

Su-30

425



The most capable fighter in Chinese inventory is the imported Su-30.

Su-30 w/GSz-301, 8xR-77 and 4xR-73

Replace 4xR-27R with 4xFAB-500. Replace 8xR-27R with 8xFAB-500.

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	7+	5+	10+
	Cruise				
	Burn				

AIR

GSz-301 30mm Cannon

Range 48" Damage 2xD8

R-73

Range 72" Damage D10

R-77

Range 12-96" Damage D10

FAB-500

Range - Damage D10+4

NR-30 Cannon: This weapon causes a -2 penalty to Armour rolls.

Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.

Tough: The Su-30 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

R-73: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.

R-77: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.

FAB-500: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

Su-27

400



Russian air superiority fighter purchased by China. It is manufactured locally under the J-11 designation.

Su-27 w/GSz-301, 6xR-27R and 4xR-73

Replace 4xR-27R with 4xFAB-500. The bombs may not be upgraded to LGBs

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	7+	5+	10+
	Cruise				
	Burn				

AIR

GSz-301 30mm Cannon

Range 48" Damage 2xD8

R-73

Range 72" Damage D10

R-27R

Range 12-96" Damage D10

FAB-500

Range - Damage D10+4

NR-30 Cannon: This weapon causes a -2 penalty to Armour rolls.

Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.

Tough: The Su-27 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

R-73: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.

R-27R: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.

FAB-500: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

JH-7A

325



This tandem-seat fighter-bomber is in the same mission-class of the European Panavia Tornado IDS and Russian Sukhoi Su-24 Fencer.

JH-7A w/23mm Cannon, 6x500kg Bomb, 2xPL-5

Replace the 6x500kg Bomb with 6xCluster Bomb

Size Move Close Combat Target Armour Kill

5	Cruise	4xD10	7+	5+	9+
	Burn				

AIR

Weapons

23mm cannon
Range 36" Damage 2xD6+1
500kg Bomb
Range - Damage D10+4
Cluster Bomb
Range - Damage D8
PL-5
Range 60" Damage D10

Special Rules

23mm Cannon: This weapon causes a -2 penalty to Armour rolls.
Flyer: May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.
Tough: This aircraft will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
500kg Bomb: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.
Cluster Bomb: This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon will ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.
PL-5: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action. May be fired only from the rear of the target
Immune to suppression.
Ignore the effects of smoke (see main rulebook).

H-5

250



Chinese copy of the Russian Il-28 bomber.

H-5 w/Two Twin 23mm Cannons, 4x500kg Bombs

Replace the 6xMk 83 with 6xBLU755

Size Move Close Combat Target Armour Kill

5	Loiter	4xD10	6+	5+	8+
	Cruise				

AIR

Weapons

Twin 23mm cannon
Range 36" Damage 3xD6+1
500kg Bomb
Range - Damage D10+4

Special Rules

Twin 23mm Cannon: This weapon causes a -2 penalty to Armour rolls. One of the cannons may fire only against targets in the rear hemisphere. Both may be fired in a single Shoot action
Flyer: May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.
Tough: This aircraft will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
500kg Bomb: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.
Immune to suppression.
Ignore the effects of smoke (see main rulebook).

Q-5

275



Ground attack aircraft based on the MiG-19 design

H-5 w/Twin 23mm Cannon, 2xType 57-2 rockets, 2x500kg Bomb, 2xPL-2 AAM

Replace the 2x500kg Bomb with 2xCluster Bomb

Size Move Close Combat Target Armour Kill

5	Loiter	4xD10	6+	5+	8+
	Cruise				

AIR

Weapons

Twin 23mm cannon
Range 30" Damage 3xD6+1
500kg Bomb
Range - Damage D10+4
PL-2
Range 60" Damage D10
Type 57-2
Range 36" Damage D6+1
Cluster Bomb
Range - Damage D8

Special Rules

Twin 23mm Cannon: This weapon causes a -2 penalty to Armour rolls.

Flyer: May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.

Tough: This aircraft will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

PL-2: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. Up to two missiles may be launched in a single action. May only be fired from the rear aspect of the target.

500kg Bomb: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

Type 57-2: This weapon causes a -1 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS. Up to two UV-16-57 pods may be fired in a single Shoot action

Cluster Bomb: This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon will ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

Immune to suppression.
Ignore the effects of smoke (see main rulebook).

J-10

355



Locally developed light fighter

J-10 w/23mm Cannon, 2xPL-12 and 4xPL-8

Replace 2xPL-12 with 2x500kg Bomb. Replace 2xPL-12 with 2x500kg Bomb.

