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DEATH FROM THE SKIES





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AIRCRAFT SQUADRONS OF
THE 41ST MILLENNIUM

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THE WAR ABOVE

Fire fills the skies as squadron after squadron of aircraft scream into battle. As their land-bound comrades fight and die down below, courageous pilots engage in dogfights where a split-second's hesitation means death.

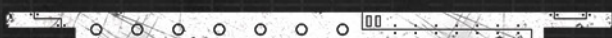
Wings of lightning fast Nephilim Jetfighters hurtle through acid squalls or weave between the towers of megalithic cityscapes to blow enemy aircraft out of the sky. Ragged flights of Ork Blitz-bombers careen through the enemy's flak, thundering into cauldrons of fire to hammer shield generators, dark idols and super-heavy war engines with lethal ordnance. Valkyries and Stormraven Gunships swoop from on high, gunning down bestial monsters and turning enemy tanks to fireballs before disgorging hordes of killers from their armoured holds. Whether forging through sentient rust cyclones or engaging winged Daemons in the starlit void of space, squadrons of aircraft rule the war-torn skies of the 41st Millennium.

For every strategic challenge, there are aircraft to meet it. Where fortified strongholds block the advance, or the enemy gathers in great force, squadrons of bomber craft are called in to rain death. Whether it be the precision annihilation of Dark Eldar Voidravens or the indiscriminate firestorm created by Ork Burna-bombers, the destruction wrought by squadrons of bombers obliterates ground targets wholesale.

Fighters, such as the Stormhawk Interceptor or Crimson Hunter, are tasked with establishing air superiority. They excel in dogfights against other aircraft, weaving through lines of incoming fire to shoot out engines, tear off wings and punch shot after shot through enemy cockpits. Only once the last enemies have plummeted to their doom do fighter squadrons consider their mission complete.

When compared to their more specialised counterparts, squadrons of attack aircraft are highly prized for their versatility. Many are robust gunships capable of ferrying squads of infantry into battle and then supporting them with lethal firepower. Others are dedicated infantry or tank hunters, airborne predators whose strafing runs are the terror of their victims on the ground below.

Over the course of a long and bloody campaign, countless squadrons of aircraft tear across the skies. Between the blitzing fury of flak fire and the predatory attentions of enemy fighters, many pilots meet swift and fiery deaths. For every squadron shot down, however, there is a masterful Ace who survives and prospers. Such pilots become adept at reading every nuance of aerial conflict, their skills allowing them to slay terrible beasts or soar unscathed from all consuming storms of fire. Such talismanic figures become legends of the skies, renowned heroes or hated villains every bit as storied as the mighty warriors that lead each race's ground forces.







AERONAUTICA IMPERIALIS

The might of the Imperial Navy is unimaginably vast, the embodiment of the Imperial aquila spreading its adamantine shadow across all of the Emperor's realm. If the warships of the Imperial Navy are its titanic wings, the combat aircraft of the Aeronautica Imperialis are its talons, sweeping down to rend and tear the enemies of mankind.

Squadron upon squadron of aircraft darken the skies as the Aeronautica Imperialis goes to war. Armoured fighter-craft scream through the upper atmosphere, fighting duels with their heretic or xenos rivals. Lumbering bombers thunder into whipping tracer fire and billowing smoke, filling the air with the howl of plummeting ordnance. To the rank and file of the Astra Militarum, such aspects of war are distant terrors, which leap into sudden focus when aircraft hurtle down to bust bunkers wide open or riddle infantry with strafing fire.

Squadrons of Valkyries, and their sister gunships the Vendettas, operate in much closer cohesion with the Astra Militarum. Possessing sturdy armour, vectored-thrust manoeuvrability and firepower equivalent to a battle tank, these versatile attack craft are well loved by the troops on the ground. Wings of Valkyries carry entire platoons of Astra Militarum infantry into battle, or sweep Tempestus Scions swiftly toward their crucial objectives. Whether the battle is fought upon the ragged flanks of a burning promethium refinery or in the carnivorous tangles of a death world jungle, Valkyrie pilots are trained to get their passengers into position no matter the dangers at hand. Once their human cargo are away, the Valkyrie squadrons typically adopt defensive patterns and remain at low altitude, providing

covering fire to the Astra Militarum while staving off enemy aircraft intent on their demise.

The ability of Valkyrie squadrons to ferry Imperial soldiers into war zones, or lift them up and bear them away from danger, is not the only strategic use of these impressive craft. The Aeronautica Imperialis can field Valkyries in vast numbers, filling the skies with armoured aircraft and drumming gunfire fit to negate even the superhuman skill and arcane technologies of the Emperor's myriad enemies. Those pilots who make it through such punishing airborne slaughters are soon hailed as veteran aces, promoted to be squadron

IMPERIAL NAVY STRUCTURE

ELEMENT	SUBORDINATE ELEMENTS
Flight	2 or more aircraft
Squadron	2 or more flights
Group	2 or more squadrons
Division	3 or more groups



leaders where their fervent faith and hard-earned hatred of the enemy can best aid their comrades in slaughtering the enemies of the Imperium.

**'THESE XENOS CRAFT COULD BE CALLED
FEARSOME, I SUPPOSE. BUT GIVE ME A THOUSAND
VALKYRIES TO FILL THE SKY WITH FIRE, AND WE
SHALL SEE WHAT IS LEFT OF THESE ALIEN FILTH
THAT IS WORTH FEARING'.**

- Air Marshal Zutrov before the Battle of the Borenza Gulf

Though their craft bear armaments blessed and thrice-blessed in the forge worlds of the Imperium, courage, determination and unquenchable faith in the Emperor are the true weapons of the heroic Valkyrie and Vendetta crews. Formed up in defence of their wingmen, muttering devotional prayers between barked orders and vox-exchanges, these brave warriors of the sky battle the worst horrors imaginable and still emerge victorious. The mortality rate amongst Valkyrie and Vendetta squadrons is appalling, craft blown from the air by searing alien energies or crushed in the monstrous claws of winged Daemons. It is a testament to sheer human courage that their comrades fight on regardless, holding formation through the deadliest fields of fire and battling their way to victory no matter the terrors inflicted upon them.

THE ADAMANTINE EAGLES

The 454th 'Adamantine Eagles' have become famous for their ongoing exploits in the Third War for Armageddon. Flying under the cool-headed command of Squadron Leader Lietver Vance, this Valkyrie Flight has provided invaluable support to the Catachan LXI 'Firesnakes' amid the planet's equatorial jungles.

The Eagles have flown countless insertion and extraction missions, dropping gung-ho Catachans straight into combat and pulling them from the jaws of death, all the while driving off waves of Ork Burna-bombers with all guns blazing.

To date, the Eagles' finest hour was the hunt for the vast Ork Stompa known simply as *Krusha*. Skimming in across the storm-tossed jungle canopy, Vance and his wingmen braved a Weirdboy-conjured maelstrom of green lightning to make a series of perilous attack runs on the lumbering Stompa. The Valkyrie gunners raked the war engine with lasfire and rockets, drawing it away from the Catachan lines. One Valkyrie after another was blasted from the sky by crackling Waaagh! energies or torn open by flak from the Stompa's gun decks. Despite their losses, the Eagles hammered their target until, finally, Squadron Leader Vance himself blew off the monster's head with a hellstrike missile that sprayed wreckage and bits of greenskin crew a hundred yards across the jungle.



ADEPTUS ASTARTES

Space Marine aircraft squadrons hurtle down from orbit, spat from launch rails and embarkation decks aboard their sleek and deadly warships. These elite aerial formations punch through their enemies, executing fearless headlong attack runs to smash their targets from the sky or obliterate them on the ground.

Well armoured, heavily armed and flown by warriors possessing superhuman skill and swiftness, few aircraft squadrons can match those of the Adeptus Astartes for combat effectiveness. Space Marine pilots do not have the numbers possessed by most of their enemies, but neither do they need them. From the sleek Stormhawk Interceptors to the hulking Stormraven Gunships, Space Marine aircraft represent the pinnacle of Imperial vehicle technology. Replete with the secrets of the Omnissiah, built upon the ancient wisdom of treasured STCs, these exceptional aircraft are as robust as they are festooned with firepower. The thrust generated by these centuries-old combat craft would be too much for an unaugmented human to handle, and would

likely kill them with sheer g-forces. The pilots of the Adeptus Astartes have no such problems, applying their enhanced strength and reaction times to squeezing an incredible level of performance out of their aircraft. Every manoeuvre performed by Adeptus Astartes squadrons is perfectly coordinated, every volley of firepower deadly accurate. Return fire splashes from their armoured hulls, if it strikes home at all. So resilient and powerful are Space Marine aircraft that even a single squadron of them can tear apart a much larger air or ground force.

The combat doctrines of different Space Marine air forces vary depending upon the temperament of the Chapter from which they hail. Blood Angels pilots take to the skies with the instinctive skill imparted by the legacy of their winged Primarch, for example, flying with an aggression that would be suicidal in lesser warriors. By comparison, White Scars pilots glide upon the winds like hunting hawks, circling their prey before striking in sudden stooping dives.

Whatever differences of character exist between the Chapters, in almost all cases, it is their Techmarines who pilot their fighters and gunships. It is a testament to the versatility and skill of these warrior-artisans that the Techmarines who operate

CHAPTER STRUCTURE

ELEMENT	SUBORDINATE ELEMENTS
Squadron	2 or more aircraft
Group	2 or more squadrons
Division	3 or more groups
Armoury	2 or more divisions



tanks and artillery, or effect battlefield repairs upon their Chapter's machineries, are the same that fly to war in the pilot seats of their aircraft.

'A PLANET'S SKIES ARE A BATTLEFIELD, JUST LIKE ANY OTHER. UNDERSTAND THEM. DOMINATE THEM. DRIVE YOUR FOE FROM THEM WITHOUT MERCY. IN THIS WAY WILL YOU SECURE VICTORY.'

- Roboute Guilliman, the Codex Astartes

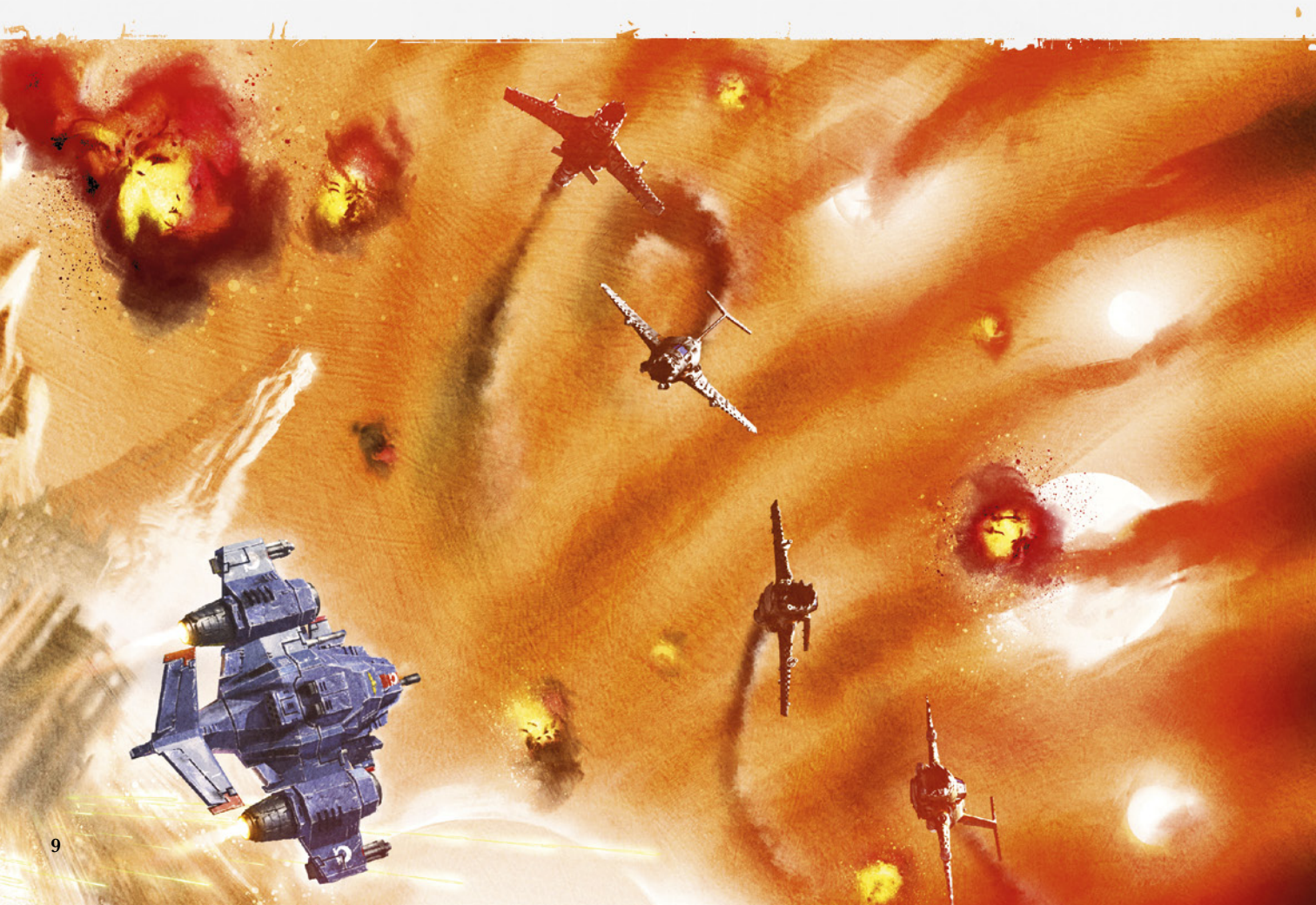
During isolated operations, it is common for Techmarine pilots to fly solo, supporting their battle-brothers on the ground with only the aid of their crafts' machine spirits. In more protracted campaigns, or when the enemy deploys a strong aerial presence, the Techmarines will instead band together into squadrons, groups and divisions in order to maximise their strategic impact and survivability. In such groupings, those Techmarines with the closest rapport with the machine spirits of their aircraft normally assume the role of squadron leaders. It is also during long and bloody campaigns that the greatest Techmarine pilots rise to ace status, earning unique honours within their Chapter for their feats of incredible aerial combat, while spreading abject terror amongst the enemy.

