

WARHAMMER

AGE OF SIGMAR

AETHER WAR

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During the Age of Myth, the smith-god Grungni created the wondrous Godwrought Isles, a perfectly geometric paradise filled with rare treasures and priceless metals. Yet this ordered idyll was doomed when the godbeast known as the lode-griffon descended from on high, its powerful magical aura tearing the Isles asunder and transforming them into a warped continental sprawl - the Spiral Crux.

At great cost the godbeast was slain, but its death heralded the onset of the Age of Chaos, whereupon the Dark Gods unleashed their daemonic legions on reality. The Change God Tzeentch laid claim to the Spiral Crux and Griffon's Eyrie at its centre. Tribes of warlike Tzaangors sworn to the Changer of the Ways claimed this land as their own, for only they could withstand its sorcerous atmosphere.

Where so many of their kin were destroyed by the rampant hordes of Chaos, the duardin of the Kharadron Overlords endured. They took to the clouds upon spectacular, techno-arcane sky-vessels, fending off the servants of Tzeentch with cannons and bombs.

With the dawning of the Age of Sigmar, the Kharadron have grown ever bolder, launching raids into enemy-dominated territory in search of streams of priceless aether-gold.

At the heart of the Spiral Crux, these hardy privateers will clash against the twisted minions of the Change God - a battle between science and raw magic fought amidst the deadliest skies in the Mortal Realms!



THE SPIRAL CRUX

The Spiral Crux is a land unmoored, a wild region of blade-like spires and jagged promontories riven by chaotic magical storms. For all its dangers, the Crux also contains rich seams of magical resources, and it has become a battleground for opposing armies that seek to loot or harness its potent treasures.

During the Age of Myth, the smith-god Grungni, father of the duardin, claimed dominion over Chamon. Seeking to impose order upon its dangerous wilds, the Great Maker laboured away on the construction of perfectly ordered lands at the heart of the Realm of Metal. Known as the Godwrought Isles, these flawlessly geometric creations were linked together by exquisite, curving bridges and home to alchemical wonders and treasures beyond imagination. The duardin and human smiths that settled across the islands soon began to unlock the secrets of their strange new paradise. Great empires and civilisations rose throughout the Isles.

Grungni was a deity who prized self-sufficiency and autonomy amongst his subjects, and he soon departed from the Realm of Metal, joining the ranks of Sigmar's pantheon to repay an ancient debt to the God-King. For a time, the people of the Godwrought Isles did indeed prosper alone. The discovery of many priceless resources led to an era of invention and progress – these rare treasures included seams of unbreakable invictunite and glittering clouds of aether-gold. The latter was particularly prized by duardin smiths, some of whom believed that the gaseous metal was the breath of their departed god, but most coveted of all was Chamonite – the quicksilver-like realmstone of Chamon – which was rife with transmutational power. The clans of the Isles used this mighty substance to power their forges, and it became an invaluable and fiercely contested resource. Generations of relative peace were disrupted as former allies competed to secure the choicest extraction sites.

Avaricious eyes soon turned towards Chamon's riches. No less a being than Tzeentch, the Architect of Fate, sensed the potential of the Godwrought Isles with their vast

reserves of Chamonite. With a subtlety that was the hallmark of his craft, Tzeentch began to plant the seeds of blasphemy in the minds of the Isles' prosperous inhabitants.

Chased from its dwelling in the Hanging Valleys of Anvrok by the Tzeentchian drake Argentine, the zodiacal godbeast known as the lode-griffon descended from the void and came to rest upon the central island of the Godwrought Isles. Such was the magical weight of this creature that the magnetic laws of the region were rent asunder. The perfect land masses fashioned by Grungni began to warp and buckle. Great pipelines that carried refined Chamonite across the region were cracked open and the molten realmstone within spilled out, evaporating into the skies to gather as swirling clouds in the Chamonite stratosphere. The devastated remnants of the Godwrought Isles were given a new name – the Spiral Crux.



Many great cities were crushed or torn apart instantly by the force of this magical catastrophe. Others suffered a slower but no less inevitable decline as the lode-griffon's magnetic blood sent their harvesting instruments haywire and rendered vital mining sites unusable. Seeking to end the curse that had ruined them, thousands of monster-slayers from the Cruxian duardin clans launched a series of assaults against the slumbering creature, yet the lode-griffon proved

entirely immune to their mortal weapons. They succeeded only in enraging the godbeast, and its resulting rampage destroyed every civilisation within a dozen leagues. Increasingly concerned by the doom upon their doorstep, the nations of the Crux convened a conclave of their mightiest aethermancers. The greatest minds of the Spiral Crux sought a way to slay the lode-griffon with magic and end its malign influence over their lands. Together, nine mighty sorcerers made the perilous trek to Griffon's Eyrie. There, they worked a great spell of transmutation, planning to transform the lode-griffon into inanimate gold.

Yet eight of the aethermancers did not realise that the ninth of their number was an impostor. As the great ritual came to an earth-shaking conclusion, this rogue sorcerer revealed himself to be the Gaunt Summoner known as the Watcher King, a loyal servant of Tzeentch. The Summoner had woven a subtle corruption into the aethermancers' incantations. Triggering a landslide of molten Chamonite that engulfed his companions, the Watcher King fled to his Silver Tower and observed the anarchic outcome of his deception. Despite the deaths of the aethermancers, their great spell was still enacted, and the lode-griffon's body was transmuted to pure gold.

The frenzied death-cries of the stricken godbeast were so replete with magical dissonance that they tore open a rift to the Realm of Chaos, through which the daemons of Tzeentch poured in an endless tide. The Age of Chaos had dawned upon the Spiral Crux, and it would forever be the site of one of the Change God's most decisive victories. Only a scant few duardin clans managed to escape the slaughter that followed, retreating to their mountaintop citadels. There, assailed by hordes of

shrieking Horrors, they found their former glory reduced to a desperate, day-to-day existence.

Other clans developed ingenious technology that allowed them to avoid that grim fate. The ancestors of the Kharadron Overlords took to the clouds, constructing great, militarised sky-ports and flying vessels powered by pure aether-gold – the so-called Breath of Grungni, mined at great risk by steamhead pioneers. Such was the innovation of these intrepid duardin that, in a matter of generations, their airborne flotillas had developed from ragtag bands of gyrocopters and steam-blimps to elite and deadly sky-fleets of armoured gunships.

An air war raged between the Kharadron and their hated Tzeentch foes all through the Age of Chaos. Disc-riding sorcerer lords and shoals of blade-ringed Screammers sought to overwhelm the duardin air navies, but they were driven off by the heavy guns of the Ironclad vessels, blasted apart by scattershot and banished to the Realm of Chaos by sustained rocket barrages. Despite the enemy's great numbers and the lethal, sorcerous environments of the Spiral Crux, these duardin societies survived and even thrived, developing an ordered culture of militarised mercantilism against a backdrop of entropy and madness.

Saturated with raw transmutational magic and rich in precious Chamonite, the Crux attracted flocks

of Tzeentch worshippers. The land was at this time so suffused with the distorting power of Chaos that exposed flesh would begin to ripple and warp in seconds, giving rise to the mutations that the Change God's faithful so desired. Thousands perished in pursuit of this goal, or else were transformed into mewling, skinless piles of flesh. Others proved worthy and ascended to the hallowed form of the Tzaangor – the avian beastmen favoured by Tzeentch. These chosen few claimed the region as their own, raising crystal temples in veneration of their god and hoarding the precious metals they believed were his due.

The sky-rift at the centre of the Crux had so thoroughly frayed the membrane between reality and the Realm of Chaos that daemons manifested there in vast numbers. Glimmering Screammers hunted amongst the spinning wreckage of the Godwrought Isles, and multi-coloured Horrors capered across drifting spheres of metal.

Despite the manifold risks of aether-gold extraction in such a hostile environment, compounded by the sudden eruptions of magnostorms that could tear the iron hulls from airships or send craft into spiralling death dives, the Kharadron Overlords did not cease their efforts. Indeed, they cast an increasingly covetous eye upon the treasures of the inner isles, including the rich seams of aether-gold that could be found amidst their tortured skies.

With the dawning of the Age of Sigmar, the Kharadron's opportunity came at last. New allies were found in the form of the Stormcast Eternals, mighty warriors forged from living lightning who despised the Dark Gods just as much as the duardin. Enterprising sky-ports were quick to secure powerful and lucrative alliances with the armies of Azyr, and the God-King's champions were only too happy to accept the formidable firepower of the Kharadron vessels. Indeed, such was the mutual benefit of this military act that the use of the Aetherstrike Force – a formation of duardin airships and winged Stormcast Prosecutors – was even legitimised in the Kharadron Code.

With the momentum of the airborne war between the armies of Tzeentch and the Kharadron sky-ports decisively shifted, the sky-duardin turned their eyes towards new conquests. Although many of the inner isles of the Crux were now cleared of Chaos cults and nomadic Tzaangor tribes, Griffon's Eyrie remained an impassable no man's land. Only the beastmen themselves – pure creatures of sorcery and change – proved resistant to this aura. Yet to the enterprising duardin, this merely served as a challenge to their techno-arcane expertise. Several of the most powerful sky-ports, including fearless Barak-Zilfin and proud Barak-Nar, planned new expeditions into the heart of this bizarre and deadly landscape.

LORDS OF THE SILVER TOWERS

The Gaunt Summoners are the most trusted mortal servants of the Change God, nine wizards of formidable power charged with furthering Tzeentch's intricately woven plans. Each claims dominion over one of the Silver Towers, fortresses of crystal and magic that appear across the Mortal Realms seemingly at random, always leaving madness in their wake. Such are the sorcerous gifts bestowed upon the Gaunt Summoners that they can twist the very landscape beneath them into unnatural shapes, immolate entire armies with burning witchfire, or transmute their foes into bubbling pools of protean matter. Despite their allegiance to Tzeentch, the Gaunt Summoners currently chafe under the domination of Archagon the Everchosen, the mortal champion of the Dark Gods, who sought out the sorcerers' true names at great cost and, in doing so, found a way to bind them to his service. Archagon utilises their talents of prophecy and illusion to aid his grand conquest of the realms – a situation Tzeentch seems content to allow, for the time being at least. The Gaunt Summoners themselves long for the day when they can escape from the Everchosen's iron grasp.



CULTS OF THE EYRIE

At the centre of the Spiral Crux lies the roost of the deceased lode-griffon. Still thoroughly imbued with the godbeast's malign aura and the sorcery of Tzeentch, it is the most hostile environment one could imagine. Only the strongest magic or the most ingenious techno-arcane armour can keep its warping power at bay.

The magical cataclysm that erupted in the wake of the lode-griffon's demise turned the beast's lair into a perilous labyrinth of crystal spires and tumbling rocks. All semblance of physical law had been thrown into disarray by the lingering power of the lode-griffon's disrupting field. City-sized metallic meteors were swept along by hurricane winds, storms of lacerating metal blades surged across the skies, and sudden reversals of magnetic energy could send a sky-ship spiralling into a cloud of debris or simply rip every scrap of metal from its hull. The very air of the place was toxic, so thick with mutative energies and traces of poisonous metal that unprotected flesh would curdle and melt from the bone in moments.

Despite the dangers, the Kharadron saw in the Eyrie a vast, untapped source of aether-gold. It had not always been so. The disaster of the Shyish necroquake, an event the Kharadron came to call the Garaktormun – or the Great Gale of Death – had struck the sky-ports with terrible force. Not only had angry spirits and the risen corpses of their ancestral dead assailed the duardin, but also the magical shockwave of Nagash's grand spell had wreaked havoc on their most prosperous harvesting grounds. The great aetheric disturbance had displaced many potent veins of aether-gold upon which the Kharadron had relied, sweeping them far across the skies upon storms of wild magic.

Forced to seek out new resources, the sky-port of Barak-Nar – the largest and most prosperous of the Kharadron airborne nations – edged ever closer to the Spiral Crux, following the trails of aether-gold. As fearless as they were innovative, the duardin of Barak-Nar were determined to be the first to lay claim to the riches of the Crux. With their rivals in Barak-Zilfin

launching their own forays into the Eyrie, the merchant lords of the City of the First Sunrise knew that time was running short.

The sky-port and its vanguard armada began their approach to the Eyrie. As they travelled closer, they repelled near-constant assaults from Disc-riding beastmen and the sorcerous servants of the Change God, who resented this intrusion into what they now considered their rightful domain. Much blood was spilled on both sides, and the war in the clouds grew ever more brutal.



