before the Bomber can be targeted as long as the formation stays within 6" of each other.