THE TEMPLARS OF TITAN

Disciplined psychic warriors with minds hardened against the horrors of the Warp, Grey Knights Techmarines pilot their Stormraven Gunships into battle no matter the insanity they face.

Through skies of screaming fire and melting, ghoulish visages, the Grey Knights' Stormraven squadrons fly pure and true. The foul energies of the Empyrean cannot penetrate the wards worked into the gunships' hulls. The cacophonous howls of the Daemons without find no purchase upon the souls of the holy warriors that ride within the Stormravens' holds.

Most commonly, the primary role of Grey Knights Stormravens will be as transports, squadrons of silver-hulled craft swooping down to disgorge the elite battle-brothers of the Grey Knights into the very heart of battle. In the process, the Techmarine pilots may find themselves dogfighting with monstrous winged Daemons, weaving between coruscating Warp blasts or around savage axe swings that could split a gunship in two. Throughout it all, the pilots remain utterly fearless, their formations perfect and their blessed weapons blazing to hurl the Warpspawn back to the hell from which they came.





HUNTERS OF THE FALLEN

Swift and sinister, the aircraft squadrons of the Dark Angels flit across the shadowed skies like flocks of ominous carrion crows. They are darkness and death, the shroud that falls inescapably upon the heretical and the guilty and erases them from the galaxy without a trace.

The Dark Angels are unusual amongst the Chapters of the Adeptus Astartes in that their aircraft are not piloted by the Techmarines of their Armoury. Instead, these agile hunting craft are flown into battle by the expert operatives of the Dark Angels 2nd Company, the Ravenwing.

The Ravenwing are tasked with rapidly locating and violently eliminating the enemies of the Emperor. They are an elite brotherhood, highly specialised in their methods of warfare to the degree that not a single battle-brother of the Ravenwing fights on foot. All are trained to ride into battle astride roaring Space Marine bikes, to pilot the anti-grav skimmers known as Land Speeders, or to fly the infamous Nephilim Jetfighters and Ravenwing Dark Talons that make up the Dark Angels air force.

Ravenwing operatives are trained to gather extensive battlefield information at all times, drinking in every scrap of vox-intel, energy signature recognition and augur-analysis to build an unparalleled strategic picture of the battlefield around them. They specialise in locating even the most elusive prey and running them to ground, forming an ironclad net of machines and potent firepower, all directed by warriors as meticulous as they are merciless.

In short, the seamless coordination between the ground forces and aircraft squadrons of the Ravenwing makes them one of the finest hunting forces in the galaxy. The hidden reason for this specialisation is bound up with the Dark Angels' hunt for the Fallen. It is a quest that entirely consumes the shadowed upper echelons of the Chapter, and one that must never come to light in the eyes of any other Imperial institution. The Dark Angels field dozens of aircraft squadrons and can further augment these with the wings of their successor Chapters – the Unforgiven – turning the skies black with aircraft should such measures be necessary to keep their secrets.

RAVENWING STRUCTURE

ELEMENT	SUBORDINATE ELEMENTS
Squadron	2 or more aircraft
Group	2 or more squadrons
Division	3 or more groups
Company	3 or more divisions
Unforgiven	2 or more companies



FANGS OF THE TEMPEST

Just as the longboats and spear-galleys of the Fenrisian tribes bear their warriors into battle, so do the Stormwolf and Stormfang packs of the Space Wolves ply the storm-tossed skies of countless alien worlds, ferrying the warriors of the Great Companies into the Allfather's galactic wars.

Fenris is a death world, an elemental maelstrom of ice storms and fiery volcanoes in which only the hardest can hope to survive. The skies of this deadly planet are wild and turbulent, riven by tempests whose winds scream at hundreds of miles per hour. It is in such conditions that the Iron Priests of the Space Wolves learn their skills as pilots.

Iron Priests fly by their instincts as much as by their instruments. They quickly learn to trust their guts amid magnetic fluctuations and blinding ice-storms that can render even the most powerful augurs useless. The warriors of the

Space Wolves possess the sharpest senses of any Chapter, and it is from these senses that the Fenrisians get their near-supernatural ability to retain pack coherency and locate their targets in even the most impossible conditions. Microscopic changes in air pressure, particulate scents scattered upon storm winds, the faintest visual shadows glimpsed in the corner of the eye, all provide the Iron Priests with a wealth of information by which to fly.

This is not the only way in which the Space Wolves pilots allow instinct to guide them. Rather than deal in formal ranks, a group of Iron Priests forming a pack will swiftly establish who amongst them is the alpha. This individual assumes pack command, deferring in turn to those they sense are most worthy of the honour of being group and wing commanders.

All Space Wolves are superstitious by nature, and their Iron Priest pilots are no exception. Alongside their ad-hoc pack markings, many pilots daub runes in wolf's blood upon the hulls of their craft, or else hang tribal fetishes from gunports and rivets; this is meant to draw the eye of Morkai, and ensure his blessing in the battles to come.

COMPANY OF THE GREAT WOLF STRUCTURE

ELEMENT	SUBORDINATE ELEMENTS
Pack	2 or more aircraft
Throng	2 or more packs
Division	3 or more throngs
Armoury	2 or more divisions





DAEMON ENGINES OF CHAOS

Like the dragons of ancient Terran myth, packs of Helderakes soar through the roiling smoke of the battlefield, metal wings spread wide and thrusters burning white hot. Fire bursts from their iron-fanged maws, roaring out in jets to consume the unwary, while the Helderakes' razor-sharp talons are strong enough to tear an armoured aircraft in two.

Daemon Engines are infernal creations of depraved Chaos Warpsmiths, ritually summoned Daemons trapped in iron and brass. The hatred and fury of these captive entities burns like a forge, powering the infernal machineries that form both their prisons and their weapons. Compelled by the dark sigils etched into their metal frames, each Daemon Engine must serve its mortal master's will. The greater the daemonic entity, the more powerful the Daemon Engine, and the greater a weapon of war it becomes.

There are many varieties of Daemon Engines, for the minds of the Warpsmiths are as inventive as they are twisted. Some take the form of snarling armoured walkers or rumbling tank-beasts, while others soar on brazen wings. From raining barrages of ectoplasma onto their screaming victims, to ripping apart tanks with their piston-powered claws, Daemon Engines inflict myriad forms of death upon their prey. There are few of these ironclad terrors as infamous or inescapable as the Helderake packs.

Biomechanical dragons the size of combat aircraft, Helderakes mount fearsome ranged weaponry within their crushing jaws and boast lethal talons that can rip the wing from a bomber

or snatch a pilot from his cockpit in a single, split-second pass. Even one of these malevolent aerial hunters is a terrible threat, and when whole packs of Helderakes wheel through the sky above a battlefield, no enemy is safe.

During Warp transit, Helderakes infest Chaos battleships and cruisers like wild beasts. Many hang like vast bats from the miles-long superstructures of these jagged craft, suckling the ships' energised lifeblood through cables and pipes. Other Helderake packs take over whole sub-decks within the bowels of the largest warships, driving out challengers with jets of warpflame and ruling over their cavernous domains like beasts of dark legend.

When the Chaos fleet reaches their target world, it is the Helderake packs that lead the planetary assault. Falling away from the underbellies of their warships in vast swarms, the Helderakes plunge down through the atmosphere with their metallic wings tucked in tight. Brazen hulls glow with the fires of re-entry, while from behind the Helderakes' eyes, hate-filled daemonic entities stare out with avid hunger. Down the Helderakes plunge, arrowing into combat airspace before spreading their wings and soaring into battle.



Just as daemonic Heralds lead cohorts of lesser Warpspawn into battle, when bound within a Daemon Engine's shell, the most powerful entities quickly rise to command their imprisoned fellows. They are the closest the Helderake packs have to wing leaders, ruling their lesser broodmates through intimidation and violence.

Beyond such crude internal hierarchies, Helderake packs rarely exhibit any greater cohesion or structure. Neither do they follow formalised orders, for they are wilful monsters who serve their masters only as much as they are compelled to. Helderakes are instead loosed as terror troops, falling naturally into aggressive attack patterns and streaking down upon targets of opportunity with screams of fury.

Cunning Chaos Lords often use Helderake packs to draw the attention of enemy aircraft and flak batteries, willingly hurling the Daemon Engines into harm's way in order to maximise the chances of the traitors' drop craft making planetfall unharmed. Such a role suits Helderakes perfectly, for they wish only to vent their hatred and rage upon everything within reach. Set free to cause indiscriminate mayhem, some Helderake packs wheel and swoop through the clouds above the battlefield, engaging in savage close-range dogfights with enemy pilots. Others skim low over the battlefield below, belching flames into flak nests and sending infantry fleeing in terror wherever their monstrous winged shadows fall.

AMID THE BLOODSTORM

When the Khorne Daemonkin go to war, the skies above the battlefield churn with crimson clouds and crackling arterial lightning. Coppery red rain sweeps down in savage squalls, turning the battlefield into a gory quagmire and streaking pilots' windscreens with blinding blood.

Through this unnatural bloodstorm swoop packs of Daemonkin Helderakes, ferocious Bloodletters or Flesh Hounds bound into brazen engines of animate hate. Where most Helderake packs bank and wheel almost at random, attacking whatever crosses their path, the eight-strong Helderake Skullseeker packs that ride the bloodstorm are possessed of a singular purpose. These Daemons seek to win their freedom by claiming the skulls of worthy prey, whether that be renowned fighter aces amid the clouds or masterful heroes storming across the battlefield below. Should a Helderake claim suitable tribute, Khorne may deign to loose their shackles, shattering with a whim what mortal artifice has built at great and terrible cost. Some Skullseeker packs become infamous for the carnage they reap in pursuit of this infernal goal. The Brazendrakas were one such pack, gaining notoriety for slaying every last Imperial ace pilot in the air war over Cryptosa II.



SCIONS OF VILETH

In the arenas of Commorragh, murderous Reavers race their jethikes for the adulation of the crowd. Those who excel become arena champions, amassing enough fame and wealth to acquire lethal aircraft and style themselves as mercenaries for hire. Arrogant beyond belief, these renowned masters of murder fly and kill for the highest bidder.

Razorwing Jetfighters and Voidraven Bombers make for bleakly elegant status symbols as they streak through the skies of Commorragh. Those who pilot them have most often fought their way up from the toroid arenas and are so monstrously proud of their ascendance that they worship – and become known as the Scions of – the Dark Muse of towering arrogance, Vileth.

While some Scions of Vileth lead solitary lives as aerial hunters amid the highest Commorrite spires, most choose to exploit their infamy and hire their services out to those Kabals, Wych Cults and Haemonculus Covens willing to meet their absurdly decadent demands. The Scions of Vileth are treated like royalty, for all canny Commorrite leaders recognise the incredible value of air superiority to their realspace raids. Pilots recline in moonsilver pools of writhing souls, swig distilled tears from the scrimshawed skulls of kings, and mire themselves in orgies of hedonism and violence that leave their alabaster skin aglow with vitality. But there is a price to be paid for such luxuries. Those who employ the Scions of Vileth expect a return on their investments. Woe betide the pilot who fails to live up to their boasts; the haunts of the Haemonculi resound to the screams of such fallen stars.

Dark Eldar pilots form flights not out of mutual respect or martial regimentation, but to prove their own superiority. Talons of blade-winged fighters and bombers scream through alien skies, the sneering Viliarchs at the tip of each flight vying to shame their comrades by inflicting the most exquisite terrors upon the enemy. They take a particular joy in tormenting enemy pilots. Stories abound of them slicing the wings from planes and watching them plunge, harrying giant Tyranid beasts like Wyches do in the arena, and baiting their foes only to jink away and leer as the horrified gunners are tricked into shooting down their own luckless wingmen.