SERVANTS OF THE WATCHER KING

For the Tzaangor tribes of Griffon's Eyrie and the sorcerers who dwelt among them, the place was a paradise bequeathed by their god. Immune to its sickening aura, the Tzaangor saw the Eyrie as a haven from the rampant armies of Sigmar and his allies, the majority of whom could not pass beyond its borders. Tribes such as the Changerspoil Claw, the Ungomarant and the Silver Tongue made their home in the Eyrie's surging depths. There, they led a nomadic existence, riding the maelstroms and magnetic squalls upon their Discs of Tzeentch, hunting the changerays and glimmeraks that lived amidst the deadly storm clouds, and erecting shrines of worship upon drifting island chains. Occasionally these tribes would gather and raid

neighbouring lands, retreating once more to their hostile domain as soon as they met significant resistance.

Greatest of the Eyrie's Tzaangor tribes was the Shimmering Eye. These beastmen dwelt within the Azure Crown, a formation of floating rocks that orbited the very centre of the Eyrie and circled the golden corpse of the deceased lode-griffon, forever contorted in the agony of its death throes. They served the Gaunt Summoner known as the Watcher King, the same being who had betrayed the conclave of aethermancers sent to destroy the lode-griffon centuries ago.

The Watcher King's Silver Tower had once traversed the Spiral Crux at will, but it had been dispatched back to the void after a fateful collision with the Kharadron super-vessel *Thantanik*. Despite this setback, the Watcher King still exercised strict control over the tribes and cults of the Crux, employing a network of spies and sorcerers to ensure the Change God's will was carried out.

Most trusted of these agents was the Magister Ab-het, High Potentate of the Cult of the Transient Form. One of the most powerful and widespread Tzeentchian cults, the Transient Form had come to see Griffon's Eyrie as something of a promised land. The cult's human members sought a final transformation into the blessed form of the Tzaangor, for they regarded the avian beastmen as the closest creatures in body and spirit to their anarchic deity. Kairic Acolytes travelled to the Eyrie in great numbers, seeking ascension. Most were twisted and transformed into unnatural shapes by the region's transmutative aura, but some did indeed achieve the apotheosis they sought.

Ab-het himself had made this holy pilgrimage. Unlike the lesser devotees of the cult, the Magister

did not wish to become one with the bestial Tzaangors. He had a far grander and more sinister ambition, and he had sworn himself to the service of the Watcher King in order to achieve it. In return for his subservience, he had been gifted many terrible magical secrets as well as a prized Disc of Tzeentch, a daemonic mount that carried Ab-het across the skies to carry out the Watcher King's commands.

SKY WAR

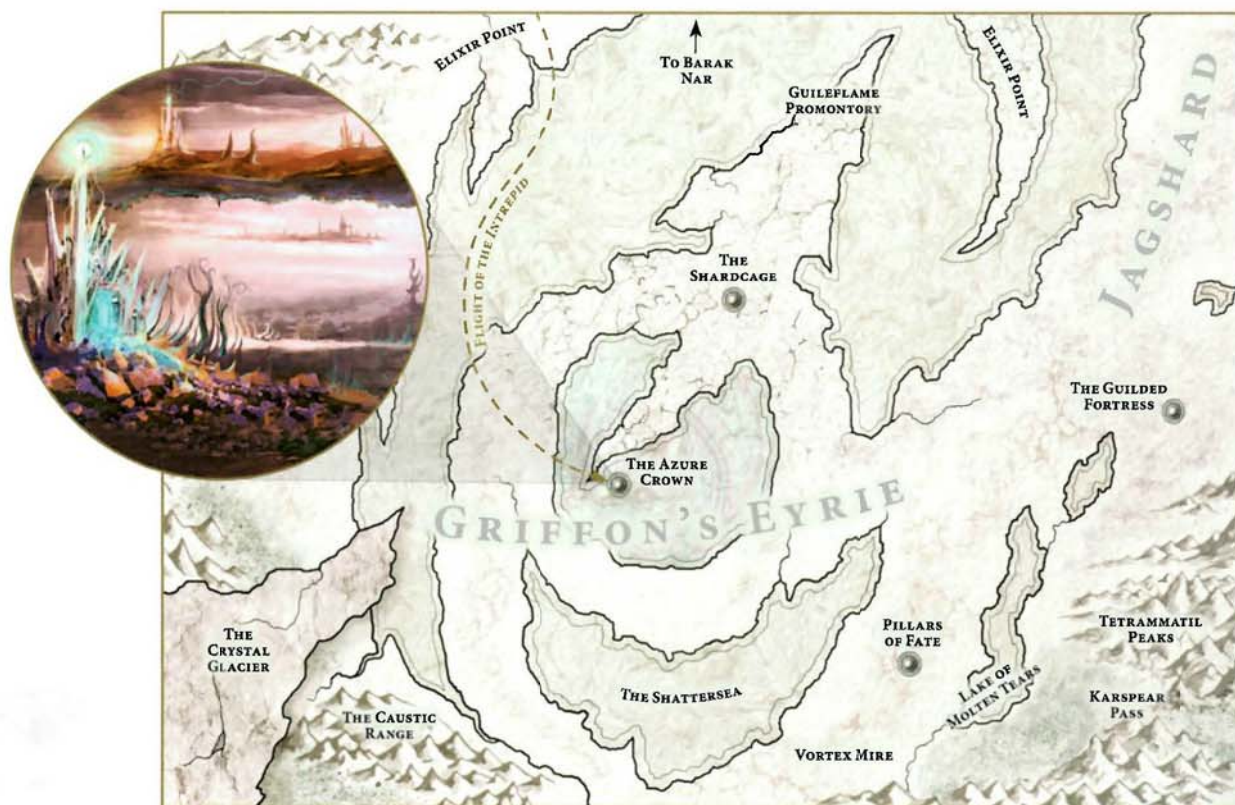
First and foremost amongst the Gaunt Summoner's desires was that the Kharadron Overlords be driven out of the Eyrie in a storm of warplame. The tribe of the Shimmering Eye and those lesser Tzaangor hosts that paid them tribute increased the frequency and ferocity of their raids, targeting isolated prospecting fleets and sweeping down upon them in a shrieking tide. Many intrepid Captains of Barak-Nar were slain, their ships wreathed in sorcerous flames or dragged into razor-sharp

reefs of jagged crystal. Yet for all the devastation caused by the Tzaangors' guerrilla raids, the beastmen were battling a foe that suffered no shortage of air power. The sky-port of Barak-Nar drifted ominously closer with every passing day. The gargantuan city, bristling with aethercannon emplacements and skyburst mortars, proved simply impervious to a frontal assault. To destroy it, the forces of Tzeentch would have to call upon the arcane powers of the Eyrie itself.

In communion with the Watcher King, Magister Ab-het devised a magnomantic ritual of immense potency. Centuries ago, when the lode-griffon was slain by aetheric magic, its blood had gushed forth in great torrents. Upon contact with the air, the boiling liquid had been transmuted into beads of pure clot-crystal and suffused with a fraction of the godbeast's mighty magnetic aura. Ab-het had tasked his Tzaangor warriors with recovering this blood-crystal, and they had successfully gathered much of the

dangerous substance. In accordance with the Watcher King's instructions and in conjunction with a coven of Tzaangor Shamans, the Magister awakened the latent magic within the stones. This emanation swiftly began to play havoc with the magnetic tides of the Eyrie. The tempests that ravaged the eye of the Crux grew ever more ferocious, whipping the Eyrie's drifting rocks and shards about in a deadly whirlwind. The sky-duardin's aethermatic instruments went haywire, and their vessels lurched and spun about like leaves in a thunderstorm. It was but an echo of the lode-griffon's power, but it was more than enough to dash many Barak-Nar prospecting fleets to pieces.

As the ritual grew in strength, Magister Ab-het looked upon the destruction he had wrought with satisfaction. Yet this was only the beginning of the Watcher King's grand scheme, the first winds of a great storm that would lay waste to the sky-port of Barak-Nar.



PROSPER OR DIE

The devastation of the Soul Wars led to a period of great strife for the Kharadron Overlords, but times of trouble bring out the very best in the skyfaring duardin. Even as their fleets became embroiled in a thousand bitter engagements, the sky-ports chartered new missions into enemy-occupied lands in search of profit and glory.

THE GREAT VENTURE

The necroquake of Shyish changed the fabric of the Mortal Realms forever. For the duardin of Barak-Nar, the pre-eminent power of the Overlords' mercantile empire, it heralded a time of both terrible loss and great promise. The aetheric storms that ravaged the realms had displaced many of Barak-Nar's most lucrative aether-gold mining sources and decimated large segments of the sky-port. Yet, in spite of this, those who ruled the City of the First Sunrise saw an opportunity to maximise their financial gains by securing new and even more valuable resources.

The smell of profit was in the air, and the cunning merchant lords of Barak-Nar were swift to take

advantage. Holding the most seats on the Geldraad, the Kharadron's ruling council, the sky-port still had the so-called 'Steering Hand'. They deployed their greater number of delegates with consummate skill, securing first rights to several extremely profitable locations across the realms. Despite this monopoly, the Admirals of Barak-Nar knew they had to act quickly; the wily navigators of Barak-Zilfin had already been dispatched in their droves, and shrewd Barak-Urbaz had put into motion devious ploys to acquire its own fortunes.

Barak-Nar was soon a hive of activity. Hundreds of charters were drawn up for prospecting voyages into dangerous new territories. The atmosphere of adventure was further

heightened by success stories such as that of the *Axewind*, an Arkonaut Ironclad out of the humble sky-port of Barak-Dren that had laid claim to one of the largest seams of aether-gold ever discovered, circling above the SIRRUSIAN FIELDS of Hysh. This period came to be known by the Kharadron as the *Gorak-drek*, or the Great Venture.

One of the enterprising souls who took part in the Great Venture was Admiral Bjarnus Tragg. A veteran of the Great Sky War, Tragg had commanded several of Barak-Nar's elite minelayer squadrons to great acclaim. Ever opportunistic, Tragg had used his influence to secure aether-gold mining rights within the Azure Crown, an uncharted region of drifting crystal debris regarded



as one of the most abundant in the Spiral Crux. Tragg was able to stake his claim upon this valuable plot for one simple reason: it was deep in Griffon's Eyrie, where the atmosphere was utterly inimical to life and even capable of breaching the armoured suits of the Kharadron to corrupt the flesh beneath.

Tragg, however, had a *kezraak* card up his sleeve – the Endrinmaster Drak Grolsson. Grolsson had formerly served as an Endrinrigger aboard Tragg's flagship, the *Intrepid*, and his machine-ken and composure under pressure had earned him a promotion from the Endrineers Guild. He was one of the youngest duardin in Barak-Nar's history to ascend to the honoured position of Endrinmaster, but that hardly marked the summit of his ambitions. Grolsson sought the position of Master Arkwright and a workvault of his own in Barak-Nar's Hall of Artificers. To reach such heights, he would first need to make his fortune in the field. In order to do so, Grolsson had invented a device he called the aethermantic repulsion field. Utilising a Hysh crystal catalyst and ultra-compressed aether-gold batteries, this simple metal disc projected a bubble of nullifying anti-magic. It would only provide a temporary reprieve before its arcane source decayed, but it would allow the Kharadron to venture into territories previously thought impassable. Tragg immediately saw its potential, and at great cost he outfitted his prospecting fleet with several of the devices.

INTO THE EYRIE

The *Intrepid* departed from the docks of Barak-Nar and began its long journey into the heart of the Eyrie, leaving behind the protective perimeter formed by the sky-fleets. Soaring alongside the Ironclad came several Grundstok Gunhaulers, the aethercannons of the two-duardin vessels sweeping across the skies for signs of ambushing foes.

No sooner had Tragg's force reached the borders of the Eyrie than they began to feel the effects of the region's malign aura. The

chronometers and atmospheric gauges began to swing and whirl, and the hulls of the *Intrepid* and its sister vessels groaned under the slowly building pressure. Grolsson's invention had only been tested briefly, and Tragg had no idea exactly how long it would buy him. Yet he had seen first-hand his young Endrinmaster's preternatural skill with technology, and so he trusted to fate and to science. The Admiral's fleet slipped into the maelstrom of the Eyrie, making for the crystal fields of the Azure Crown.