Size Move Close Combat Target Armour Kill

6	Loiter	4xD10	7+	5+	9+
	Cruise				
	Burn				

AIR

Weapons

23mm Cannon
Range 48" Damage 2xD6+1
PL-8
Range 60" Damage D10
PL-12
Range 12-96" Damage D10
500kg Bomb
Range - Damage D10+4

Special Rules

23mm Cannon: This weapon causes a -2 penalty to Armour rolls.

Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.

Tough: The J-10 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

PL-8: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.

PL-12: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action

500kg Bomb: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.

J-7 250



Chinese copy of the MiG-21 aircraft

J-7 w/23mm Cannon, 4xPL-2

Options
Replace 2 or 4 K-13 with Type 57-2 pod each

Statistics

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	6+	8+
Burn					

AIR

Weapons

23mm Cannon
Range 36" Damage 2xD6+1
PL-2
Range 60" Damage D10
Type 57-2
Range 36" Damage D6+1

Special Rules

23mm Cannon: This weapon causes a -1 penalty to Armour rolls.
Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.
Tough: The J-7 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
PL-2: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. Up to two missiles may be launched in a single action. May only be fired from the rear aspect of the target.
Type 57-2: This weapon causes a -1 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS. Up to two UV-16-57 pods may be fired in a single Shoot action
Army List: Up to two J-7s may be bought as a single Air choice.

J-6 250



Chinese copy of the MiG-19 aircraft

J-6 w/Three 30mm Cannons, 2xPL-2, 2xType 57-2

Options
None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	6+	8+
Burn					

AIR

Weapons

30mm Cannon
Range 36" Damage 2xD8
FAB-500
Range - Damage D10+4
FAB-250
Range - Damage D10+2

Special Rules

30mm Cannon: This weapon causes a -1 penalty to Armour rolls. All three cannons may be fired in a single Shoot action
Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.
Tough: The J-6 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
PL-2: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. Up to two missiles may be launched in a single action. May only be fired from the rear aspect of the target.
Type 57-2: This weapon causes a -1 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS. Up to two UV-16-57 pods may be fired in a single Shoot action
Army List: Up to two J-6s may be bought as a single Air choice.

J-8A

255



A development of the J-7 aircraft

J-8A w/Twin 30mm Cannon, 4xPL-2

Replace 2 or 4 K-13 with Type 57-2 pod or 500kg Bomb each

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	6+	8+
	Burn				

AIR

Twin 30mm Cannon

Range 36" Damage 2xD8

PL-2

Range 60" Damage D10

Type 57-2

Range 36" Damage D6+1

500kg Bomb

Range - Damage D10+4

Weapons

Twin 30mm Cannon: This weapon causes a -1 penalty to Armour rolls.**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.**Tough:** The J-7 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.**PL-2:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. Up to two missiles may be launched in a single action. May only be fired from the rear aspect of the target.**Type 57-2:** This weapon causes a -1 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS. Up to two UV-16-57 pods may be fired in a single Shoot action**500kg Bomb:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.**Army List:** Up to two J-8As may be bought as a single Air choice.

Special Rules

J-8II

275



A further development of the J-8A

J-8II w/Twin 30mm Cannon, 2xPL-8,
2xPL-12Replace 2xPL-8 with 2xType 57-2 pod or 2x500kg Bomb
Replace 2xPL-12 with 2xType 57-2 pod or 2x500kg Bomb

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise	4xD10	6+	6+	8+
	Burn				

AIR

Twin 30mm Cannon

Range 36" Damage 2xD8

PL-8

Range 60" Damage D10

PL-12

Range 12-96" Damage D10

Type 57-2

Range 36" Damage D6+1

500kg Bomb

Range - Damage D10+4

Weapons

Twin 30mm Cannon: This weapon causes a -1 penalty to Armour rolls.**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.**Tough:** The J-8II will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.**PL-8:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.**PL-12:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action**Type 57-2:** This weapon causes a -1 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS. Up to two UV-16-57 pods may be fired in a single Shoot action**500kg Bomb:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.**Army List:** Up to two J-8IIs may be bought as a single Air choice

Special Rules

Super-10

475



Planned heavy variant of the J-10 multirole fighter

Super-10 w/23mm Cannon, 4xPL-8, 2xPL-12 and 4x500kg Bomb

None

Size	Move	Close Combat	Target	Armour	Kill
6	Loiter	4xD10	8+	5+	10+
	Cruise				
	Burn				

AIR

Weapons

23mm Cannon
 Range 36" Damage 2xD6+1
PL-12
 Range 72" Damage D10
PL-8
 Range 12-96" Damage D10
500kg Bomb
 Range - Damage D10+4

Special Rules

23mm Cannon: This weapon causes a -2 penalty to Armour rolls.
Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.
Tough: The Super-10 will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.
PL-8: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.
PL-12: This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action.
500kg Bomb: This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.
Vectored thrust engines: this vehicle may turn as if it was moving one speed band slower