RAIDING PARTY STRUCTURE

ELEMENT	SUBORDINATE ELEMENTS
Flight	2 or more aircraft
Talon	2 or more flights
Splinter	2 or more talons
Shard	3 or more splinters
Cult	2 or more shards





THE HAWKS OF KURNOUS

Swift as a hurricane wind and agile beyond belief, the aircraft of the Eldar are elegant killing machines possessing grace and speed impossible for the younger races. In battle, they embody the predatory hawks of the Eldar hunter god Kurnous, sleek and deadly birds of prey from whom escape is an impossibility.

For the craftworld Eldar, victory bought at too great a cost in lives is no victory at all. In order to minimise their own casualties while inflicting maximum damage upon their foe, their warhosts are assembled from specialised units and war engines that combine into a devastatingly efficient whole. This is as true with flights of craftworld aircraft as with any other element of the Eldar military; while Crimson Hunters are superlative air superiority fighters, and Hemlock Wraithfighters excel in ground attack operations, the Hawks of Kurnous are at their best when flying in support of one another, and of the craftworld warhosts on the battlefield below.

Though nearly always outnumbered, the highly ritualised air forces of the craftworld Eldar can dissect far larger enemy forces with apparent ease. Deployed according to the prescience of their Farseers and the martial mastery of their Autarchs, the Hawks of Kurnous tear through enemy defences with terrifying speed. Opposing aircraft squadrons are struck from the sky in seconds. Hostile infantry and war machines are torn apart by devastating attack runs. All the while, the Eldar aircraft seem little more than blurs, streaks of mystic fire soaring to victory upon the wings of war.

CRAFTWORLD STRUCTURE

ELEMENT	SUBORDINATE ELEMENTS
Flight	2 or more aircraft
Shrine/Ghost hall	2 or more flights
Host	2 or more shrines/ghost halls
Warhost	2 or more hosts
Craftworld	3 or more warhosts

'LOOK NOT TO WHERE YOUR ENEMY IS, BUT WHERE HE IS NOT. FIND THE CHINK IN HIS ARMOUR, THEN TEAR IT WIDE WITH A SINGLE, MIGHTY BLOW.'

- Taelorian, Crimson Hunter Exarch, before the Vhorda Massacre





DEATHBRINGER SKYLEGIONS

Unleashed by their imperious Overlord, wave upon wave of Necron aircraft descend upon their victims amid the omnipresent scream of a million repulsor drives.

The Night Scythes and Doom Scythes of the Necrons are tools of dominion, weapons to be wielded and discarded at will by their dynastic betters. Their pilots are little more than unliving weapons, utterly loyal and entirely without fear, instantly obeying their master's every command. When combined with the millennia of accumulated combat data and optimised attack patterns contained within the datastacks of their aircraft, these qualities make Necron flights intensely dangerous.

'THESE INSECTS THINK THEMSELVES SAFE BEHIND THEIR PITIFUL WALLS AND GUNS? SEND FORTH THE SKYLEGIONS, AND LET US REMIND THEM THAT NOWHERE IS SAFE FROM MY HAND...'

- Imotekh the Stormlord, before the Scouring of Graiad

Necron pilots fly with eerie, mechanical precision. They switch formations with an efficiency impossible for creatures of flesh and blood, and have nothing to fear from extreme g-forces or even the killing vacuum of space. Their potent weapon systems unleash the primal forces of the universe upon their targets, sending enemy aircraft spiralling away wreathed in crackling green lightning, or atomising them completely.

As flight upon flight and cohort upon cohort of these craft sweep down into battle, those destroyed simply flicker out of sight. They phase back to their point of origin to be repaired and sent out once again. With every engagement the datastacks of the Necron craft accumulate more intelligence on their enemies, turning every defeat into a learning experience. Those craft that see the greatest number of engagements become truly deadly, their millennial wisdom rendering them easily the equals of the younger races' ace pilots in every respect. Against such a deathless, unstoppable foe, there can be no true victory, only a stay of execution at the hand of these sempiternal foes.

SKYLEGION STRUCTURE

ELEMENT	SUBORDINATE ELEMENTS
Flight	2 or more aircraft
Cohort	2 or more flights
Division	2 or more cohorts
Legion	3 or more divisions
Tomb world	2 or more legions
Dynasty	3 or more tomb worlds









DA FLYBOYZ

Through killer ice-storms or blazing warpfire, thunderous flak or rains of Tyranid spores, Ork Flyboyz race into battle with warlike glee.

Orks love going fast. They love loud noises, big guns, and even bigger explosions. Most of all, they love a good scrap. Aerial combat provides all of these things in spades, with the added bonus of enjoying a good laugh at their mates' expense should their wingmen get shot down.

Ork aircraft are nearly as dangerous to their operators as they are to the enemy. They possess the aerodynamic grace of a boulder shoved off a mountaintop, and are infamous for belching eye-watering trails of smoke and debris as they hurtle to war. Luckily, these inconveniences are more than made up for – in the Orks' eyes at least – by the inordinate amounts of dakka and breakneck speed their aircraft boast. As such, there is never a shortage of deranged greenskins happy to clamber into a cockpit.

**'JUST FLY STRAIGHT AT 'EM AS FAST AS YA CAN,
GIVE 'EM SUM DAKKA, AND DON'T FERGET TO YELL
"WAAAGH!" DEAD LOUD LIKE. NUFFIN' TO IT!'**

- Flyboss Skarzag, Badtoof Skwadron

These Speed Freeks hail predominately from the Evil Sunz Clan, but this is by no means an absolute. Death Skulls Blitzabombers lumber aloft, cobbled together from nicked bits of other Orks' planes. Brutish Goff Dakkajets regularly perform the infamous flyin' 'eadbutt to the bellowed cheers of their foot-slogging fellows. Mekboyz from every clan take to the air in Wazbomb Blastajets. Even the technophobe Snakebites have aircraft, albeit held together by Squig-gut twine and smeared in grot dung. Every clan puts its maddest and baddest in the air where they can cause the most carnage amongst the enemy while – hopefully – minimising the damage they inflict on their own side.

Flyboy Mobs and Kustom Wazmobs are anarchic and poorly drilled, if they're drilled at all. Such formations rely on the violent bullying of their Flybosses to make sure they straighten out and fly right...ish. Flyboyz are untroubled by fleeting concerns like sudden fiery death, engaging the enemy with such aggression that in sufficient numbers, they can bring down victims many times their size.

ORK FLYBOYZ STRUCTURE

ELEMENT	SUBORDINATE ELEMENTS
Mob	2 or more aircraft
Skwadron	2 or more mobs
Groop	2 or more skwadrons
Brigade	3 or more groops
Warband	2 or more brigades
Tribe	3 or more warbands



THE AIR CASTE

Tau battle plans are works of holistic genius, carefully orchestrated manoeuvres that encompass great swathes of any engagement area. Central to many of these strategies is the establishment of total air superiority. Achieving this goal falls to the brave and selfless pilots of the Air caste.

Teams of Air caste combat craft sweep through the skies above almost every battlefield the Fire caste fight upon. Fighter and bomber teams are fully integrated into the combat strategies of the Tau military, coordinated centrally by Coalition-level command elements and working in perfect concert with the ground forces of the Fire caste. Their efforts ensure that ground-based cadres can manoeuvre freely, pursuing their own objectives without fear of attack from on high.

Nearly all Tau campaigns begin with a massive Air caste combat deployment. Each team of fighters or bombers is tasked with achieving specific objectives and provided with ample support to achieve their goals in optimal time. Teams of Razorshark Strike Fighters switch between high altitude dogfights and ground attack runs, fearlessly scouring the skies of monstrous beasts or obliterating the war engines of the enemy. While the Razorshark Teams eliminate priority threats, whole contingents of Sun Shark Bombers plunge low to perform daring bombing runs against key enemy installations. Airfields, generators, flak batteries and command assets are pounded into submission by energised ordnance to pave the way for full-fledged invasion by the Fire caste.

Air caste pilots display incredible selflessness, braving unbelievable odds to destroy their targets. They will gladly scream between the questing, building-sized tendrils of a Tyranid hive ship or dare the drumming fire of Space Marine Hunter squadrons, stoically accepting their casualties as sacrifices to the Greater Good. Still, the Tau do not believe in senseless martyrdom; their air groups never commit without a coherent plan and clear target, and they quickly pull out if it becomes apparent that no amount of determination and technology is going to win the day.

Such judgments are left up to the pilots themselves, Tau Commanders relying upon the experience and wisdom of their flight crews in the field. Such trust is well placed. The pilots of the Air caste are born into their role, biologically adapted to flight thanks to their willowy frames and hollow bones. Coupled with bodies that can absorb tremendous g-forces is the Air caste pilots' exceptional training. These skyborne warriors have learned to fly from their earliest days, their entire lives devoted to the absolute mastery of the pilot's art. Most Tau team leaders and fighter aces have more experience than a whole squadron of other races' pilots, all of which they turn to the pursuit of victory for the Tau'va.




TAU AIR CASTE STRUCTURE

ELEMENT	LEADER	SUBORDINATE ELEMENTS
Team	Kor'ui	2 or more aircraft
Cadre	Kor'vere	2 or more teams
Contingent	Kor'el	3 or more cadres
Battle	Kor'o	2 or more contingents
Command	Kor'o	All Air caste forces in a particular location
Coalition	Ethereal	All Tau Empire forces of a particular sept

‘THE FIELD OF BATTLE IS AN INTRICATE PUZZLE, ONE A SUCCESSFUL COMMANDER MUST SOLVE BEFORE HIS ENEMY DOES. JUST AS ONE CANNOT COMPLETE A PUZZLE WITHOUT ALL OF ITS PARTS, SO VICTORY ON THE GROUND CANNOT BE WON WITHOUT VICTORY IN THE AIR. INDEED, IT IS WITH THE CONQUEST OF THE SKIES THAT ONE MUST OFTEN BEGIN.’

- Commander Puretide on the art of aerial warfare



2 Hurtling through the fire-wracked skies of Congregus, or weaving between its jutting, wreckage-pocked spires, the Stormhawk Interceptors of Strike Force Apollon made great use of the Vehemence attack pattern. Whether driving off vast swarms of Ork aircraft, or strafing greenskin ground forces battling for the islands, this formation allowed the Ultramarines to strike fast and hard every time.

1 The war for Congregus saw the rise to fame of Techmarine Vexos. He and his battle-brothers, Tygus and Antorr, flew dozens of sorties in their Stormhawk Interceptors, Squadron Vexos accounting for an impressive toll of ramshackle enemy aircraft. After downing a whole mob of marauding Dakkajets unsupported during the invasion of Fragment IX, Vexos became the de facto leader of Imperial air forces on Congregus. In recognition, his squadron were awarded the iron laurel honour marking, which they have borne proudly on their hulls ever since.

THE WAR FOR CONGREGUS

When the fleet of Warboss Grozbok – a drove of hollowed-out asteroids fashioned into crude spacecraft called Rokks – thundered down upon the industrial world of Congregus, they brought doom with them. Honeycombed with mines and subterranean macrofactorums, the planet's crust could not withstand the trauma of one asteroid impact after another. Congregus' crust fragmented, magma spewing to the surface and swallowing nearly half the planet.

When the mayhem subsided, the remaining Imperial cities and fortifications clung to islands of bedrock amidst a swirling sea of fire. The Ork Rokks were similarly stranded,

floating on the lava sea. Furious, Warboss Grozbok terrified his Meks into desperate ingenuity – they cannibalised the Rokks' systems to build fortified airstrips atop each asteroid, and skwadrons of Dakkajets and bombers to operate from them. Ultramarines Strike Force Apollos had meanwhile responded to Congregus' astropathic cry for help. It could not be allowed to fall, and so the Ultramarines deployed their full complement of aircraft alongside elements of the Aeronautica Imperialis. So began a war that saw battles on both land and in the air, fierce fighting raging from one island to the next as the Orks and the Imperium fought for dominance of Congregus.

3 Time and again, it was the deranged genius of Badmek Bigdakka that kept Waaagh! Grozbok in the war. It was Bigdakka's idea to build airfields and take the fight to the skies, not least because it would afford him a chance to lead the Mek Flyboyz of Madkap Skwadron to war. Piloting his monstrous Wazbom Blastajet, the *Zagbeast*, Badmek Bigdakka took a terrifying toll on the defenders of Congregus.