Unbeknownst to the duardin, baleful eyes were already upon them. Through his scrying mirror, Magister Ab-het watched the trespass of the Kharadron vessels with mounting concern. This was a small but powerful fleet, and somehow the winds of the Eyrie did not seem to be affecting their progress. The guns of a mighty Ironclad could throw the great ritual he planned into disarray. The Magister immediately ordered an all-out assault upon the airship.



With terrible battle cries, a host of Tzaangor Skyfires swept down from the Azure Crown to fall upon the *Intrepid*. The elite of the Shimmering Eye tribe, these warriors loosed sparking arrows from their greatbows that sought out Arkanaut crew members with unerring accuracy, sending them flying over the Ironclad's gunwales or spitting them where they stood. As the Tzaangor archers pinned down the surprised Kharadron, Screammers of Tzeentch cut gracefully through the skies towards the *Intrepid*'s main deck. Grundstok Thunderers and Arkanauts hastened to repel boarders, firing into the onrushing swarm. Swift Gunhaulers strafed the flanks of the Screamer tide, blasting many of the creatures into clouds of pinkish mist.

Though they fought fiercely, the Tzaangor warriors could not breach the Kharadron gunline. Yet they had no need to. The *Intrepid*'s Aether-Khemist bellowed a warning as his atmospheric dials began spinning wildly, but it was already too late. As the Tzaangors scattered, a wave of devastating gravitic force slammed into the Ironclad, all but overturning the vessel. The fore hull-plates buckled under the sudden onslaught, and several Arkanauts were thrown screaming to their doom. Only the protective bubble of Endrinmaster Grolsson's aethermantic repulsion fields prevented the *Intrepid* from being hurled into a death spiral. Somehow, the ship's Captain managed to drag the vessel free of the energy surge.

Admiral Tragg, covered in the purplish blood of slaughtered enemies, surveyed the aftermath of the battle. His flagship had suffered severe damage, and he had lost many valuable deckhands. Worse still, his Aether-Khemist had delivered the grave news that the magnetic tides of the Eyrie were growing in force and fury by the moment. The source of the disturbance lay close at hand, near the core of the Azure Crown. A defiant Tragg was not about to admit defeat. He ordered Endrinmaster Grolsson to lead a small force deep into the Azure Crown, heading for the most powerful readings of aethermantic energy, with instructions to seek out and destroy the source. He would not abandon the priceless aether-gold seams of the Crown to the Change God's servants, yet neither could he risk the *Intrepid*.

Grolsson wore a master-crafted aether-turbine of his own design that would allow him to traverse the deadly maze that lay ahead. He knew that he had mere hours to discover and eliminate the origin of the aetheric disturbance. Any longer and his repulsion field would fail, condemning him and his men to an agonising, flesh-melting demise. Nonetheless, the Endrinmaster and his task force departed eagerly, each of them willing to risk everything to secure the *Intrepid*'s valuable score.

WAR IN THE SKIES

The Kharadron Overlords and the Disciples of Tzeentch are the bitterest of enemies. Both see the treasures of the Spiral Crux as theirs by right, and for centuries they have fought a brutal battle in the clouds, the duardin's techno-arcane wonders matched against the raw, sorcerous power of the Change God's faithful.

● THE AGE OF MYTH ●

A SMITH-GOD'S GIFT

Seeking to craft a homeland worthy of his children, the smith-god Grungni labours away on a flawlessly geometric island chain. Known as the Godwrought Isles, it is a land of beauty and symmetry, its ordered mountain ranges and perfectly angled valleys concealing all manner of precious metals. Each of the Isles is bestowed upon one of Grungni's worshipper clans, and in their new environments these mortals soon begin to thrive. Satisfied that his flock are on the road to self-sufficiency, the smith-god departs for the Realm of Azyr to repay a long-standing debt to Sigmar.

THE WONDER OF CHAMONITE

Vast deposits of the realmstone known as Chamonite are discovered across the Godwrought Isles. It proves a source of near-limitless alchemical power for those able to manipulate it. The duardin clans of the Azgal Mountains invent the aether-glutton, a gigantic syringe that pierces deep into the crust to extract raw Chamonite. With this innovation, the clans of the Godwrought Isles – duardin, golemkind and humans alike – enter a golden age of science and prosperity. Yet the unquenchable desire for Chamonite leads to vicious wars between the island nations for territory and trade rights. The first cracks begin to show in Grungni's vision of a perfectly ordered society.

CHANGE IN THE AIR

The Change God Tzeentch lays his eyes on the glittering paradise of the Godwrought Isles and desires its wondrous treasures for himself. He senses frustration building amongst the lesser tribes and peoples of the region, who are being exploited and driven out by the great powers of the Isles in their obsessive pursuit of yet more Chamonite. Tzeentch hears the

prayers of those who long for a new order, and the hushed whispers of his daemons promise the coming of a better world.

THE LOD-GRIFFON DESCENDS

Drawn forth by the sparkling clouds and Chamonite mines of the Godwrought Isles, the metallic godbeast known as the lode-griffon descends from the Great Nothing. It comes to rest upon the central island, the terrible force of its magnetic aura warping the land. The perfectly angular land masses crafted by Grungni began to buckle and fragment, transforming the Godwrought Isles into the chaotic, continental sprawl that comes to be called the Spiral Crux.



DEATH OF A GODBEAST

The mightiest nations of the region convene, desperate to destroy the threat upon their threshold. They dispatch a cadre of master aethermancers to slay the lode-griffon. Though the wizards' spell is cast, they are betrayed and slain by one amongst their number – the Gaunt Summoner known as the Watcher King. As the lode-griffon is transmuted into solid gold, its agonised death-screams tear open a sky-rift. Daemons of Tzeentch pour forth in untold numbers.

● THE AGE OF CHAOS ●

CHAOS UNLEASHED

Tzeentch lets his legions loose in the Spiral Crux, taking special interest in the land's overwhelming aura of transmutation. Indeed, he works his own magic to further saturate the skies with the raw stuff of change. The lands at the centre of the Crux – such as Griffon's Eyrie, the former lair of the lode-griffon – are rendered entirely inimical to mortals. Thousands upon thousands are obliterated by the growing corruption, their flesh melting away or contorting into hideous configurations.

DAWN OF THE SKY-LORDS

Several duardin clans manage to escape the coming of the sky-rift, retreating underground into abandoned Chamonite mines and ancient mountain strongholds. There, they fight to hold the daemon tide at bay, using every ounce of their techno-arcane ingenuity. With foes closing in on all sides, the steamhead pioneers of the prominent duardin clans decide upon a final, desperate gambit. They attach vast aether-engine arrays to the very foundations of their fortresses and take to the skies to escape envelopment. Fleets of gyrocopters and steam-bombers blast clear a path for the great flight, and thus the Kharadron Overlords are born.

BLESSED TRANSFORMATION

The Change-cults of Silverstretch make a pilgrimage to the sky-rift above Griffon's Eyrie. As they scream their praises to Tzeentch, their bodies melt and twist in a shimmering haze of transmutational magic. They are transformed into avian Tzaangors and become the first of the Shimmering Eye tribe.

DEATH IN THE CLOUDS

The worshippers of Tzeentch find their territories under assault from the nascent Kharadron empire.

The mercantile duardin delight in the chance to take revenge upon their hated foes, but in the main they are driven by more practical concerns; their wondrous sky-fleets are powered by aether-gold, the Breath of Grungni, and they seek this elusive, gaseous substance with single-minded focus. At the Maddening Heights, amidst the clouds of Ferroica and above the churning quicksilver whirlpools of the Amethystine Ocean, furious air battles are fought between the Change God's faithful and the duardin sky-ports. This rapidly escalating conflict becomes known as the Great Sky War.

SORCEROUS RAIDERS

From their lair at the heart of Griffon's Eyrie, the beastmen of the Shimmering Eye launch raids against the indigenous survivors of the fallen empires of Ayadah and Cold Iron Anvil. Rather than looting or slaughtering at will, the Tzaangors put a far darker plan into action. Seeking to swell the Eye's numbers, they abduct thousands of slaves and drag them back into the roiling depths of the Eyrie. Those few souls who do not devolve into bubbling pools of metal or twisted Chaos Spawn are transformed into Tzaangors – only they are granted the honour of joining the Shimmering Eye.

● THE AGE OF SIGMAR ●

THE GOD-KING'S TEMPEST

The Mortal Realms are shaken by tumultuous celestial storms as the God-King hurls forth his heavenly legions. The Stormcast Eternals, foremost champions of Azyr, engage the forces of Chaos in ferocious battle as they seek to lay claim to the ancient, arcane pathways between the realms. The Realmgate Wars have begun.

ALLIANCE OF THE HEAVENS

The Geldraad, ruling council of the Kharadron Overlords, swiftly moves to negotiate an alliance with the God-King's armies, sensing an opportunity to turn the tide of the Great Sky War. The combined formations of Arkanaught gunships

and winged Stormcast Eternals prove utterly deadly. One such strike force, under the joint command of Admiral Kattegut of Barak-Nar and Lord-Celestant Byrus Lightshield of the Hammers of Sigmar, lays siege to the floating skaven junk-city of Snikskrak. Squadrons of Arkanaught Ironclads unleash a devastating payload of grudgesettler bombs and detonation drills, while Lightshield's Prosecutors take on the waves of warpstone blimps fielded by the Clans Skryre. Snikskrak is thoroughly gutted, and its burning carcass crashes into the Alloy Ocean. In the wake of this and several other decisive battles, the joint Aetherstrike Formation is formally ratified in the Kharadron Code.



AB-HET'S ASCENSION

Magister Ab-het, High Potentate of the Cult of the Transient Form, sets his eyes upon the Haeglat Lodge of Fyreslayers, whose mountain fastness guards a hoard of glittering Chamonite. Seeking to connect with the forge-tunnels that run beneath the fortress, the sorcerer creates a subterranean passage by transmuting rock into molten slurry. Scores of Fyreslayers drown in the boiling liquid and a path is opened up for Ab-het's Tzaangor warriors, who sweep through the lower levels of the magmahold and slaughter every duardin in their path. The hold is overwhelmed and a priceless supply of realmstone secured. Ab-het's victory gains him the favour of the Watcher King, one of Tzeentch's mysterious Gaunt Summoners.

GROLSSON'S TRIUMPH

When the Bloodbound Warhorde of Kavarus Rex threatens the prosperous aether-gold refinery in the Azgal Mountain peaks, only the Barak-Nar minelaying squadron of Admiral Bjarnus Tragg stands in their path. Refusing to flee, Tragg's Arkanaughts and Grundstok Thunderers turn the industrial tangle of the refinery into a booby-trapped killing ground. It is Endrinrigger Drak Grolsson who suggests the dangerous tactic of superheating the refinery's aethermatic generator to the brink of detonation, redirecting the resulting thermal cyclone through a series of outflow vents and into the unprepared vanguard of Kavarus Rex. The Chaos Lord and hundreds of his Bloodreavers have the flesh steamed off their bones in an instant. This decisive victory – achieved with negligible damage to the refinery itself – ensures that the Endrineers Guild of Barak-Nar swiftly approves Grolsson's promotion to Endrinmaster.

MAGNOMANTIC RITUAL

Under the guidance of the Watcher King, Magister Ab-het gathers the crystallised blood of the lode-griffon from across the rock fields of the Eyrie. Through mass sacrifice and vile ritual, he awakens the latent, magnomantic power of the blood-crystals. The raging storms of the Eyrie grow in intensity, converging into a gathering tempest of fearsome destructive energy. Ab-het watches the advancing sky-port of Barak-Nar with delight, anticipating the devastation he will unleash upon it.

FLIGHT OF THE INTREPID

Risking everything on a single, bold gamble, Admiral Bjarnus Tragg leads a prospecting fleet into the deadly maelstrom of Griffon's Eyrie. The flotilla is protected from the lethal aura of transmutation by the aethermantic repulsion field – an invention of Endrinmaster Drak Grolsson. Yet little does the Admiral know that his small squadron is about to stumble into the midst of a fell ritual performed by Magister Ab-het and his Tzaangor Shamans. The fate of Barak-Nar itself may rest upon the shoulders of a few, brave Kharadron pioneers.



The ravaged skies of the Azure Crown play host to a raging battle between magic and technology as Endrinmaster Grolsson leads his battle-hardened privateers against the Tzaangor warriors of Magister Ab-het. The Kharadron must disrupt their foes' magnomantic ritual before it can bring ruin to their home port of Barak-Nar.



KHARADRON OVERLORDS

The Kharadron Overlords are a race of militaristic, mercantile duardin who roam the skies upon gigantic battleships and floating sky-cities. Driven by a desire for profit as much as by honour, they employ wondrous techno-arcane devices and weapons to dominate their foes.

ENDRINMASTER WITH DIRIGIBLE SUIT

Only a Kharadron who has proved their mech-mastery and ability to safeguard a fleet's investments can hope to rise to the rank of Endrinmaster. As senior members of the Endrineers Guild, these experienced duardin technicians are responsible for the upkeep of an expedition skyvessel. It is a duty in which they take great pride, and each Endrinmaster is keen to demonstrate

the exemplary speed and firepower of the craft in their charge.

Endrinmasters are adept at performing complex field repairs even under the most harrowing of circumstances. They can strip and reassemble a faulty aethershot carbine even as the rest of a Frigate's guns roar with fury, and they hang upside-down effortlessly as the wind whistles past to reattach damaged aether-endrins or power couplings.

An Endrinmaster's maintenance tools often serve just as well as weapons of war. Many carry aethermight hammers, weapons of such weight that only by fitting a strength-enhancing endrinharness to a duardin's armour can they be wielded at all. Others employ manipulators and drills used for delicate repairs to tear apart enemies, all the while raining death from afar with a trusty aethercannon. Common to all Endrinmasters is the God's Eye; built into the ocular lenses of their helmets, this device is capable of emitting a powerful energy beam – the Gaze of Grungni – that cuts through metal and flesh with ease.

The most senior Endrinmaster attached to a fleet will typically ride upon the flagship, often an Ironclad constructed within their sky-port's Coghalls. The Endrinmaster will fret over this ship as if it were a favoured child, allowing no other to effect the most vital repairs. They know every rivet, plate and cog of their beloved vessel in intimate detail, and they possess an uncanny ability to spot the most minute misalignments or wiring faults.

While a sky-fleet often has one Endrinmaster assigned to its flagship, others are tasked with overseeing maintenance and repairs for the rest of the flotilla. These Endrinmasters often don dirigible harnesses powered by whirring aether-turbines, sturdy one-duardin endrins that allow them to soar alongside their cherished skyvessel and respond quickly to any mechanical issues experienced by her sister ships.

Endrinmasters in dirigible harnesses also serve as overseers of a fleet's Endrinriggers. As in the guild's academies, they are a stern terror to their pupils, fiercely berating them for any mistake regardless of the tumult of war around them.



GRUNDSTOK GUNHAULER

Roving the skies in tight formations, Grundstok Gunhauers are one of the fastest classes of vessel found among the Kharadron sky-fleets. Each Gunhailer is a two-duardin attack craft, propelled by a single buoyancy endrin and armed with an array of deadly main and secondary armaments.

Unlike the Frigates and Ironclads that comprise the Kharadron ships of the line, Gunhauers belong not to the Arkanaut fleets but to the Grundstok Company. Primarily employed to protect the errant sky-fleets, the military contractors of the Grundstok Company offer the services of Gunhauers as escort vessels. They provide fire support alongside the heavier vessels of a fleet and take advantage of their speed to proactively seek out and obliterate threats.

Gunhauers switch between these two roles according to the commands of their Admiral. When on the offensive, they are typically tasked with eliminating single targets. Doggedly seeking out their prey, Gunhauers dart gracefully through the chaos of battle before blasting the unlucky foe to shreds with booming sky cannons and exploding aether-powered drill cannons.

When escorting larger skyvessels, the Gunhauers prove just as adept. Each crewman has been relentlessly drilled in the importance of safeguarding their sister ships – after all, both the reputation and the profits of the Grundstok Company depend upon it. Gunhailer pilots will employ their craft's impressive agility to interdict enemies or, in dire circumstances, position themselves to physically absorb an incoming attack. Escort vessels they may be, but Gunhauers are still sturdy, duardin-made constructs, able to endure heavy damage and fight on. In times of need, a Gunhailer can divert more power to its aether-endrins, flying high to reposition itself before descending from above once more with guns blazing.

ENDRINRIGGERS

Endrinriggers are one of two types of airborne troop designated by the Kharadron as 'Skyriggers'. Defined by their bulbous back-mounted aether-endrins, these duardin are capable of taking flight alongside the sky-fleets or hitching themselves to vessels with mag-boots or skyhooks in order to conserve fuel. When battle is joined, Skyrigger teams will detach from the ship's hull and serve as rapid-response units, striking from on high and pulling back just as swiftly when prudence demands it.

Endrinriggers are primarily charged with the maintenance of a sky-fleet's vessels. As junior members of the Endrineers Guild, they report directly to the fleet's Admiral and Endrinmaster. In the Kharadron's meritocratic society, advancement to a guild's upper echelons can only be achieved through feats of competence and daring in the line of duty. Driven by a need to prove their worth, Endrinriggers will dart through intense danger to reach stricken vessels, performing complex field repairs while the carnage roars on around them.

The repair tools carried by Endrinriggers can prove lethal when turned upon the foe. Red-hot rivets fired from their pistols are capable of piercing armour and flesh as easily as they puncture the sturdy hulls of skyvessels. Aethermatic saws are no less deadly; even large aerial predators such as harkrakens and megalofins can find sizeable chunks of their flesh ripped out by the whirring tools. Some Endrinrigger teams carry grapnel launchers, a curious Kharadron innovation that entangles foes and renders them helpless before the cutting saws.

At the Admiral's command, Endrinriggers can be dispatched across the fleet, though attending to the flagship is the most prestigious assignment. They form a close working relationship with their Endrinmasters, who direct them to carry out vital field repairs with a customary blend of gruff encouragement and hoarse bellowing.

SKYWARDENS

Formed of elite Arkanaut crews, Skywardens are the second of the two Skyrigger configurations common across all Kharadron fleets. Soaring through the air with the aid of their single-pilot aether-endrins, Skywardens are hit-and-run specialists, descending to disrupt enemy formations and strike at vulnerable targets before employing their superior mobility to avoid retribution.

The weapons carried by Skywarden teams suit their role as aerial cavalry. Vulcaniser pistols are short-ranged but deadly sidearms that fire super-heated blasts of aether. Even the heaviest armour can be reduced to molten slag by concentrated vulcaniser fire. Enemies reeling under this barrage are easy prey for other Skywardens carrying skypikes. Each skypike is taller than the duardin who bears it; when propelled by both its whirring aether-powered engines and the strength of its wielder's arm, a well-aimed skypike can tear through an ogor's belly-plate with a single blow.

Skywardens possess further specialist equipment in the form of skymines. Once triggered, these small airborne munitions drift briefly before detonating with remarkable force. Enemies looking to take on the Skywardens in their aerial domain must navigate these floating minefields with care or risk being blown to smithereens. Skywardens also carry timed explosive charges, which, when placed and primed, allow them to retreat from danger under the roar of coordinated detonations.

Skywardens often operate alongside elements of the Grundstok Company; on more than one occasion have isolated detachments of Grundstok Thunderers been saved from impending doom by the intervention of daring Skywardens from above. Another common Skywarden tactic is to hitch themselves to the flanks of rapidly redeploying skyvessels, allowing these duardin even greater mobility without reducing the speed of the vessel itself.

DISCIPLES OF TZEENTCH

The servants of Tzeentch come in many forms, but they are united by an obsession with sorcerous magic and a boundless, ruthless ambition. Tribes of bestial Tzaangors launch raids in order to steal away priceless arcane treasures, while humans in thrall to the Change God plot their own ascension and the obliteration of their rivals.

MAGISTER ON DISC OF TZEENTCH

The nefarious spiders at the centre of an Arcanite Cult's web, Magisters are amongst the most powerful of Tzeentch's mortal servants. Each is a warlock of rare and terrible potency. With the merest gesture, a Magister summons roaring flames of every colour or crackling rays of pure change-magic that reduce the mightiest champions to whimpering lumps of flesh.

A reservoir of the raw essence of Chaos crackles within each Magister, powering their dark spellcraft. The Architect of Fate is eager to bless his servants with all manner of mutations: third eyes, avian features, extra limbs and stranger gifts beside are all common 'rewards'. Alongside these physical aberrations, Magisters wield a warpsteel sword and Tzeentchian runestaff. Through these they direct the unbound potential of change itself; those who

drink from this font of power too eagerly find themselves reduced to hideous Spawn, but Tzeentch demands unlimited ambition from his Magisters and the ultimate lure of daemonhood is a prize these sorcerers will go to any length to claim.

Though Tzeentch favours labyrinthine cunning over martial strength, on many occasions a Magister will judge it necessary to contribute their own magical might to battle. The largest Arcanite Cults may contain multiple Magisters; often each of these sorcerers will possess their own grandiose title, such as Grand Vizier of Change or Exalted Potentate of Transformation, and all constantly endeavour to undermine or manipulate their rivals. Only through such guile can they advance to the upper echelons of the cabal's hierarchy. Mercurial Tzeentch, of course, looks down upon this treachery with approval, so long as it does not interfere with his own schemes.

Magisters who establish their power-base in the most Chaos-tainted regions of the realms – or those who simply revel in the unsubtle destruction of their foes – bind Screamer into their service as Discs of Tzeentch. This is no easy task, and overconfident Magisters often find themselves shredded by the primal daemon they sought to control, whether through an error in their own ritual preparations or through the machinations of a resourceful underling.

Those who succeed are rewarded with a swift mode of transport and deadly edge in battle alike. From the creature's flat platform, the Magister can unleash ruinous spells of destruction, while enemies that stray too close are cut to ribbons by the Disc's razor-sharp teeth and horns as it spins mindlessly at its master's command.



SCREAMERS OF TZEENTCH

Sky-sharks. Swoopers. Shrieking sky-rays. By all these names and more are the Screammers of Tzeentch known throughout the realms.

Amongst the most simplistic of the Architect of Fate's daemons, these manta-like creatures fly through the air with slow, undulating motions. Within the Realm of Chaos, they are most commonly found gliding through the peculiar geometries of Tzeentch's domain, preying upon the shadow-souls of mortals or upon weaker daemons unfortunate enough to catch their animalistic attention.

When summoned into the Mortal Realms, Screammers instinctively congregate in those areas most saturated by the warping energies of Chaos. Arcanite flux-cairns pulsing with Tzeentch's transmutative magics are often surrounded by drifting shoals of the daemons, but many a hapless traveller has entered what they believe to be an abandoned wizard's tower or primitive shrine only to be set upon by the strange beasts. In those places where the air is charged almost to bursting with sorcerous potential, schools of hundreds if not thousands of Screammers float upon the aetheric currents, searching for choice arcane morsels to devour. Realmstone, aether-gold and other such unusual resources are particular delicacies to the daemons. In the wake of the Shyish necroquake, packs of Screammers have been observed pursuing endless spells that have slipped their caster's controls, to the detriment of the civilisations that managed to survive the initial passage of the wild magic.

Wizards attract the primal attention of the Screammers like no other. Though near-mindless compared to many of Tzeentch's servants, these daemons possess keen hunting instincts and are capable of surprising turns of speed upon the battlefield. With a wailing cry, the Screammers dive towards their magical prey; the wizard, as well as any unfortunate enough to get in the daemons' way, is swiftly torn apart by the jagged teeth that line the

daemons' maws. Their lamprey-like mouths are adept at slicing through flesh, and even the largest monsters find themselves quickly ripped to shreds by the hungry jaws of a massed Screamer shoal.

TZAANGOR ENLIGHTENED

Tzeentch's favoured mortal servants tend towards the bestial and the strange. None exemplify this better than the Tzaangors. Savage and avian, these beastmen are touched by the power of the Changer of the Ways; they are more intelligent and more deadly than their lesser gor-kin, striking from illusion-shrouded lairs or mist-drenched forests with shrill, clacking cries.

Many different curses and eldritch phenomena can lead to the creation of a Tzaangor, as befits the children of the Great Mutator. Some are gor-kin who have been exposed, willingly or otherwise, to the transmutating powers of Tzeentch. Others are human-born mutants left to die by horrified parents. Taken in by warflocks of their fellow creatures or – with increasing regularity as the cities of Order rise high – secretive Arcanite Cults, the Tzaangors' strangely mutated minds seek out the scent of the arcane as their bodies warp into exceptionally lethal killing machines.