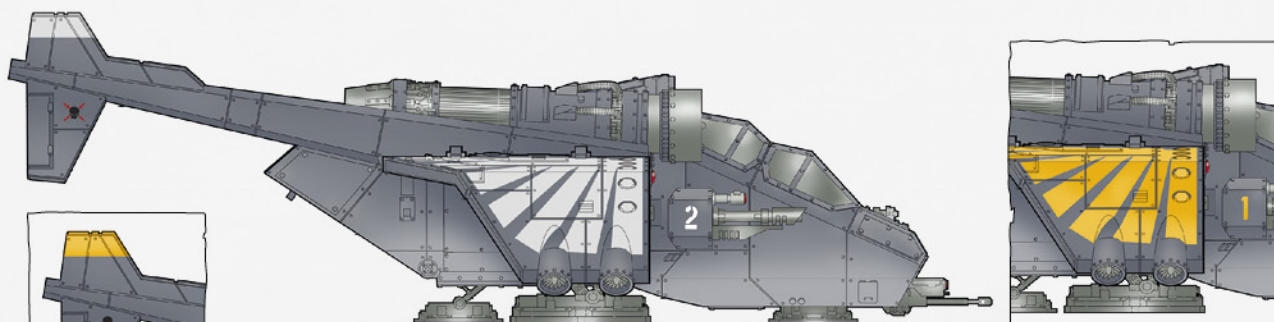


IMPERIAL NAVY

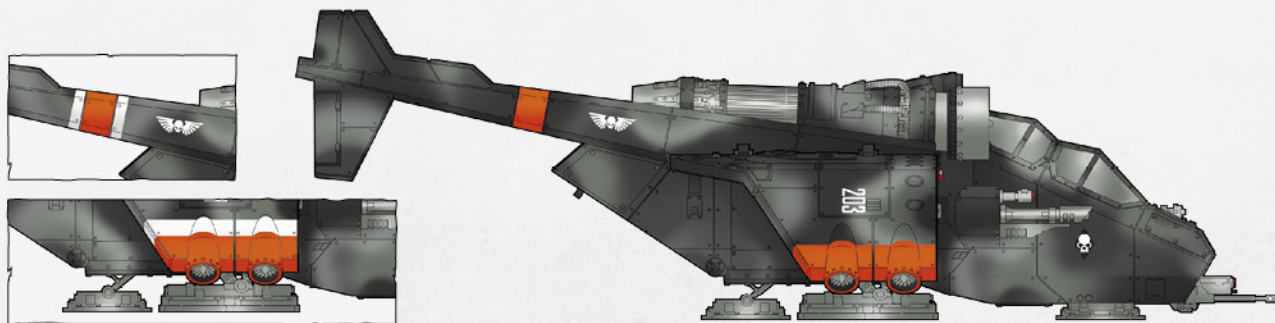
Aeronautica Imperialis craft are painted to match the colours of the infantry or armour elements they are attached to. When deemed advantageous, they may instead display camouflage colours depending on local conditions. Squadrons are identified by numbers, colours and heraldic devices, with wing leaders displaying more ostentatious designs.



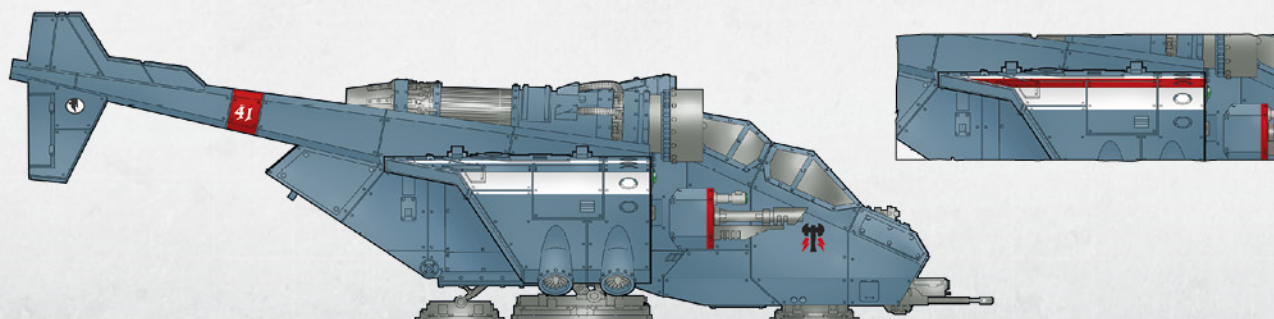
A Valkyrie of the 'Heretic Hunters' Squadron assigned to the Cadian 230th, displaying the honour of the winged hunter



This Valkyrie, *Saint Slaughter*, displays ash world camouflage. Its wing leader replaces white markings with gold.



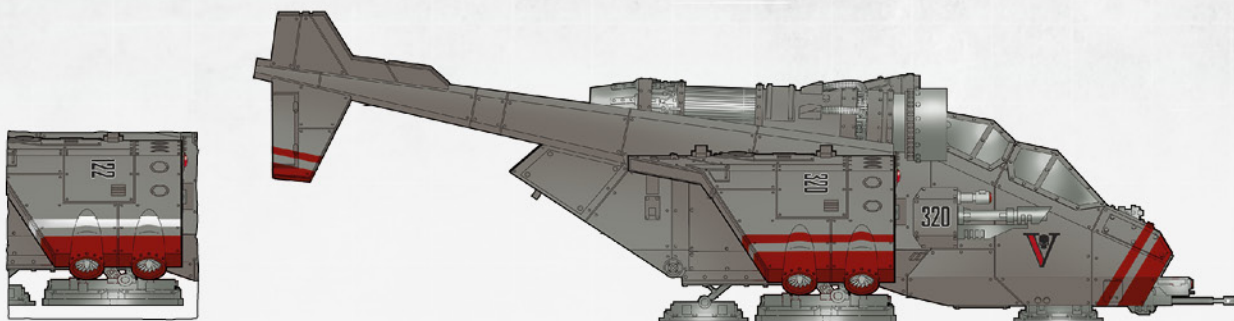
A Valkyrie assigned to the 54th Psian Jackals. The wing leader is denoted by white bands beside the squadron markings.



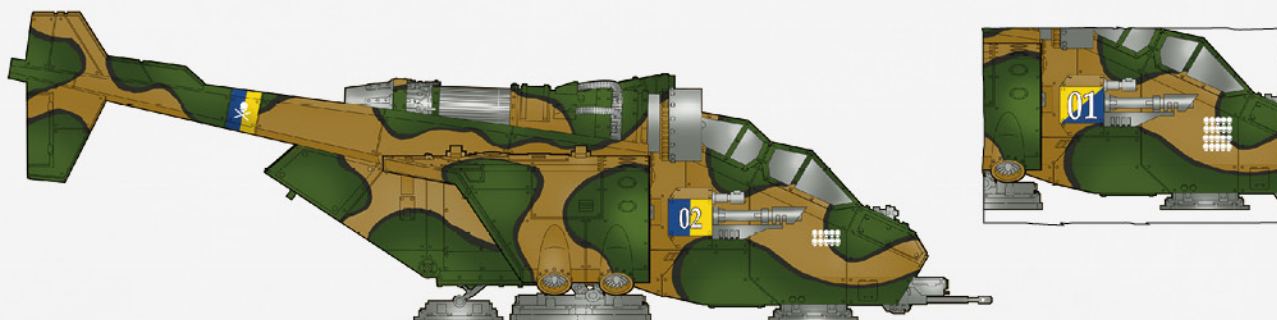
This Valkyrie, piloted by the renowned ace, Keel Drezka, displays a cockpit honour marking for his numerous armour kills.



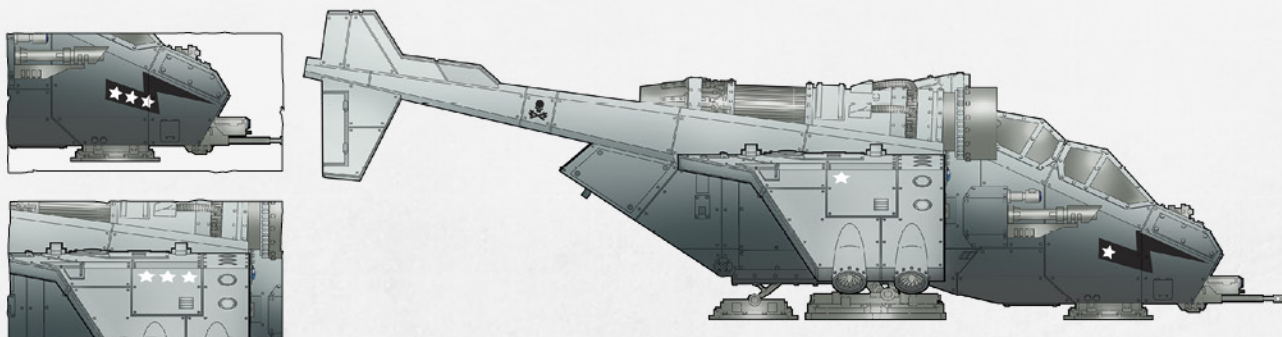
Above are pictured a selection of Aeronautica Imperialis squadron markings.



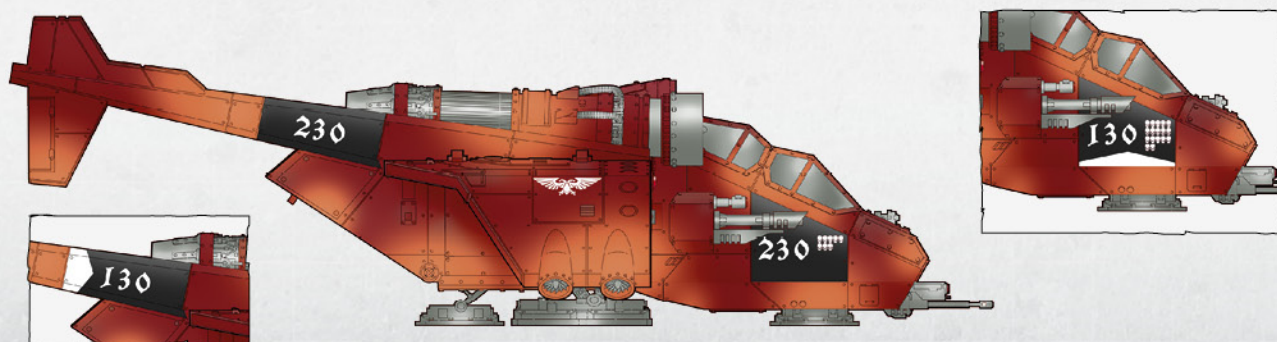
This Valkyrie displays its squadron markings as coloured bands upon its nose, wingtips and tail fins.



This Valkyrie belongs to the renowned 'Longsword' Squadron, famed for their actions during the evacuation of Perratox.



The distinctive thunderbolt design of 'Invictus' Squadron is coupled with stars distinguishing aircraft numbers.

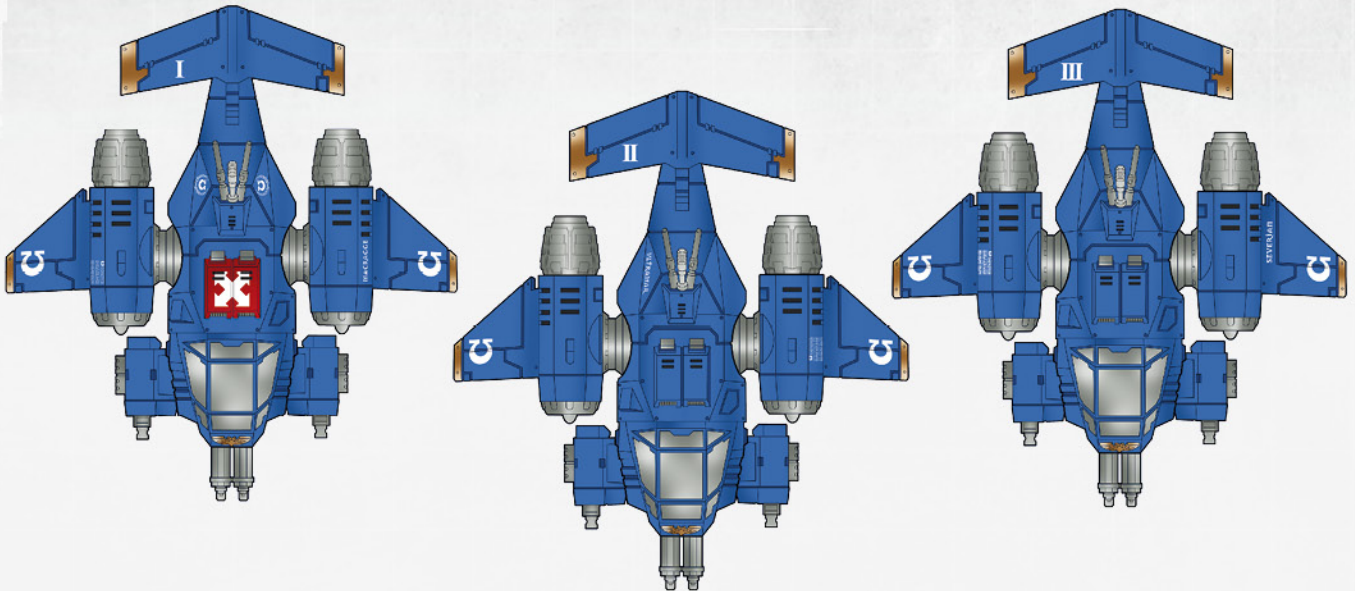


Valkyries of 'Furious' Squadron, attached to the Voraxi 30th Armoured during the Ruinstar Crusade

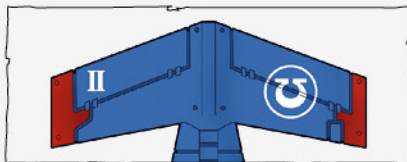


SPACE MARINES

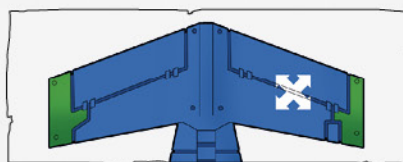
All Space Marine aircraft display the colours and icons of their Chapter. When fighting as organised squadrons, their hulls are further adorned with squadron numbers and individual aircraft numbers. For most Chapters, these markings reflect the tenets laid down in the Codex Astartes, though many variations exist despite these guidelines.