Tzaangor Enlightened take to battle with spears wrought from change-metal; these long and curious polearms are seen by the Enlightened as more dignified than the crude cleavers wielded by lesser gor-kin, though their true appeal lies in the ease with which they lop off limbs and impale beating hearts. Alongside magnificent horn-crests, the Enlightened are gifted by Tzeentch with the ability to perceive echoes of past events.

In battle, Tzaangor Enlightened endlessly squawk the secrets and unspoken fears of their enemy. Many foes are wrong-footed at a critical moment as the avian beasts dredge up childhood nightmares, some even turning upon their allies as old wounds are reopened. With this

same vision, the Enlightened can see the past martial errors of their foes; playing upon these unintentionally revealed weaknesses, they can slip through any defences.

Some Enlightened march to war on foot, but many ride upon Discs of Tzeentch. Rather than employ the careful binding rituals of Tzeentchian sorcerers, the Enlightened batter the Screammers into servitude through force of savage will. They then speed into battle upon their newly broken mounts, tearing apart those enemies who have already betrayed their own vulnerabilities.

TZAANGOR SKYFIRES

Tzaangor Skyfires ride to battle atop scintillating Discs of Tzeentch, their huge greatbows hurling sparking arrows into the hearts of their foes with unerring accuracy. A Skyfire's blessing is opposite to that of their Enlightened kin, for the Skyfires can gaze across the ever-changing branches of future possibility. This is as much a curse as a boon, for though these Tzaangors see the future, their malevolent deity ensures they are unable to alter it, no matter how dire the portents.

Rendered mute by Tzeentch so as to never speak of the secrets they have witnessed, the Skyfires nevertheless put their knowledge to lethal use. Armed with bows blessed by spells of prognostication, the Skyfires surge to battle where they know their skills will prove most valuable. Each arrow they loose has already been chosen to follow a predestined course. Carried by the winds of destiny, they strike between armour plating or sink deep into the eye sockets of the unfortunate foe, often from seemingly impossible angles.

As the champions of Tzeentch tend towards a natural sense of caution, Skyfires often act as bodyguards for Tzaangor Shamans or Disc-riding Magisters. From high above the battlefield, the Skyfires strike home with arrow after fated arrow, the mage-lord in their midst contributing their own arcane powers to the onslaught.

WARRIORS OF THE SKY

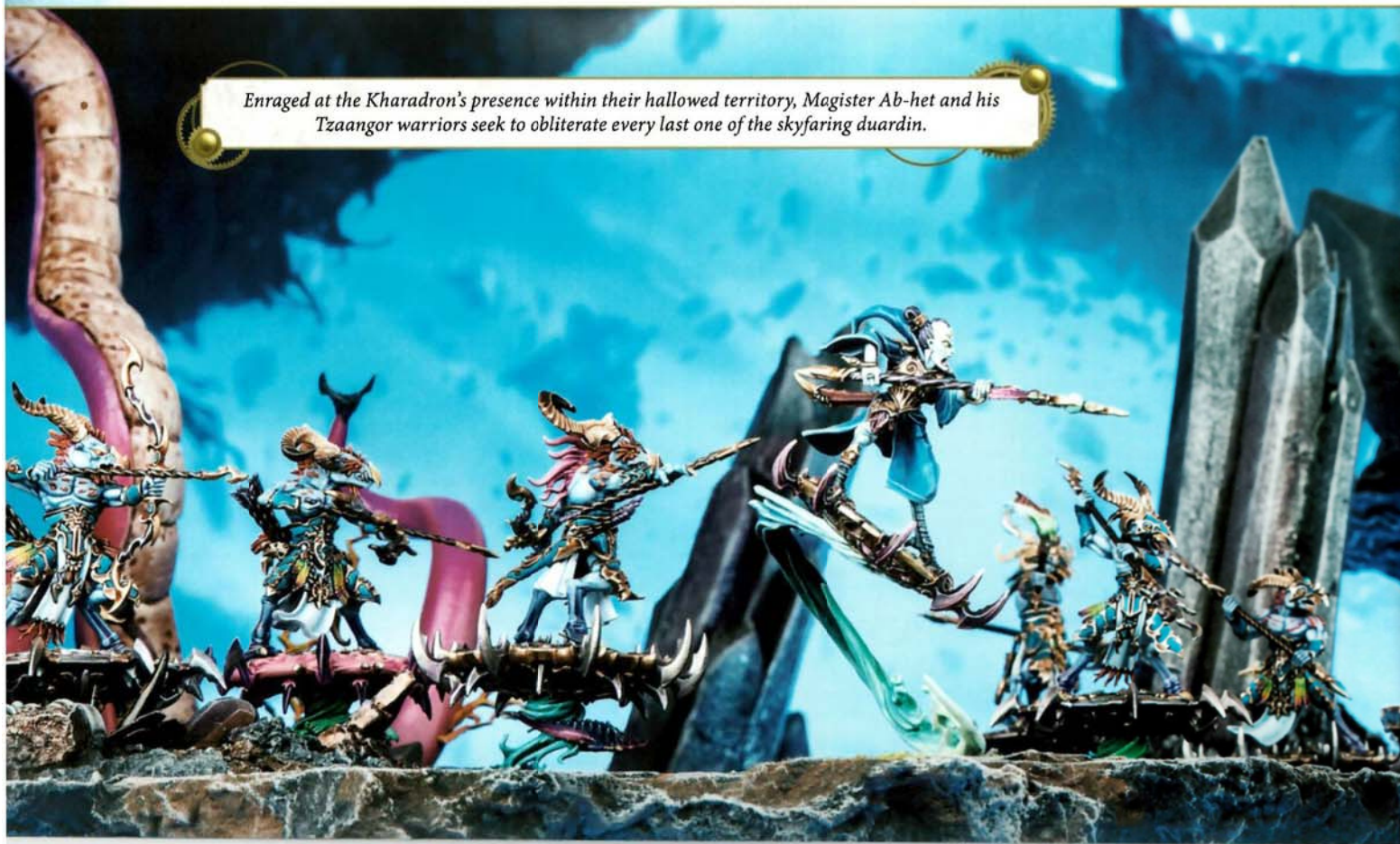
Magister Ab-het has gathered to his side many of the fiercest champions of the Tzaangor tribes that dwell within Griffon's Eyrie. They face the battle-hardened warriors of the Kharadron sky-port of Barak-Nar. This aerial conflict will be swift and brutal, and only one force can emerge victorious.



Magister on Disc of Tzeentch



Enraged at the Kharadron's presence within their hallowed territory, Magister Ab-het and his Tzaangor warriors seek to obliterate every last one of the skyfaring duardin.





Tzaangor Enlightened on Discs of Tzeentch





Tzaangor Skyfires loose arrows guided by the strands of fate that seek out their targets with unnerving accuracy.



Tzaangor Skyfires on Discs of Tzeentch



Screamers of Tzeentch descend from the clouds with terrible cries, biting great chunks out of their prey as they rush past.



Lurid flamebursts and hails of aethershot fill the air as the Disciples of Tzeentch launch an all-out assault against their hated Kharadron foes, seeking to smash them from the sky.



Endrinmaster with Dirigible Suit



Endrinmaster Grolsson and his loyal crew of Endrinriggers detach from their Grundstok Gunhauler escort vessel, sweeping down upon their Tzaangor foes with guns blazing.



Grundstok Gunhailer



Skywardens impale passing Screamer with their skypipes, dragging the daemonic creatures out of the sky.



Skywardens



Aethermatic saw



Skyhook



Aethermatic volley gun



Endrinrigger



Endrinrigger with grapnel launcher



The fearless Endrinriggers of Barak-Nar face down their sorcerous foes with deadly technological tools, carving into them with aether-powered sawblades and firing white-hot bolts from their rivet guns.

BATTLE IN THE CLOUDS

The following pages contain all of the rules you need to use the models from *Aether War* in games of Warhammer Age of Sigmar. They include warscrolls and warscroll battalions for the models as well as battleplans that you can play as part of a narrative campaign.

AETHER WAR CAMPAIGN

You can choose to play the three narrative battleplans in *Aether War* as part of a narrative campaign. If you do so, play the narrative battleplans in this book in the following order:

1. We've Got Company!
2. Worth a Little Risk
3. Of Aether-gold and Anarchy

HIDDEN AGENDAS

In *Aether War*, players have access to unique Hidden Agendas to use in the narrative campaign found on the following pages. Hidden Agendas are secondary objectives that reward players with bonuses for their army in their next game.

The Hidden Agendas included in *Aether War* are presented on a set of 6 cards, separated into 3 cards for each player.

After both armies have been set up but before the battle begins, you

must secretly pick 1 Hidden Agenda to apply to your army for that battle. Place your Hidden Agenda card face down on the table. When you complete the Hidden Agenda, reveal the card to show that the Hidden Agenda has been completed.

If you complete your Hidden Agenda, you can roll on the reward table. If you complete your Hidden Agenda and you achieve a **major victory**, you can roll twice on the reward table instead of only once (if you roll the same reward twice, re-roll until you receive a different reward).

Players who complete their Hidden Agenda roll for their reward at the end of each battle and apply its effect from the start of the first battle round of the next battle in the campaign.

BATTLEPLANS

This section includes three new narrative battleplans (pg 26-31).

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with the models in this box. The warscrolls are divided into warscrolls for battalions and warscrolls for units.

WARSCROLL BATTALIONS

These are formations made up of several units that combine their strengths to gain powerful new abilities (pg 32-33).

WARSCROLLS

The rules for using a unit, along with its characteristics and abilities, are detailed on its warscroll. A warscroll for each unit in *Aether War* is included here (pg 34-40).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the warscroll battalions in this book (pg 41).



MAELSTROM OF METAL

25

This section introduces exciting new Stratospheric Aerial Battle rules that can be added to your open and narrative play games. These rules will allow you to create intense dogfights, perform evasive manoeuvres and contend with the many perils found in the skies of Chamon.

AERIAL BATTLES

In this format, players battle exclusively with flying units.

The following rules apply to all Aerial Battles:

Breakneck Speed: *There are many situations where extra ground must be covered to gain a better position.*

Roll 2D6 instead of D6 when making a run roll for a unit that can fly.



Fleet of Wing: *Aerial combat is swift and deadly, with adversaries on both sides darting along on jet streams and magical currents to launch free-wheeling attacks against their foes.*

Units that can fly are eligible to fight when they are within 6" of an enemy unit and can pile in up to 6". In addition, units that can fly can retreat and still charge later in the same turn.

REGION OF WAR: GRIFFON'S EYRIE

The following rules can be used for Aerial Battles fought in Griffon's Eyrie at the heart of the Spiral Crux.

FLOATING TERRAIN

The skies of Griffon's Eyrie are a whirlwind of metallic debris and unstable masses of shattered earth.

All terrain features are classed as floating terrain for this battle.

Models are not visible to each other if an imaginary straight line 1mm wide drawn between the closest points of the two models crosses over more than 1" of a floating terrain feature.

In addition, models cannot end any move on floating terrain.

COMMAND ABILITY

In an Aerial Battle, you can use the following command ability in addition to any others you can use.

Barrel Roll: *Evasive manoeuvres are an essential skill for any aerial combatant.*

You can use this command ability at the start of the enemy shooting phase. If you do so, pick 1 friendly unit that can fly that is within 10" of a friendly **HERO**. Subtract 1 from hit rolls for attacks that target that unit in that phase.

RUNAWAY SCENERY

The perils of aerial combat intensify significantly when engagements are fought among flying debris and torn landscapes.

After terrain has been set up but before setting up their armies, the players roll off. The winner of the roll-off must pick a battlefield edge to be the Exiting Edge. The opposite battlefield edge is the Oncoming Edge.

At the start of each battle round after the first, all models and pieces of terrain on the battlefield must move exactly 6" in a straight line directly towards the Exiting Edge, starting with the models and terrain pieces closest to the Exiting Edge.

All models remain in the same configuration after the move as before; for example, units that are within 3" of an enemy unit before the move will be in the same positions within 3" of that enemy unit after the move.

Any models that are moved within 1" of the Exiting Edge are slain.

Any terrain pieces that are moved within 6" of the Exiting Edge are removed and placed within 6" of the Oncoming Edge by the player who took the final turn of the previous battle round.

EYE OF THE STORM

Endrinmaster Drak Grolsson leads his battered band of prospectors into the storm-wracked depths of the Azure Crown. So treacherous is the terrain that Grolsson orders the Gunhailer *Bronzebeard* and a number of his Skywardens to scout ahead and find a path through the tumbling rock-field.