Ultramarines Stormtalon Gunship squadron 'Guilliman's Thunder'. This squadron is identified by its gold wing tips, while the squadron leader is demarcated by red panels on his craft, echoing the red helmets worn by the Chapter's sergeants.



Coloured panels such as these are typically used to denote squadrons.



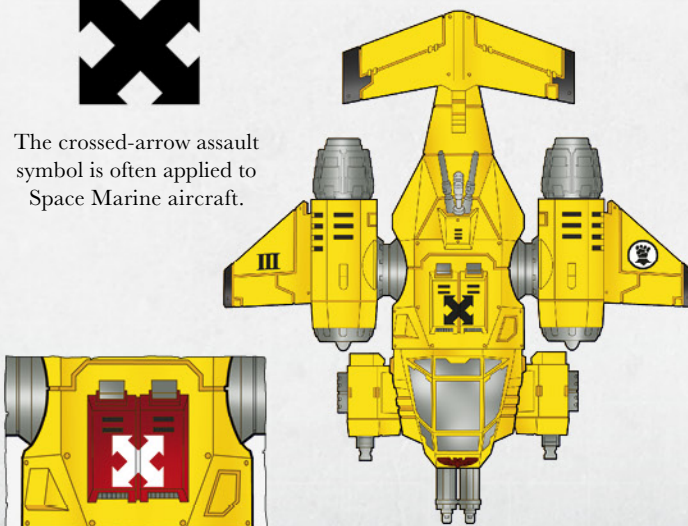
These green panels are used by 'Firestorm' Squadron.



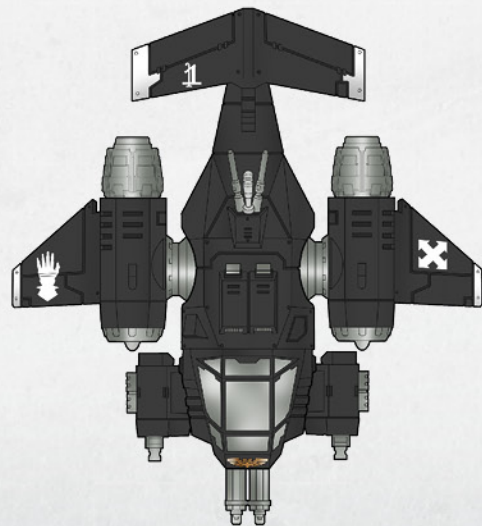
The black panels of Squadron Adronicus, who fought on Ixos



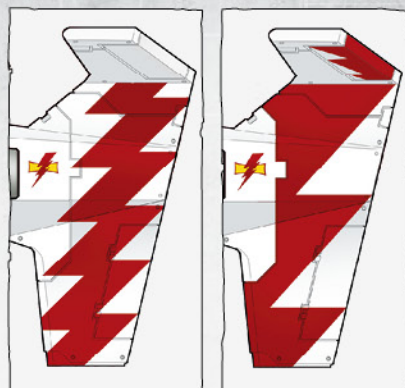
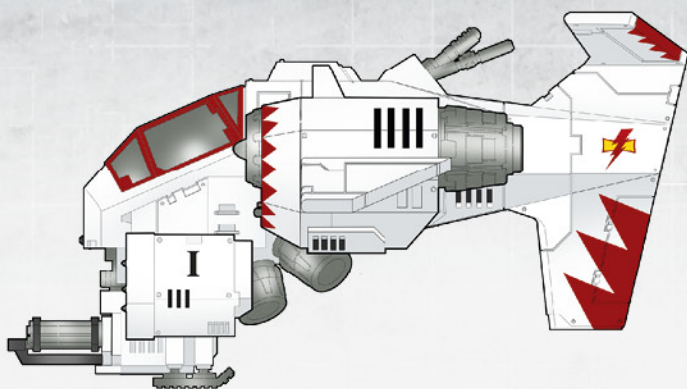
The crossed-arrow assault symbol is often applied to Space Marine aircraft.



The craft of Squadron Lasaladus bear the assault symbol, shown in white on red to denote the craft of Squadron Leader Lasaladus.

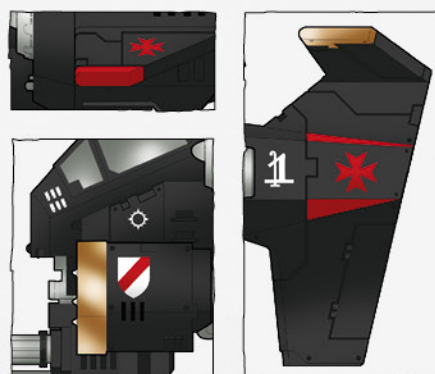
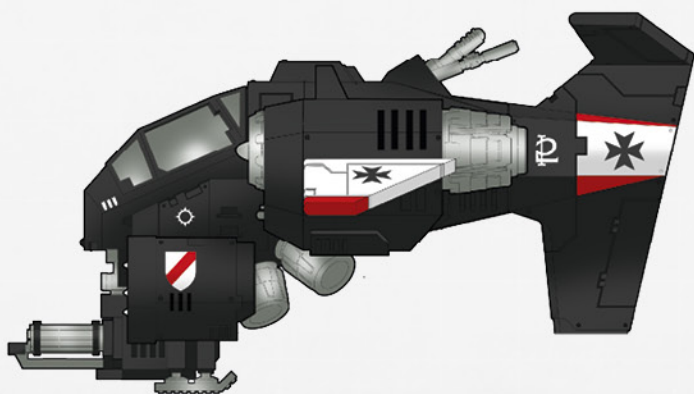


The Stormtalons of Iron Hands Squadron Borrvox show their assault designation on their left wing.



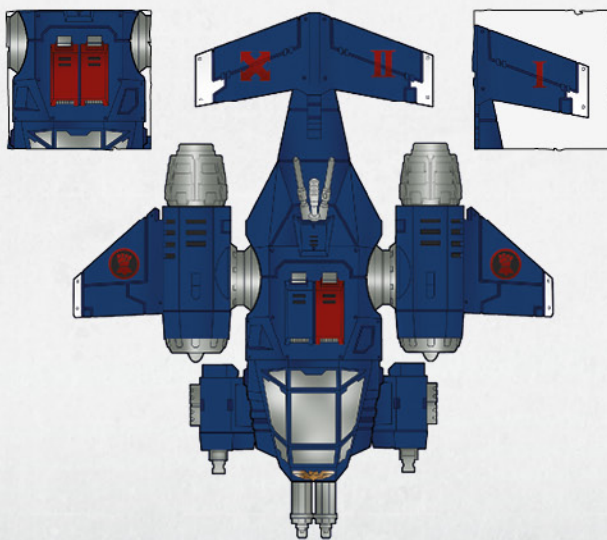
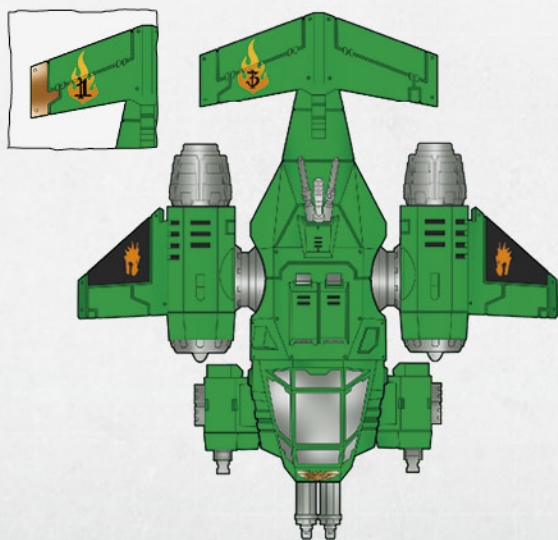
The Stormtalon of Squadron Leader Jaghai is denoted by its red canopy. Squadron markings appear on the tail, craft numbers are applied elsewhere.

Jagged, tribal-style White Scars squadron markings



This Black Templars Stormtalon, one of the 'Unrelenting Justice' Squadron, bears a campaign badge that shows that it fought in the Armageddon Crusade.

This squadron leader is identified by a gold panel and red Chapter icon, echoing Sword Brethren markings. Note the additional kill markings on the cockpit.

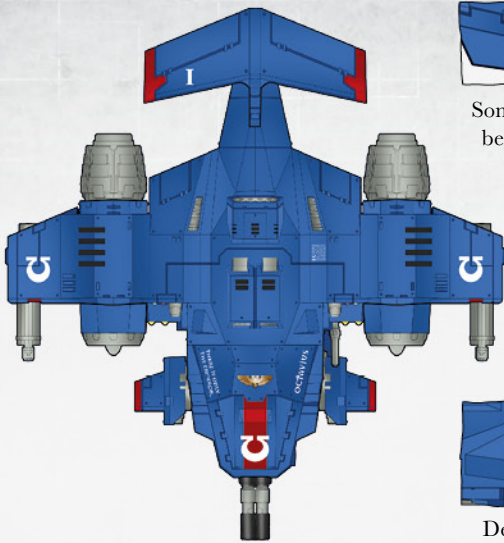


Stormtalon *Volcanic Wrath* of Squadron Vultus. Vultus' own craft is denoted by gold wing tips.

The leader of Squadron Hadronius is identified by two red topside panels, echoing the veteran honour of two red fists.



SPACE MARINES



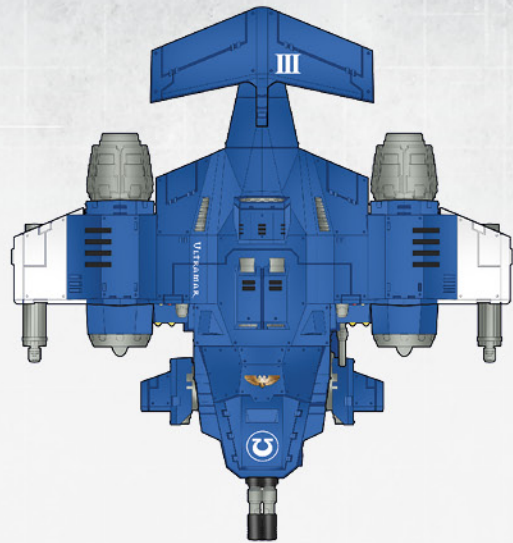
Stormhawk of Squadron Leader Cebarus, marked out by red panels and canopy stripe



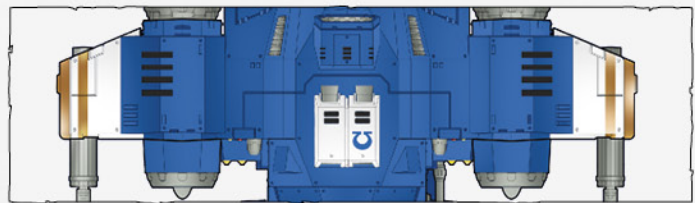
Some Space Marine craft bear their pilots' names upon their hulls.



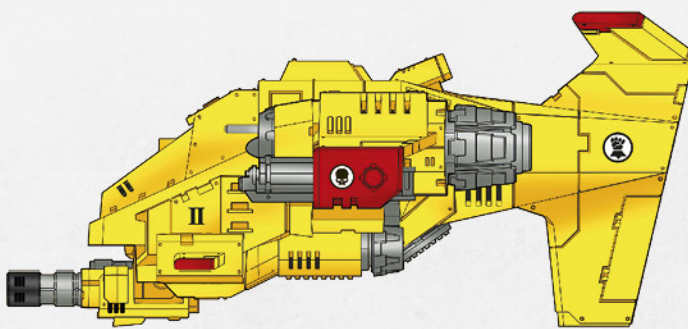
Devotional inscriptions are also common on Space Marine craft.



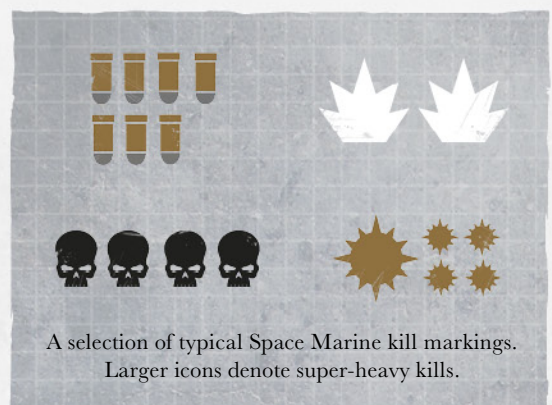
A Stormhawk of Squadron Bellator, distinguishable by its white squadron markings



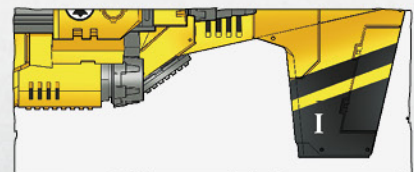
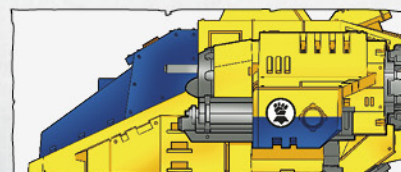
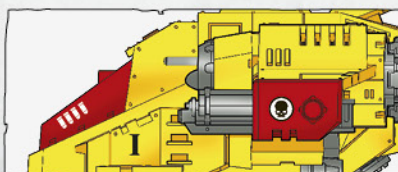
The Codex Astartes sets out numerous ways in which squadron leaders and especially accomplished pilots may be demarcated, such as coloured canopies and bars of colour on wings or cockpits.