Sy Gund Sargund hauled the wheel of the *Bronzebeard* to starboard, cursing at the effort. His beloved Gunhailer groaned in protest as its prow dipped beneath a hurtling fist of black rock, missing the deadly missile by mere inches.

'I've seen some rough skies in my time,' he bellowed, 'but this is madness!'

It was all Sy Gund could do to keep the Gunhailer on a vaguely even keel. His aeronautical dials and surge-readers were all but useless, spinning madly as they struggled to make sense of the ever-changing gales. He felt a stab of pity for the Skywardens clinging gamely to the sides of his vessels, buffeted terribly by the rushing winds. Endrinmaster Grolsson's repulsion field device seemed to be keeping the Eyrie's toxic aura at bay for the time being, but what if a chance collision were to damage the device, or the aether-

gold accumulator were to run dry? Well, best not to think about that.

'We're coming up on something,' said Thugild, his voice muffled and indistinct over the constant roar of the wind. The Grundstok gunner was leaning almost out of his seat and peering into the bruised clouds ahead, where whirling clusters of crystal-edged rock were wheeling about one another in a maddening dance. As the *Bronzebeard* broke through the bank of clouds, the Gunhailer's aethermatic gauge suddenly screamed in protest, cracks appearing across its luminrock surface.

'By the first sunrise,' Sy Gund muttered.

Looming up ahead was a churning maelstrom large enough to swallow a sky-fleet whole. Caught in the grasp of the monstrous spiral, chunks of rock and crystal spires the size

of Ironclads were being wrenched and spun about with terrifying ease. Streaks of purplish lightning darted across the seething tempest, and snaking tendrils reached out to ensnare more floating debris.

In the very eye of the storm, Sy Gund's lens magnifiers picked out an island of stone wreathed in a nimbus of azure light, floating serenely in the face of ruin. Strange disc-like shapes flocked about the structure. As the Gunhailer drew closer, the shapes wheeled as one, descending towards the *Bronzebeard* upon trails of blue flame. Sy Gund saw mysterious, long-limbed figures mounted upon the flying discs, silhouetted against the flickering stormlight, and recognised them at once: the repulsive birdmen of Tzeentch, servants of sorcery and madness.

'Hostiles incoming!' roared Thugild, bringing his sky cannon to bear.



BATTLEPLAN 1

WE'VE GOT COMPANY!

AERIAL BATTLES

Use the Aerial Battles and Region of War rules from page 25.

THE ARMIES

One player is the Kharadron Overlords player and their opponent is the Disciples of Tzeentch player. Their armies must consist of the following units:

Kharadron Overlords: 1 Grundstok Gunhauler, 1 unit of 3 Skywardens.

Disciples of Tzeentch: 1 unit of 3 Screamers of Tzeentch, 1 unit of 3 Tzaangor Enlightened.

THE BATTLEFIELD

Use the Exiting and Oncoming Edges shown on the map below. Do not roll off as described in the Runaway Scenery rule on page 25.

SET-UP

The Kharadron Overlords player sets up their army first, wholly within their territory on the map below.

The Disciples of Tzeentch player sets up their army second, wholly within their territory on the map below.

HIDDEN AGENDAS

After both armies have been set up but before the battle begins, both players must secretly pick 1 of their Hidden Agenda cards to apply to their army for this battle.



FIRST TURN

In this battle, the Kharadron Overlords player must take the first turn in the first battle round.

DESPERATE ESCAPE

At the start of the Kharadron Overlords player's movement phase, any units from the Kharadron Overlords army that are within 8" of the Oncoming Edge of the battlefield and not within 3" of any enemy units are said to have escaped and are removed from play.

LOW AETHER RESERVES

The Grundstok Gunhauler cannot use its Fly High or Ahead Full abilities in this battle.

GLORIOUS VICTORY

If the Kharadron Overlords player's Grundstok Gunhauler has escaped, the battle immediately ends and the Kharadron Overlords player wins a **major victory**.

Alternatively, if the Kharadron Overlords player's Grundstok Gunhauler is slain, the battle immediately ends and the Disciples of Tzeentch player wins a **major victory**.

Otherwise, the battle ends at the end of the fourth battle round. If the Kharadron Overlords player's Skywardens have escaped, the Kharadron Overlords player wins a **minor victory**. If that unit has not escaped, the Disciples of Tzeentch player wins a **minor victory**.

REWARDS TABLE

D3 Reward

- Adamance:** Once in the next battle, you can re-roll 1 charge roll for a friendly unit.
- Permeability:** Once in the next battle, you can stop 1 friendly unit from being moved by the Eyrie's Pull. If there are any enemy units within 3" of that unit, they are moved as normal.
- Magnetic Manipulation:** Once in the next battle, instead of rolling off to determine the active magnetic field, you can choose which token will be the active magnetic field. If both players use this reward at the same time, roll off as normal.



STAKING A CLAIM

Though Endrinmaster Grolsson and his marines understand the deadly threat of the storms gathering in the Azure Crown, they are not willing to retreat without first marking out a few valuable aether-gold mining sites for future excavation. Yet the servants of Tzeentch have no intention of allowing this brazen intrusion to continue.

'Look at that, boys,' said Mizzenmaster Rollo, gazing up in awe at the mantle of soft, golden light that sparkled overhead.

Aether-gold. The pure and wondrous Breath of Grungni – and not an insignificant seam, if the readings were correct.

'By the Maker's beard,' said Skywarden Custodian Beggrun, 'I've never seen such a bounty. I'll not be surprised if they give us all seats on the Admirals Council for sniffing this one out.'

Rollo and his prospector crew were stood upon a great shelf of stone. Hundreds of metres wide and almost as deep, it was by far the largest of the drifting islands that the Kharadron had encountered within the Azure Crown. Rollo's Endrinriggers were already hard at work marking their find, driving great struts of rune-marked iron

into the rock with hammers and gun butts to form a latticed tower. The runic symbols on the structure glowed with a faint trace of aethermantic magic – this unique marker combined the personal sigil of Admiral Bjarnus Tragg and the seal of his home port, Barak-Nar. The beacon, which gave off a strong geomantic signature that could be tracked by Kharadron Aether-Khemists, would ensure Barak-Nar's claim upon the Azure Crown was sacrosanct. Even the scoundrel lords of Barak-Mhornar would not dare dispute such irrefutable proof.

'Sir!' shouted Endrinrigger Darrund, gesturing wildly. 'The *Bronzebeard*!'

Rollo looked to the skies and saw the Gunhauler weaving between chunks of floating debris, heading towards them at battle-speed. The light escort vessel descended swiftly, swerving to and fro before coming to an abrupt halt several feet away.

Fine – if reckless – flying by its Grundpilot, Rollo had to admit. Even at this distance, the Mizzenmaster could see scorch marks and gouges in the gunship's burnished metal plates. As he watched, Mizzenmaster Hrolf's Endrineer quad detached their skyhooks from the Gunhauler and drifted towards Rollo's position.

'They're closing in fast!' Hrolf bellowed, his words ragged from lack of breath. 'Tzaangor filth, stoking the storm with their sorcery. I've never seen such a furious stormfront.'

'We should fall back,' said Beggrun. 'Inform the Endrinmaster.'

'No,' said Rollo. 'I'll not abandon this rock until we've carved our claim into it. Hrolf, fall back to the Endrinmaster's position and request immediate reinforcements. Everyone else, prime and load. We'll not relinquish our profits to some degenerate *azgildum*.'



BATTLEPLAN 2

WORTH A LITTLE RISK

AERIAL BATTLES

Use the Aerial Battles and Region of War rules from page 25, excluding the Runaway Scenery rule.

THE ARMIES

One player is the Kharadron Overlords player and their opponent is the Disciples of Tzeentch player. Their armies must consist of the following units:

Kharadron Overlords: 1 Grundstok Gunhailer, 1 unit of 3 Skywardens, 1 unit of 3 Endrinriggers.

Disciples of Tzeentch: 1 unit of 3 Screammers of Tzeentch, 1 unit of 3 Tzaangor Enlightened, 1 unit of 3 Tzaangor Skyfires.

OBJECTIVES

This battle is fought to control one objective. Place an objective marker at the centre of the battlefield and four tokens in the locations shown.

SET-UP

The players roll off. The winner sets up their army first, wholly within their territory on the map below. The loser sets up second, wholly within their territory on the map below.

HIDDEN AGENDAS

After both armies have been set up but before the battle begins, both players must secretly pick 1 of their Hidden Agenda cards to apply to their army for this battle.

THE EYRIE'S PULL

The tokens around the objective represent distorted magnetic fields and must be numbered from 1 to 4. The players roll off and the winner picks which token will be number 1; the rest are numbered clockwise.

At the start of each battle round after the first, before determining who has the first turn, the players roll off. The winner rolls a D6 to determine which magnetic field is active. On a 1, field 1 is active; on a 2, field 2 is active, etc. On a 5+, the player chooses which field is active.

All units on the battlefield must then move exactly 12" in a straight line directly towards the active token, starting with the units closest to it. If two units are equally close to the token, the players roll off and the winner moves their unit first. If a unit is unable to move the full 12", then it must move as far as it can up to 12". Units that begin this move within 12" of the active token

must move as close to the token as possible.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round wins a **major victory**.

If players are tied on victory points at the end of the battle, each player adds up the Wounds characteristics of any enemy units destroyed during the battle. If one player has a higher total, they win a **minor victory**, otherwise the battle is a draw.

VICTORY POINTS

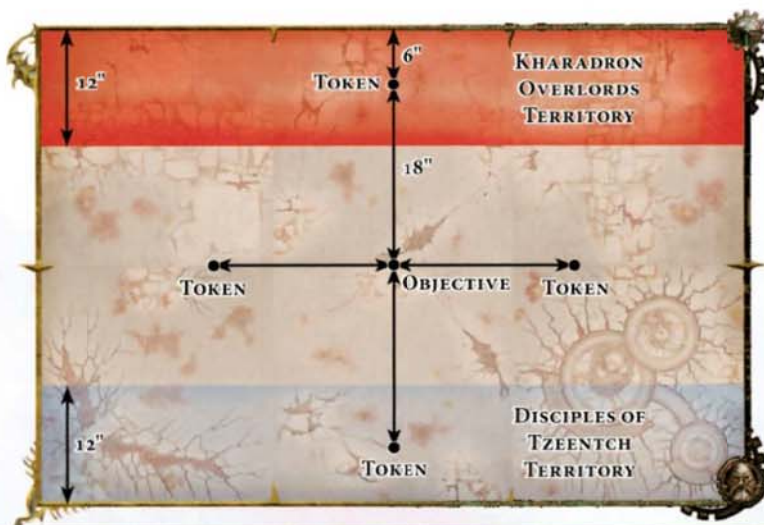
At the end of each battle round, the player who controls the objective scores 3 victory points.

If both players have the same number of friendly models wholly within 6" of the objective at the end of the battle round, they each score 1 victory point.

REWARDS TABLE

D3 Reward

- Strategic Acumen:** If your general is on the battlefield at the start of the first battle round, you receive 1 extra command point.
- Honed Blades:** Improve the Rend characteristic of one of your general's melee weapons by 1 for the next battle.
- Permeability:** Once in the next battle, you can stop 1 friendly unit from being moved by the Eyrie's Pull. If there are any enemy units within 3" of that unit, they are moved as normal.



RACE AGAINST TIME

Endrinmaster Drak Grolsson has located the source of the growing aethermantic disturbance within the Azure Crown, and the scale of the threat is far greater than he could have imagined. He and his soldiers must put an end to the magnomantic ritual and its perpetrators before its terrible power is unleashed upon the Kharadron.

'It's worse than we thought,' said Endrinmaster Grolsson, staring at the pulsing gauge of his aetherometer.

He and his Endrinriggers were clamped to the flank of the Gunhauler *Bronzebeard*, which rattled and groaned as it drew nearer to the source of the arcane energy ravaging the Azure Crown. Grolsson had never seen such a monstrous stormfront. It loomed ahead of them like an ancient god brought to life.

'The storm's growing by the moment,' he said. 'Soon it'll be powerful enough to tear through Barak-Nar herself.'

'Surely not!' said Mizzenmaster Hrolf. 'The sky-port's got gyromatic stabilisers, arcane dampener fields—'

His words were interrupted by a thunderous blast. The Kharadron looked up to see a drifting island

of stone as large as a mountain crumble to pieces as it neared the gathering storm, torn apart as if it were nothing more than a hunk of stale rockbread.

'This isn't some trivial bit of parlour magic,' yelled Grolsson, shouting to make himself heard over the crescendo. 'This is the fury of the realm itself. Even if it doesn't smash her out of the skies, it'll have strength enough to demolish most of the city.'

'Orders, Endrinmaster?' Hrolf bellowed back at him.

Endrinmaster Grolsson pondered that question for a moment. They could withdraw, certainly. They had time to return to the *Intrepid* and get well clear of the advancing hurricane. Attacking the source of the disturbance would mean travelling within a gornak's wing of that brewing catastrophe, not to

mention fighting their way past the mutant savages that soared around it upon their sorcerous discs.

But if his calculations were correct, if no action was taken, this storm would crash directly across the path of his home port. Thousands would die, at the very least. The hated worshippers of the Change God would surely take advantage of the devastation and confusion to inflict further damage. And the crew of the *Intrepid* would almost certainly forfeit any profits from this voyage.

Unthinkable.

'Take us in low and hard, Grundpilot Sarggund,' he said, and there was a chorus of approving grunts from his fellow prospectors.

'Ready your guns and prepare for battle,' he shouted. 'Such a bounteous vein of aether-gold is worth risking our lives for, by Grungni's beard!'



BATTLEPLAN 3 OF AETHER-GOLD AND ANARCHY

AERIAL BATTLES

Use the Aerial Battles and Region of War rules from page 25, excluding the Runaway Scenery rule.

THE ARMIES

One player is the Kharadron Overlords player and their opponent is the Disciples of Tzeentch player. Their armies must consist of the following units:

Kharadron Overlords: 1 Intrepid Prospectors battalion (pg 32).

Disciples of Tzeentch: 1 Ab-het's Skyseekers battalion (pg 33).

THE BATTLEFIELD

Place a token at the centre of the battlefield to represent the centre of the Eyrie's Pull.

SET-UP

The Disciples of Tzeentch player sets up their army first, wholly within their territory on the map below.

The Kharadron Overlords player sets up their army second, wholly within their territory on the map below.

HIDDEN AGENDAS

After both armies have been set up but before the battle begins, both players must secretly pick 1 of their Hidden Agenda cards to apply to their army for this battle.

ABILITIES

Denial by Aethermatics: *After the necroquake, Barak-Nar revised its artycles to ensure all warrant officers would have the means to neutralise superstitious aether-practices.*

The Endrinmaster can attempt to unbind 1 spell in the enemy hero phase as if it were a **WIZARD**.

Sacrificial Victims: *Any aid sought by Tzeentch's cultists comes at a price. Binding rituals offering unclaimed souls serve as the customary levy.*

Roll a dice each time you allocate a wound or mortal wound to the Magister while this model is within 3" of a friendly **DISCIPLES OF TZEENTCH** unit. On a 5+, the wound or mortal wound is negated, but the nearest friendly **DISCIPLES OF TZEENTCH** unit suffers 1 mortal wound.

THE EYRIE'S PULL

At the end of each battle round, all units on the battlefield must move exactly 6" in a straight line directly towards the token at the centre of the battlefield, starting with the units closest to it. If two units are equally close to the token, the players roll off and the winner moves their unit first. If a unit is unable to move the full 6", then it must move as far as it can up to 6". Units that begin this move within 6" of the token must instead move as close to the token as possible.

LOW-POWERED AETHER-SEAL

At the start of every battle round after the first, the Disciples of Tzeentch player rolls 1 dice. On a 6, they can pick 1 **KHARADRON OVERLORDS** unit on the battlefield to suffer 1 mortal wound.

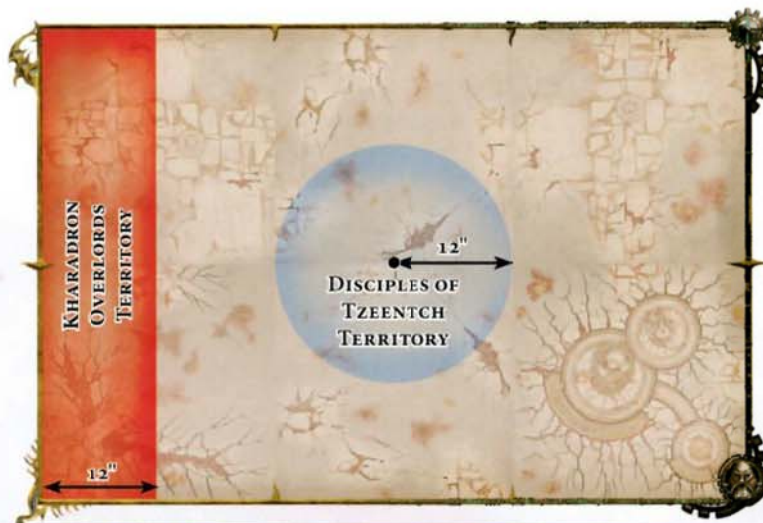
GLORIOUS VICTORY

The battle ends at the end of the fifth battle round. The Kharadron Overlords player wins a **major victory** if the Disciples of Tzeentch army has been destroyed and the Endrinmaster has not been slain when the battle ends. The Disciples of Tzeentch player wins a **major victory** if the Kharadron Overlords army has been destroyed and the Magister has not been slain when the battle ends. Any other result is a draw.

TIE-BREAKER

If this battle ends in a draw and one player has completed their Hidden Agenda, that player wins a **minor victory**.

If this battle ends in a draw and both players have completed their Hidden Agendas, the player that completed their Hidden Agenda first wins a **minor victory**.



WARSCROLLS

This section includes new Kharadron Overlords and Disciples of Tzeentch warscrolls and warscroll battalions. Updated January 2020; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION INTREPID PROSPECTORS



Endrinmaster Drak Grolsson leads a veteran team of prospectors and soldiers who have battled across the deadliest frontiers of the Mortal Realms. They are trained to launch swift expeditions into hostile lands, seeking out precious sources of aether-gold as they fend off rivals and raiders with disciplined gunfire.

ORGANISATION

A battalion of Intrepid Prospectors consists of the following units:

- 1 Endrinmaster with Dirigible Suit
- 1 unit of 3 Endrinriggers
- 1 unit of 3 Skywardens
- 1 Grundstok Gunhauler

ABILITIES

This'll Be Quick Work: *The prospecting flotillas of Barak-Nar are well versed in the extraction of aether-gold, locating and clearing lodes faster than any rival sky-port. This efficient discipline translates perfectly into battle, where their scouting prowess is demonstrated with deadly force.*

After armies have been set up but before the first battle round begins, you can move friendly units from this battalion up to 5".

WARSCROLL BATTALION

AB-HET'S SKYSEEKERS



Magister Ab-het commands a great host of Tzaangor warriors who have dwelt within the sorcerous labyrinth of Griffon's Eyrie for generations and learnt to master its ever-changing tides. They soar through the whirlwind of shattered debris with breathtaking agility, hunting those who would trespass on their domain.

ORGANISATION

A battalion of Ab-het's Skyseekers consists of the following units:

- 1 Magister on Disc of Tzeentch
- 1 unit of 3 Tzaangor Skyfires
- 1 unit of 3 Tzaangor Enlightened
- 1 unit of 3 Screamer of Tzeentch

ABILITIES

Foreseen Manoeuvres: *The members of this particular Tzeentchian cult are accustomed to the volatile forces that occupy their territory, allowing them to compensate for distorted energies that would normally hinder their plans.*

When making a charge roll for a unit from this battalion, roll 3D6, remove 1 dice of your choice, and then use the remaining 2D6 to determine the charge roll.





• WARSCROLL •

ENDRINMASTER

WITH DIRIGIBLE SUIT



Many Endrinmasters take to the skies in mastercrafted dirigible suits, their aether-turbines allowing them to zoom through the air towards skyvessels in need of repair even as an in-built weapon array blasts their enemies into pieces.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dirigible Suit Weapon Battery	18"	6	3+	3+	-1	1
Aethercannon	12"	1	3+	2+	-2	D3
Gaze of Grungni	9"	1	3+	2+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethermatic Saw	1"	3	3+	2+	-2	D3

DESCRIPTION

An Endrinmaster with Dirigible Suit is a single model armed with a Dirigible Suit Weapon Battery, Aethercannon, Gaze of Grungni and Aethermatic Saw.

FLY: This model can fly.

ABILITIES

Endrinmaster: *Endrinmasters are unsurpassed at keeping the skyvessels in a Kharadron fleet battleworthy.*

At the start of your hero phase, you can pick 1 friendly **SKYVESSEL** within 1" of this model. Heal 3 wounds allocated to that **SKYVESSEL**.

Hitchers: *Skyriggers can attach themselves to a passing skyvessel and move alongside it.*

If this model is wholly within 6" of a friendly **SKYVESSEL** immediately before the **SKYVESSEL** uses its Fly High ability, you can say that this model will hitch a lift instead of making a normal move (as long as this model has not already made a normal move in the same phase).

If you do so, after that **SKYVESSEL** has moved, remove this model from the battlefield and set it up again wholly within 6" of that **SKYVESSEL**, more than 1" from any terrain features or objectives and more than 9" from any enemy models. No more than 7 models can hitch a lift on the same **SKYVESSEL** in the same turn.

COMMAND ABILITIES

By Grungni, I Have My Eye On You!
Endrinriggers will redouble their efforts to repair a skyvessel when they are overseen by an Endrinmaster.

You can use this command ability in your hero phase before a friendly **ENDRINRIGGER** unit wholly within 18" of a friendly model with this command ability uses its Endrincraft ability.

If you do so, you can re-roll any of the dice that determine how many wounds are healed by that **ENDRINRIGGER** unit in that phase.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, HERO, SKYFARER, ENDRINMASTER



ENDRINRIGGERS



With aether-endrins strapped to their backs, Endrinriggers conduct repairs on their beloved airships miles above ground. In battle, their aether-powered tools become lethal weapons capable of punching through armour or messily sawing off limbs.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethermatic Volley Gun	24"	6	4+	4+	-1	1
Grapnel Launcher or Skyhook	24"	1	4+	3+	-2	3
Drill Launcher	24"	1	4+	3+	-3	D3
Rapid-fire Rivet Gun	12"	3	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethermatic Saw	1"	1	3+	2+	-2	D3
Gun Butt	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Endrinriggers has any number of models, each armed with a Rapid-fire Rivet Gun and Aethermatic Saw. 1 in every 3 models can replace their Rapid-fire Rivet Gun and Aethermatic Saw with an Aethermatic Volley Gun and Gun Butt. In addition, 1 in every 3 models can replace their Rapid-fire Rivet Gun and Aethermatic Saw with one of the following weapon options: Drill Launcher and Gun Butt; Grapnel Launcher and Gun Butt; or Skyhook and Gun Butt.

FLY: This unit can fly.

MIZZENMASTER: 1 model in this unit can be a Mizzenmaster. Add 1 to the Attacks characteristic of that model's melee weapons.

ABILITIES

Drill Launcher: A handheld version of the drill cannons found aboard Kharadron gunships, the drill launcher fires a projectile that bores into its target before detonating.

If the unmodified hit roll for an attack made with a Drill Launcher is 6, that attack inflicts 3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Endrincraft: Endrinriggers are expert mechanics and keep all of the skyvessels in a Kharadron fleet shipshape.

At the start of your hero phase, you can pick 1 friendly **SKYVESSEL** within 1" of this unit and roll 1 dice for each model in this unit. For each 4+, heal 1 wound allocated to that **SKYVESSEL**.

Grapnel Launcher: Grapnel launchers are used to entangle the enemy and stop them from making their escape.

Enemy units cannot retreat if they are within 3" of any models from this unit armed with a Grapnel Launcher.

Hitchers: Skyriggers can attach themselves to a passing skyvessel and move alongside it.

If this unit is wholly within 6" of a friendly **SKYVESSEL** immediately before the **SKYVESSEL** uses its Fly High ability, you can say that this unit will hitch a lift instead of making a normal move (as long as this unit has not already made a normal move in the same phase).

If you do so, after that **SKYVESSEL** has moved, remove this unit from the battlefield and set it up again wholly within 6" of that **SKYVESSEL**, more than 1" from any terrain features or objectives and more than 9" from any enemy models.