Imperial Fists Stormhawk Interceptor of Squadron Perovos. Note kill markings from the Dortus Cleansing displayed on the canopy

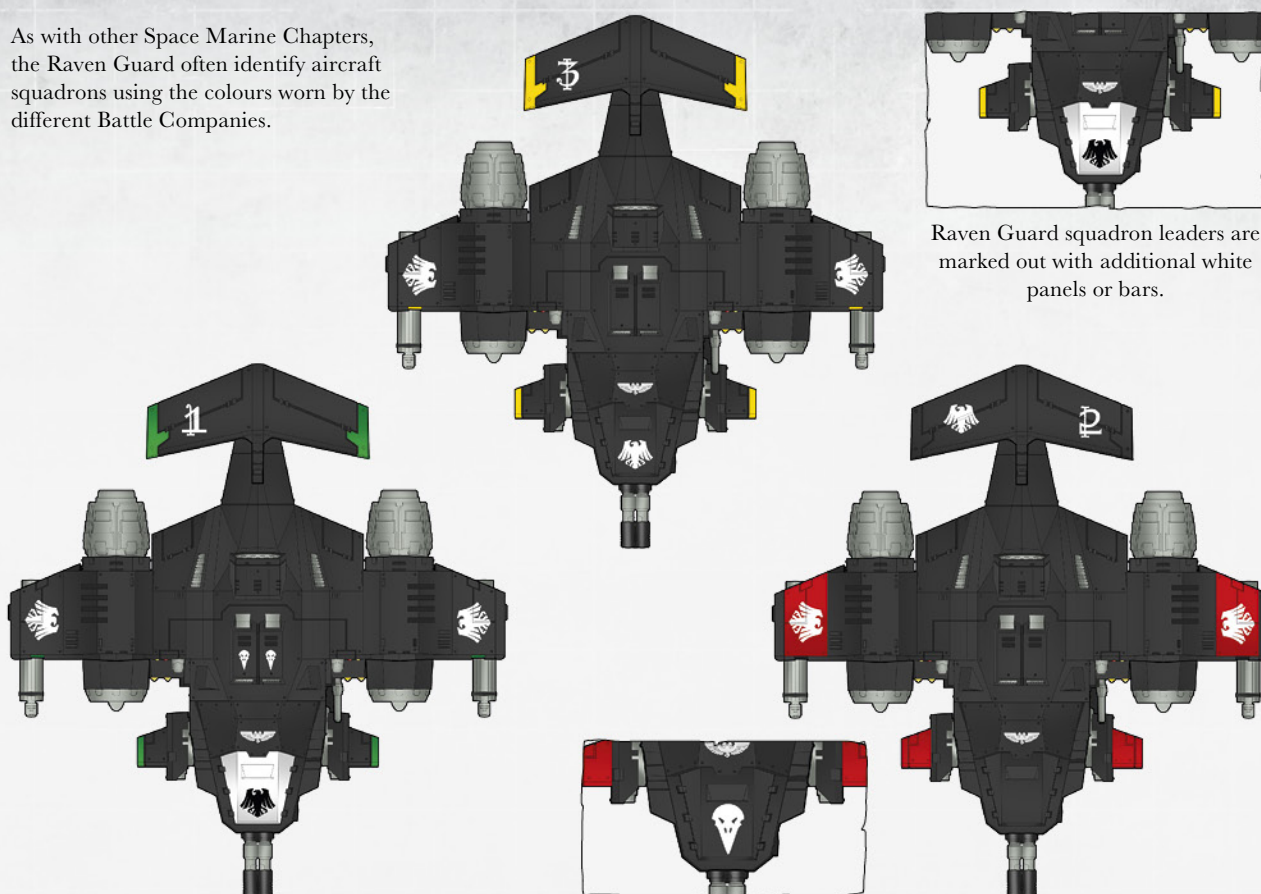


A selection of typical Space Marine kill markings. Larger icons denote super-heavy kills.



The Imperial Fists utilise a range of markings to denote squadron leaders, usually centred around coloured blocks or bars on the canopy or tail, often in the same colour as the markings displayed by the rest of the squadron.

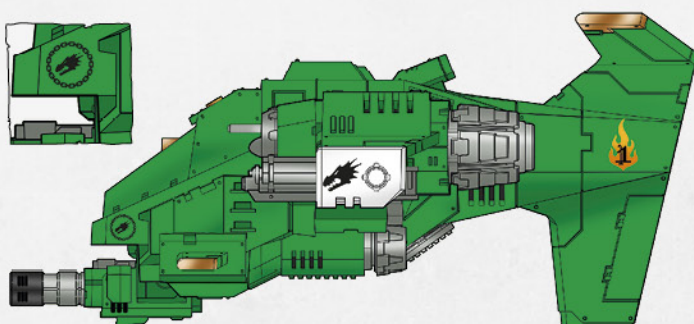
As with other Space Marine Chapters, the Raven Guard often identify aircraft squadrons using the colours worn by the different Battle Companies.



Raven Guard squadron leaders are marked out with additional white panels or bars.

Squadron Leader Kyrolius, attached to the 4th Company as shown by green squadron markings

A commonly used variant of squadron leader marking for the Raven Guard, the Corvine Skull is also an honour marking.



This Salamanders squadron leader is designated by his gold tail bar. Inset is pictured the Chapter icon within an honour marking.



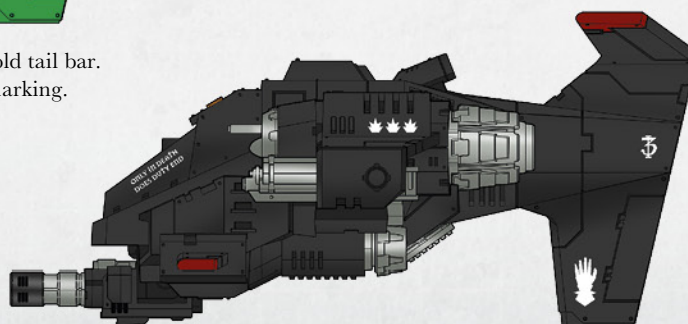
Especially accomplished Techmarine pilots bear honour markings such as these.

DEATH IS THE
SERVANT OF THE
RIGHTEOUS

NOTHING SHALL
STAY
OUR WRATH

ONLY IN DEATH
DOES DUTY END

The mottos borne by Space Marine craft echo the litanies of battle preached by their Chaplains.

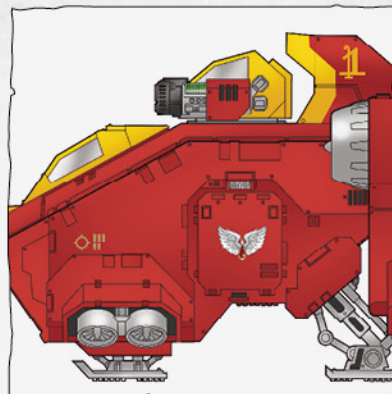
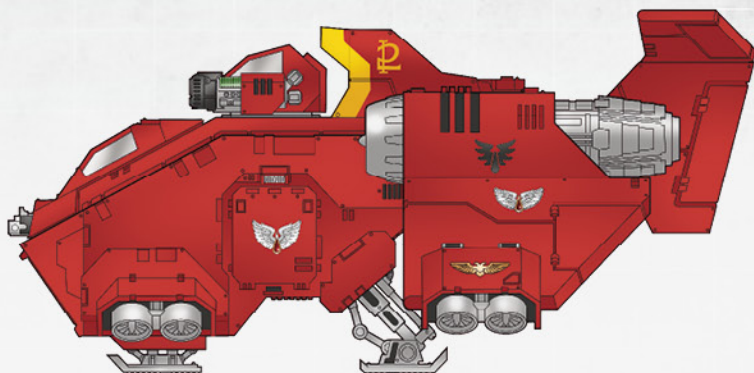


Iron Hands Stormhawk Interceptor, *Fist of Ferrus*. Note the kill markings displayed on the engine housing.



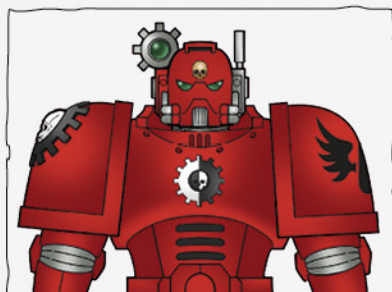
BLOOD ANGELS

The Stormraven Gunships of the Blood Angels bear all of the heraldic colours and insignia typical of their Chapter. They are often ornately decorated and commonly display devotional texts. Those Stormravens not attached as dedicated infantry transports form into gunship squadrons with clear markings on their fuselage to denote this.

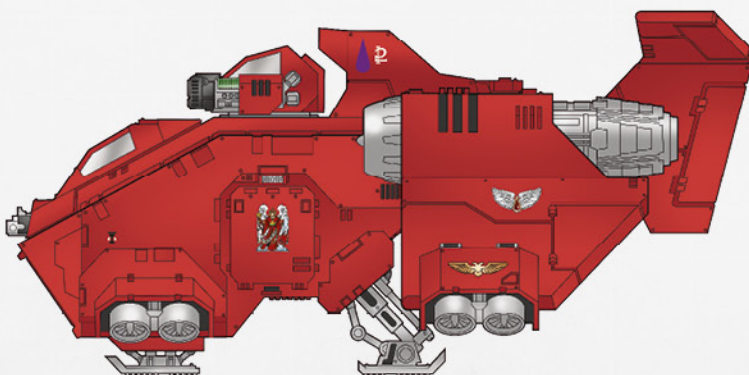


Stormraven Gunship, *Honour of Baal*, part of Squadron Caephos. This squadron fought over Jaegus City, and bore dorsal squadron markings as shown.

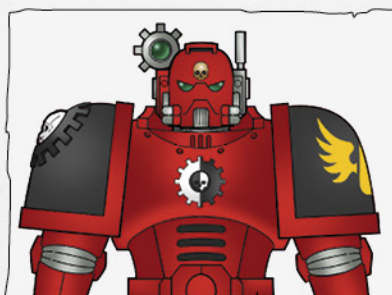
Squadron leader denoted by canopy picked out in gold



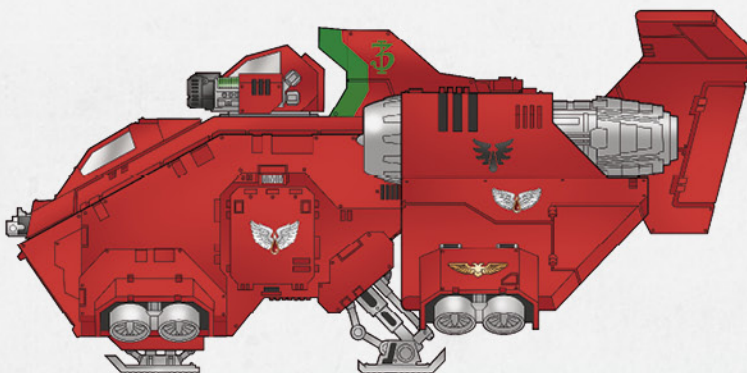
Techmarine gunship pilot Brother Vernallis of Squadron Phaestos



This craft bears a prestigious honour marking, a mural of Sanguinius himself.



Squadron Leader Phaestos bears a yellow Chapter icon on a black field.



Stormraven Gunship, *Ex Sanguis*, with green squadron marking

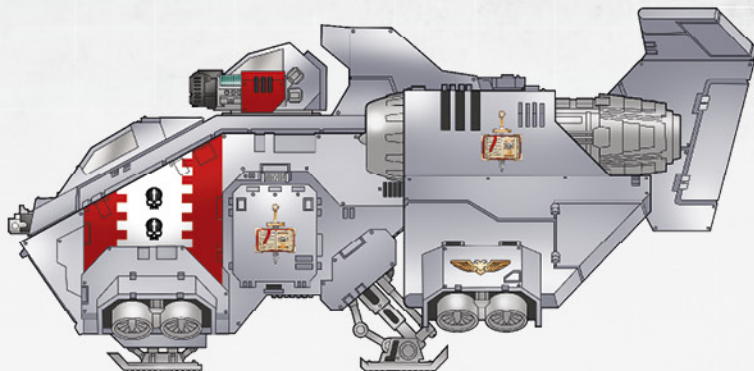
These are examples of designs typically utilised by the Blood Angels to denote individual aircraft squadrons.



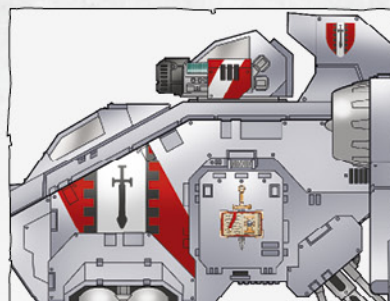


GREY KNIGHTS

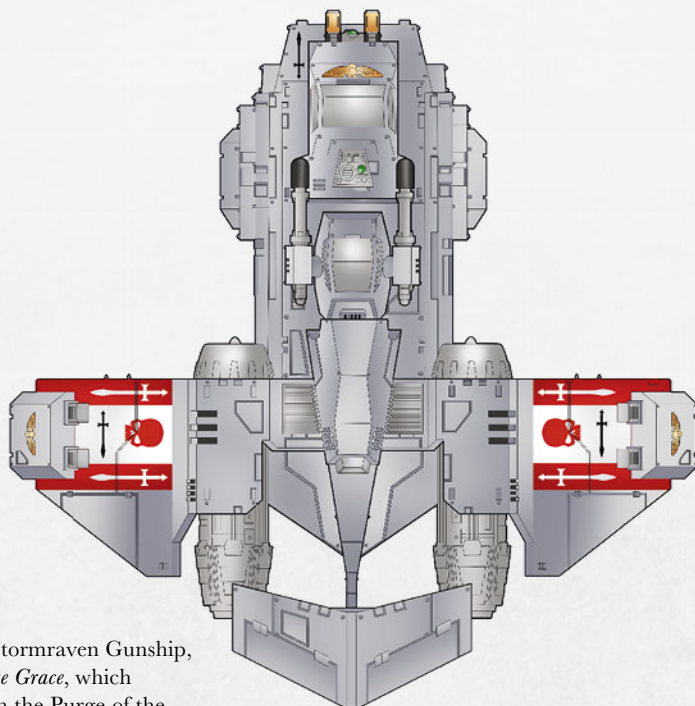
The hulls of the Grey Knights' Stormraven Gunships are gunmetal silver in the same fashion as the rest of their Chapter's vehicles and battle armour. Each gunship bears the personal heraldry of its Techmarine pilot upon its hull, while squadrons are distinguished using a unifying colour usually found on the weapon cowlings or wings.



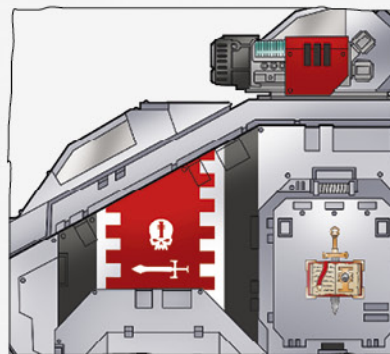
This Stormraven, the *Light of Banishment*, is flown by Techmarine pilot Asteron, whose heraldic device is shown upon its hull.



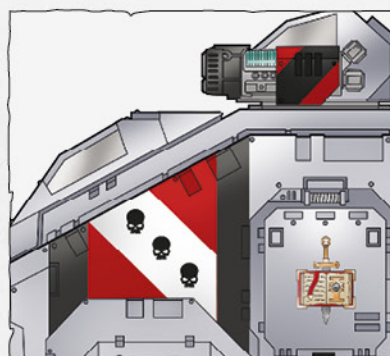
Note white squadron leader marking on the turret's weapon cowlings



The Stormraven Gunship, *Infinite Grace*, which flew in the Purge of the Sorrowtower.



This pilot's personal heraldry is set over the squadron's black markings.



Here, the black squadron leader markings are on the weapon cowlings.

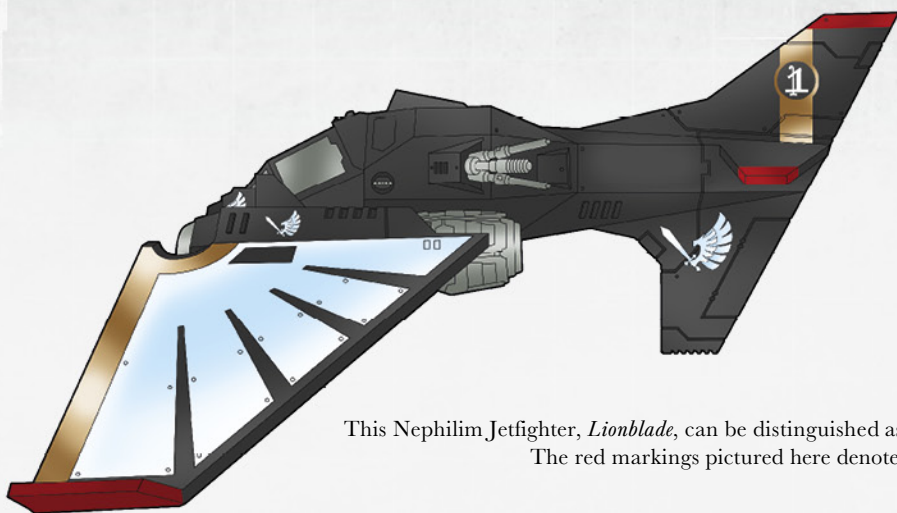


Here can be seen a selection of personal heraldic devices of Grey Knights Techmarine pilots, as displayed upon their Stormraven Gunships' hulls.

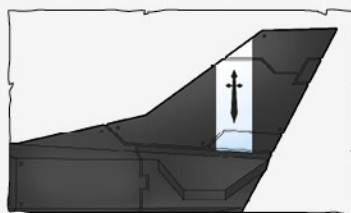
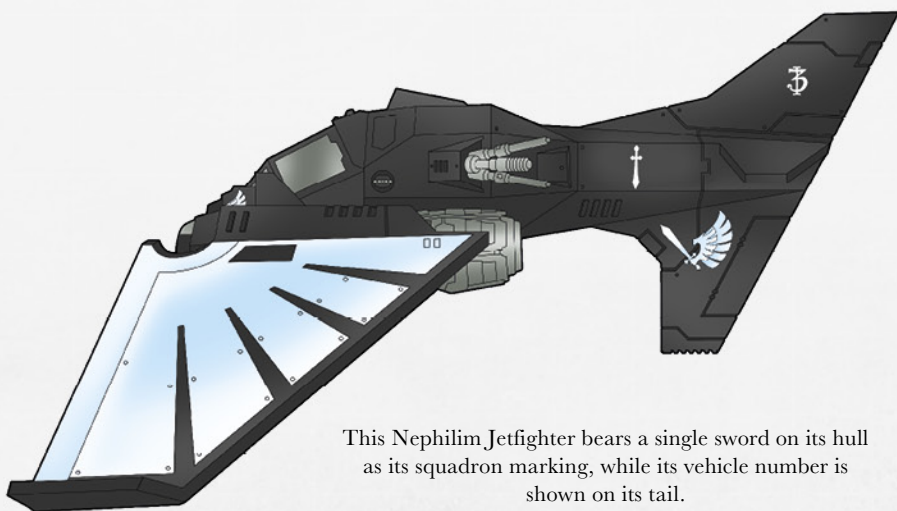


DARK ANGELS

All Ravenwing aircraft are painted in the matt black of their highly specialised company. Beyond this, every effort is made by the Chapter to deliberately obfuscate the true nature and meaning of their squadrons' markings so that those outside the Dark Angels – and even the majority of those within – have no comprehension of their meaning.

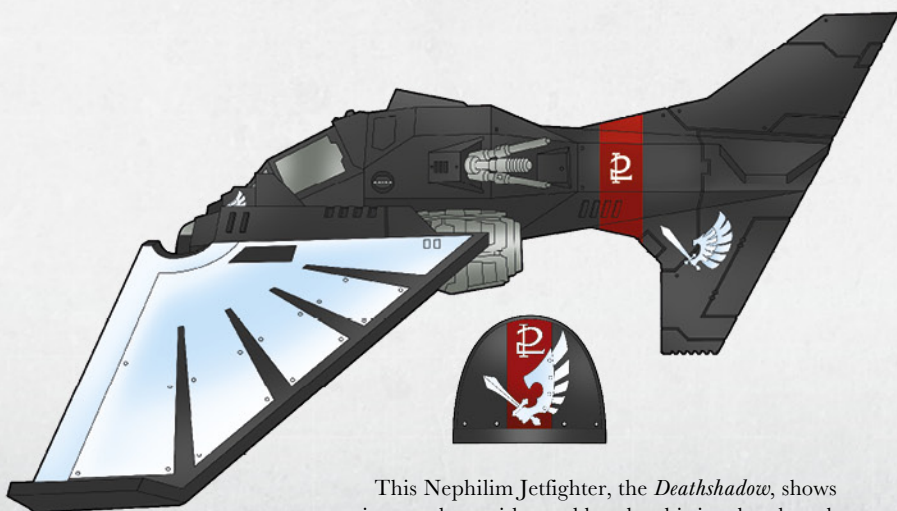


This Nephilim Jetfighter, *Lionblade*, can be distinguished as that of a sergeant by its golden markings. The red markings pictured here denote 'Merciless' Squadron.

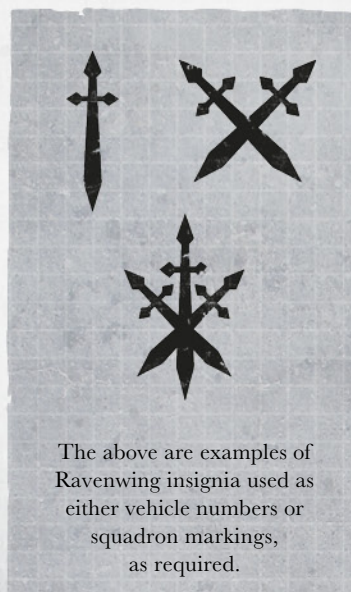


Conversely, as depicted here, a white band marks the squadron while the vehicle number is indicated using a sword design.

This Nephilim Jetfighter bears a single sword on its hull as its squadron marking, while its vehicle number is shown on its tail.



This Nephilim Jetfighter, the *Deathshadow*, shows its squadron with a red band – this is echoed on the shoulder of the squadron leader, Sergeant Zadkiel.

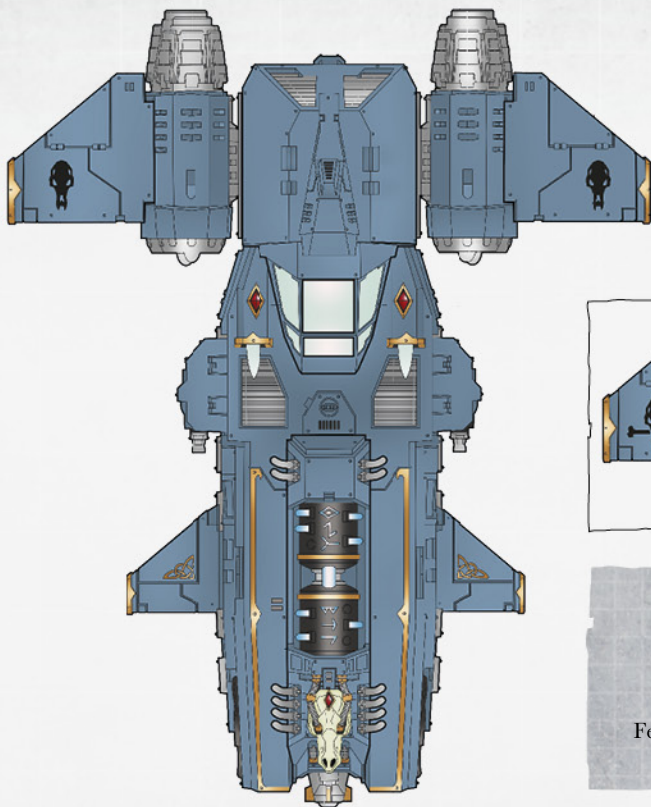


The above are examples of Ravenwing insignia used as either vehicle numbers or squadron markings, as required.

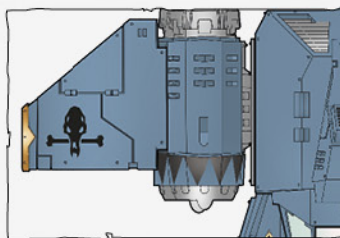


SPACE WOLVES

Space Wolves aircraft are all painted in the sea grey of their Chapter, a colour that echoes the looming clouds of the Fenrisian storms. Each Iron Priest pilot adopts a heraldic pack marking device to show which pack they belong to, and the most venerable pack leaders display more elaborate devices.



Above are a selection of typical Space Wolf aircraft pack markings, from the fangs of the storm to the gaze of Morkai.

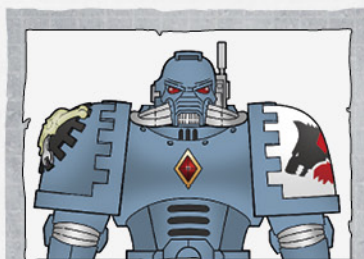


The pack leader of the Skyfangs bears a more elaborate version of the wolf skull pack marking, as depicted here.