No more than 7 models can hitch a lift on the same **SKYVESSEL** in the same turn.

Skyhook: Skyhooks are used to pull the bearer towards the foe.

Add 1 to charge rolls for this unit if any models from this unit are armed with a Skyhook.

KEYWORDS ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARERS, ENDRINRIGGERS



• WARSCROLL •

SKYWARDENS



Skywardens are elite formations of Arkanaut warriors granted the power of flight by portable aether-endrins. They swoop from on high to skewer enemies upon long-hafted skypikes or hover at short range to incinerate them with vulcaniser pistols.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethermatic Volley Gun	24"	6	4+	4+	-1	1
Grapnel Launcher or Skyhook	24"	1	4+	3+	-2	3
Drill Launcher	24"	1	4+	3+	-3	D3
Vulcaniser Pistol	9"	2	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skypike	2"	2	4+	3+	-1	D3
Gun Butt	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Skywardens has any number of models, each armed with a Vulcaniser Pistol and Skypike. 1 in every 3 models can replace their Vulcaniser Pistol and Skypike with an Aethermatic Volley Gun and Gun Butt. In addition, 1 in every 3 models can replace their Vulcaniser Pistol and Skypike with one of the following weapon options: Drill Launcher and Gun Butt; Grapnel Launcher and Gun Butt; or Skyhook and Gun Butt.

FLY: This unit can fly.

CUSTODIAN: 1 model in this unit can be a Custodian. Add 1 to the Attacks characteristic of that model's melee weapons.

ABILITIES

Drill Launcher: A handheld version of the drill cannons found aboard Kharadron gunships, the drill launcher fires a projectile that bores into its target before detonating.

If the unmodified hit roll for an attack made with a Drill Launcher is 6, that attack inflicts 3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Grapnel Launcher: Grapnel launchers are used to entangle the enemy and stop them from making their escape.

Enemy units cannot retreat if they are within 3" of any models from this unit armed with a Grapnel Launcher.

Hitchers: Skyriggers can attach themselves to a passing skyvessel and move alongside it.

If this unit is wholly within 6" of a friendly **SKYVESSEL** immediately before the **SKYVESSEL** uses its Fly High ability, you can say that this unit will hitch a lift instead of making a normal move (as long as this unit has not already made a normal move in the same phase).

If you do so, after that **SKYVESSEL** has moved, remove this unit from the battlefield and set it up again wholly within 6" of that **SKYVESSEL**, more than 1" from any terrain features or objectives and more than 9" from any enemy models.

No more than 7 models can hitch a lift on the same **SKYVESSEL** in the same turn.

Skyhook: Skyhooks are used to pull the bearer towards the foe.

Add 1 to charge rolls for this unit if any models from this unit are armed with a Skyhook.

Skymines: Skywardens surround themselves with airborne mines that explode on contact.

If an enemy unit that can fly ends a charge move within 1" of any friendly units with this ability, you can roll 1 dice for each model in that enemy unit. For each 6, that unit suffers 1 mortal wound.

Timed Charges: Skywardens are practised at striking hard and then retreating quickly amidst timed explosions to cause massive damage.

Roll 1 dice for each enemy unit that is within 3" of this unit immediately before this unit makes a retreat move. On a 4+, the unit being rolled for suffers D3 mortal wounds.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARERS, SKYWARDENS



GRUNDSTOK GUNHAULER



Small, manoeuvrable and deadly, the Grundstok Gunhauler is an escort-class ship tasked with ensuring the safety of the airfleets' larger skyvessels. They perform this role well, swarming in defence before peeling off to launch deadly attack runs.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sky Cannon: Shrapnel	18"	D6	3+	3+	-1	2
Sky Cannon: Shell	24"	1	3+	2+	-2	D6
Drill Cannon	36"	1	3+	3+	-3	D3
Aethershot Deckgun	12"	2	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boarding Weapons	1"	4	4+	4+	-	1

DESCRIPTION

A Grundstok Gunhauler is a single model armed with an Aethershot Deckgun and Boarding Weapons. In addition, the model is armed with one of the following missile weapon options: Sky Cannon; or Drill Cannon.

FLY: This model can fly.

ABILITIES

Ahead Full: The captain of a Grundstok Gunhauler can overcharge its engine so that the craft moves at its maximum possible speed for a short period of time.

Once per battle, at the start of your movement phase, you can say that this model will move ahead full. If you do so, add 6" to the Move characteristic of this model in that phase.

Bomb Racks: The bombs and skymines held in the racks of a Kharadron skyvessel are used to defend it against attackers.

At the start of the combat phase, you can pick 1 enemy unit within 1" of this model and roll 1 dice. On a 4+, that enemy unit suffers D3 mortal wounds.

Disengage: Kharadron skyvessels can easily disengage from ground combat, flying away with all guns blazing.

This model can retreat and still shoot later in the same turn as long as there are no enemy units that can fly within 3" of this model at the start of the retreat move.

Drill Cannon: The shells fired by a drill cannon burrow into the target and then explode, blasting shards of metal from the drill bit all around.

If the unmodified hit roll for an attack made with a Drill Cannon is 5+, that attack inflicts 3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Escort Vessel: Grundstok Gunhaulers are used to disrupt attacks on larger Kharadron skyvessels in the vicinity.

Roll 1 dice each time you allocate a wound or mortal wound to a friendly **SKYVESSEL** other than a **GRUNDSTOK GUNHAULER** while it is within 3" of any friendly **GRUNDSTOK GUNHAULERS**. On a 6, that wound or mortal wound is negated.

Fly High: Most Kharadron skyvessels can swiftly soar up high in the air and then plummet back down to the battlefield, ready to attack from a new direction.

Instead of making a normal move with this model, you can say that it will fly high (it can retreat and disengage). If you do so, remove this model from the battlefield and set it up again more than 1" from any terrain features or objectives and more than 9" from any enemy models.

Sky Cannon: A sky cannon can either be loaded with shrapnel ammunition or an explosive shell.

Before attacking with a Sky Cannon, choose either the Shrapnel or Shell missile weapon characteristics for that shooting attack.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, WAR MACHINE, SKYVESSEL, GRUNDSTOK GUNHAULER



• WARSCROLL •

MAGISTER

ON DISC OF TZEENTCH



Magisters are powerful sorcerers in service to Tzeentch. Filled with eldritch energies, a Magister can wield fantastical fires to scorch the foe or transform an enemy into the squelching, misshapen form of a Chaos Spawn.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Runestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpsteel Sword	1"	1	4+	4+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A Magister on Disc of Tzeentch is a single model armed with a Tzeentchian Runestaff and Warpsteel Sword.

FLY: This model can fly.

MOUNT: This model's Disc of Tzeentch attacks with its Teeth and Horns.

ABILITIES

Magic-touched: *Magisters are attuned to magical energy like no other and can harness the raw essence of Chaos. There are those, however, that delve too deep into this source of power.*

If the casting roll for this model is a double and the casting attempt is successful and not unbound, this model can attempt to cast 1 extra spell this turn. If it does so and the extra casting roll is a double, the spell automatically fails and this model is slain.

If a friendly **MAGISTER** is slain by this effect, roll 1 dice before removing the model. On a 2+, one **TZEENTCH CHAOS SPAWN** is added to your army. Set up the **TZEENTCH CHAOS SPAWN** anywhere on the battlefield within 1" of the slain **MAGISTER** and more than 3" from any enemy units.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Bolt of Change spells.

Bolt of Change: *The Magister hurls a coruscating bolt of energy at the foe, causing their flesh to run like wax and remould into a form more pleasing to Tzeentch.*

Bolt of Change has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. If any models were slain by this spell, before removing the first slain model, you can add a **TZEENTCH CHAOS SPAWN** to your army and set it up within 3" of the slain model's unit.

KEYWORDS

CHAOS, MORTAL, DAEMON, TZEENTCH, ARCANITE, HERO, WIZARD, MAGISTER

TZAANGOR ENLIGHTENED

ON DISCS OF TZEENTCH



Tzaangor Enlightened wield ornate spears of a quality beyond the weaponry of their lesser kin. Able to perceive the strands of the past, the Enlightened reveal the hidden secrets of their foes, discovering their weaknesses before moving in to strike.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Spear	2"	3	4+	3+	-1	2
Vicious Beak	1"	1	4+	5+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A unit of Tzaangor Enlightened has any number of models, each armed with a Tzeentchian Spear and Vicious Beak.

FLY: This unit can fly.

MOUNT: This unit's Discs of Tzeentch attack with their Teeth and Horns.

AVIARCH: The leader of this unit is an Aviarch. Add 1 to the Attacks characteristic of an Aviarch's Tzeentchian Spear.

ABILITIES

Babbling Stream of Secrets: *The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.*

If an enemy unit fails a battleshock test within 9" of any friendly **TZAANGOR ENLIGHTENED** units, add 1 to the number of models that flee.

Guided by the Past: *These warriors see at once every moment that led to the present and use this knowledge to deadly effect.*

In the combat phase, you can re-roll hit and wound rolls for attacks made by this unit if any enemy units within 3" of this unit have already fought in that phase.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, DAEMON, TZEENTCH, ARCANITE, TZAANGOR ENLIGHTENED



• WARSCROLL •

TZAANGOR SKYFIRES

Tzaangor Skyfires soar across the battlefield, raining death upon the foe. Able to catch glimpses of the future, the Skyfires send their Arrows of Fate on baffling trajectories, striking their targets' most vulnerable weak spots with confounding accuracy.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arrow of Fate	24"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow Stave	1"	2	5+	5+	-	1
Vicious Beak	1"	1	4+	5+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A unit of Tzaangor Skyfires has any number of models, each armed with an Arrow of Fate, Vicious Beak and Bow Stave.

FLY: This unit can fly.

MOUNT: This unit's Discs of Tzeentch attack with their Teeth and Horns.

AVIARCH: The leader of this unit is an Aviarch.

Add 1 to hit rolls for attacks made with an Aviarch's Arrow of Fate.

ABILITIES

Guided by the Future: *These warriors' attacks are directed by glimpses of the future.*

In the combat phase, you can re-roll hit and wound rolls for attacks made by this unit if no enemy units within 3" of this unit have already fought in that phase.

Judgement from Afar: *To be struck by an Arrow of Fate is to be judged by destiny itself.*

If the unmodified hit roll for an attack made with an Arrow of Fate is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, DAEMON, TZEENTCH, ARCANITE, TZAANGOR SKYFIRES



• WARSCROLL •

SCREAMERS OF TZEENTCH

Speeding blurs that leave shimmering trails of change-magic in the air behind them, Screammers streak across the skies with a wailing cry. They slash any foes they pass with razor-sharp horns and fins before darting down to savage their chosen quarry.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lamprey Bite	1"	3	4+	3+	-	1

DESCRIPTION

A unit of Screammers of Tzeentch has any number of models, each attacking with a Lamprey Bite.

FLY: This unit can fly.

ABILITIES

Sky-sharks: *Screamers that manage to sink their teeth into a larger creature will not let go easily, eventually tearing off huge chunks of bloodied flesh.*

If the target is an enemy **MONSTER**, change the Damage characteristic of this unit's Lamprey Bite to D3.

Slashing Fins: *The pack mentality of Screamers makes them an especially effective unit on the battlefield. They swoop in formation and slash at their foes, performing fly-by attacks and effortless manoeuvres.*

After this unit has made a normal move, pick 1 enemy unit and roll 1 dice for each model in this unit that passed across any models from that unit. For each 5+, that unit suffers 1 mortal wound. If that enemy unit is a **WIZARD**, for each 5+, inflict D3 mortal wounds instead of 1.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, SCREAMERS

PITCHED BATTLE PROFILES

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The table below provides points for the warscroll battalions in this book for use in Pitched Battles. For the Pitched Battle profiles for the other warscrolls in this book, see *Battletome: Disciples of Tzeentch* and *Battletome: Kharadron Overlords*. Updated January 2020; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

AETHER WAR BATTALION	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
<i>Intrepid Prospectors</i>	-	-	110	Warscroll Battalion	
<i>Ab-het's Skyseekers</i>	-	-	110	Warscroll Battalion	





'If, in the pursuit of duty, a Captain encounters a threat that might impact the financial or physical well-being of their shareholders, they are expected to respond with all reasonable force. Any external entity that threatens the accumulation of profit should be subjected to immediate destruction.'

- Article 2, Point 26
of the Kharadron Code