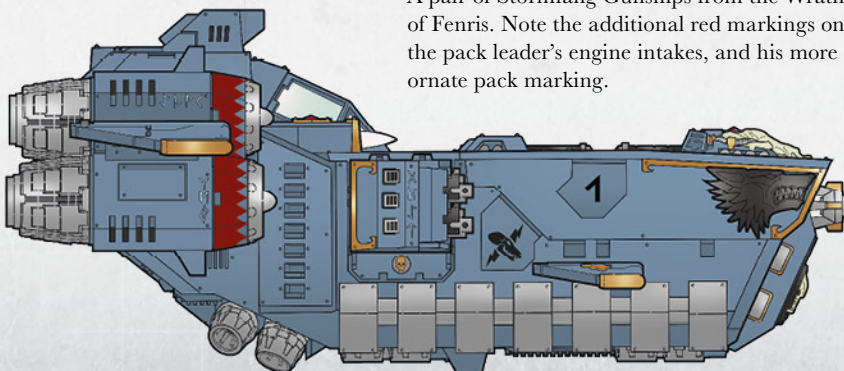
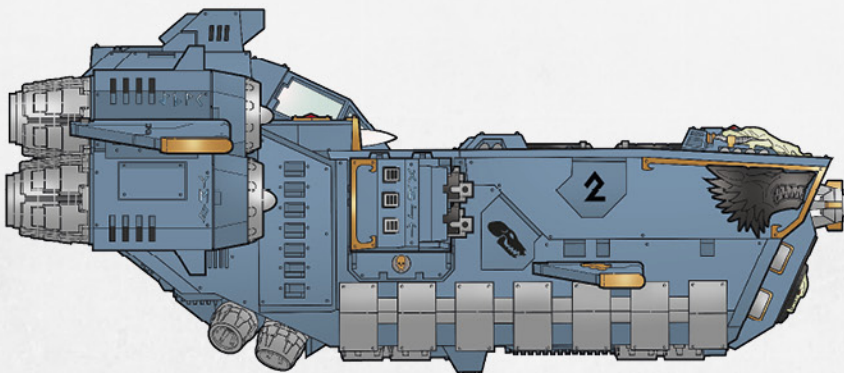
1 2 3 4

Fenrisian runic numerals are typically used to distinguish each individual aircraft within a pack.

This Stormfang Gunship, *Morkai's Arrow*, fought as part of the Skyfangs and bears a wolf skull pack marking upon its wings.



Iron Priest Syngvir the Swift, the pilot of *Morkai's Arrow*, who joined the Skyfangs during the battle for Voldarian II



A pair of Stormfang Gunships from the Wrath of Fenris. Note the additional red markings on the pack leader's engine intakes, and his more ornate pack marking.

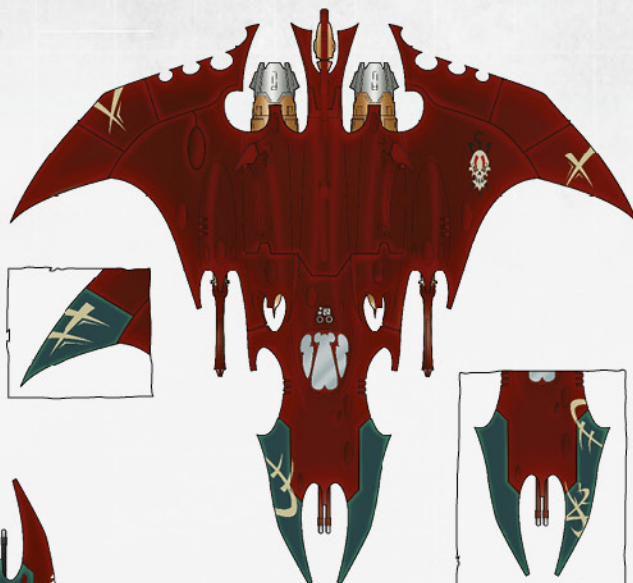


DARK ELDAR

Dark Eldar pilots are mercenaries through and through, hiring out their services to whichever Kabal, Wych Cult or Haemonculus Coven offers them the richest rewards. As a mark of allegiance, the Scions of Vileth paint their craft in their employers' colours, but can never resist the self-aggrandisement of applying their own runes and markings.

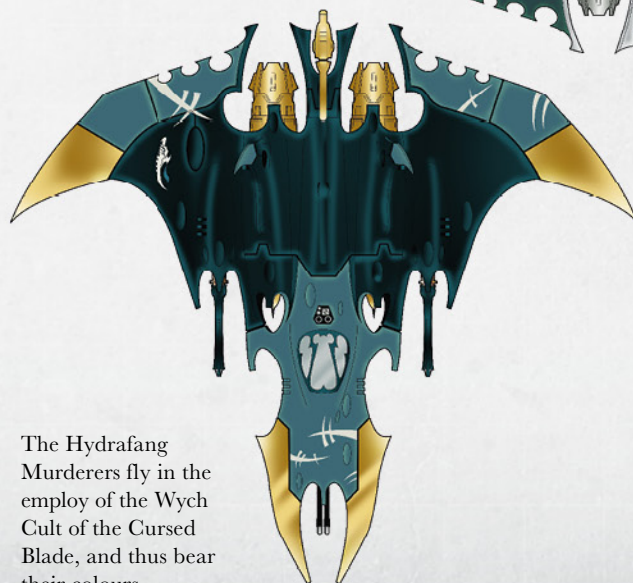
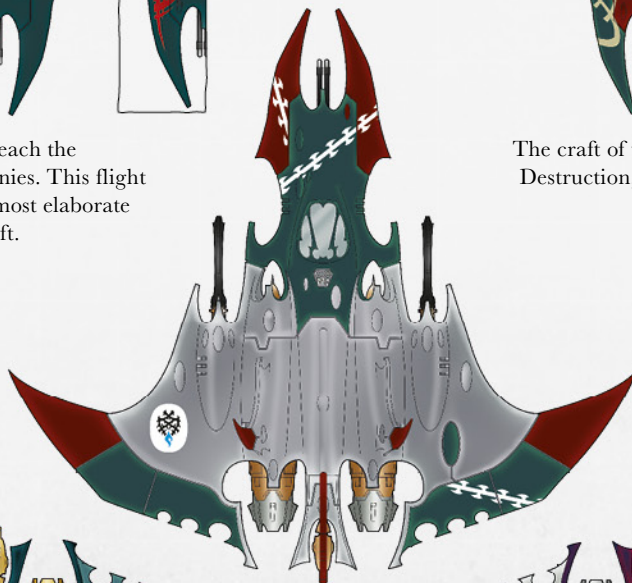


This Razorwing, piloted by Szireach the Arbiter, is part of the Seven Agonies. This flight all sport red markings, and the most elaborate design denotes the Viliarch's craft.

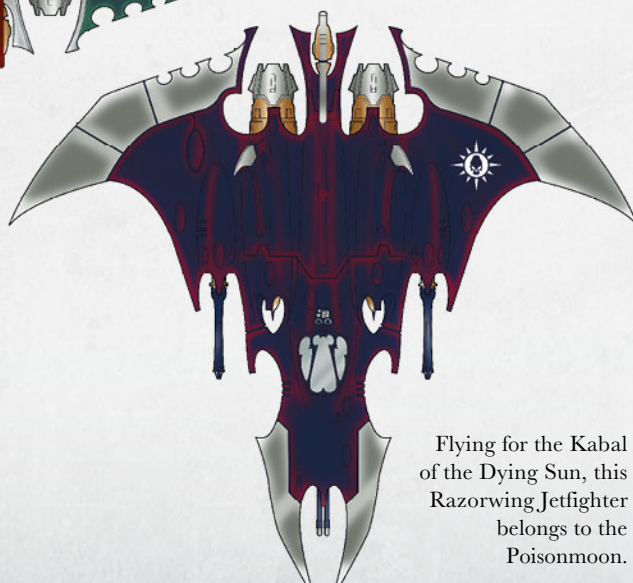


The craft of this flight, known as the Blades of Destruction, fly in the employ of the Kabal of the Flayed Skull.

This Razorwing Jetfighter belongs to a flight that flies for the Lords of Iron Thorn, and is called *Heartsplitter*.



The Hydrafang Murderers fly in the employ of the Wych Cult of the Cursed Blade, and thus bear their colours.



Flying for the Kabal of the Dying Sun, this Razorwing Jetfighter belongs to the Poisonmoon.

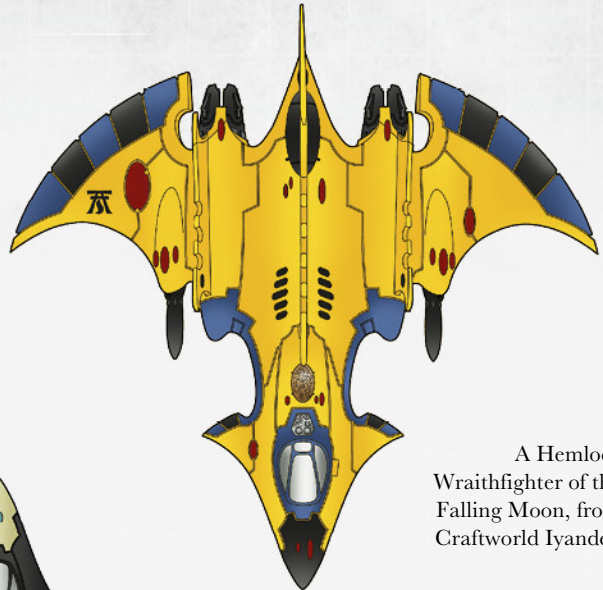


ELDAR

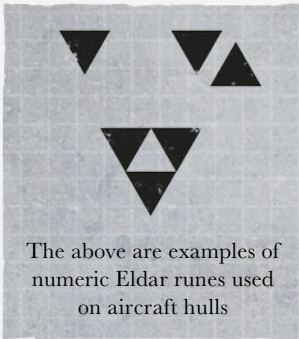
The aircraft of the craftworld Eldar bear either the colours of their craftworld or of their Aspect Shrine upon their hulls. Further to this, flights are distinguished by patterns of colour upon their tail fins, while each individual craft has its own runic numeral designator.



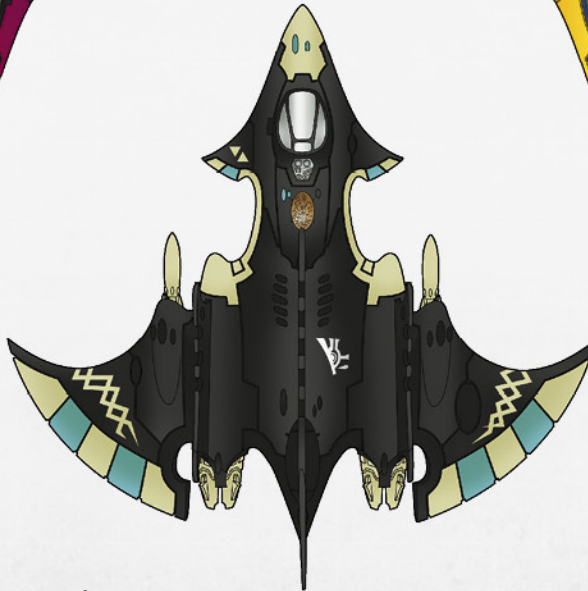
Crimson Hunter
Starcutter of the Shrine
of the Blooded Blades



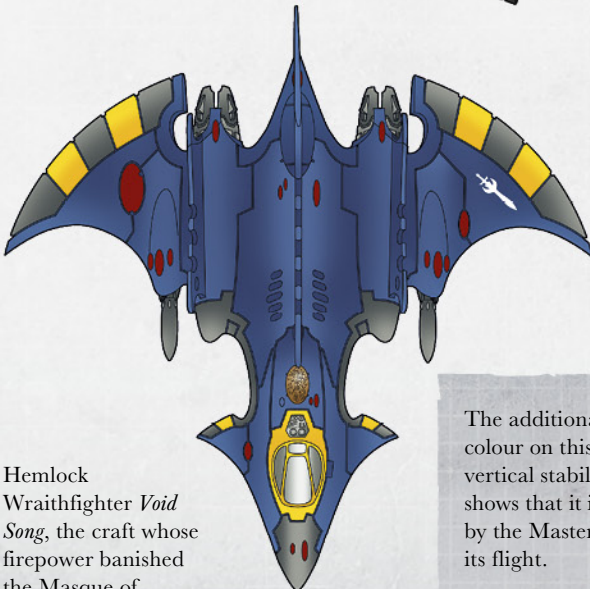
A Hemlock
Wraithfighter of the
Falling Moon, from
Craftworld Iyanden



The above are examples of
numeric Eldar runes used
on aircraft hulls



Craftworld Ulthwé Hemlock
Wraithfighter *Shadow*. Flight
markings can vary in colour.



Hemlock
Wraithfighter *Void
Song*, the craft whose
firepower banished
the Masque of
Slaanesh on Eridos

The additional bar of
colour on this craft's
vertical stabiliser
shows that it is piloted
by the Master Seer of
its flight.



Hemlock
Wraithfighter *Heg's
Blade* of Saim-
Hann Craftworld's
Sorrowserpents

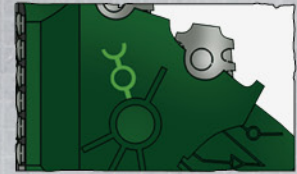
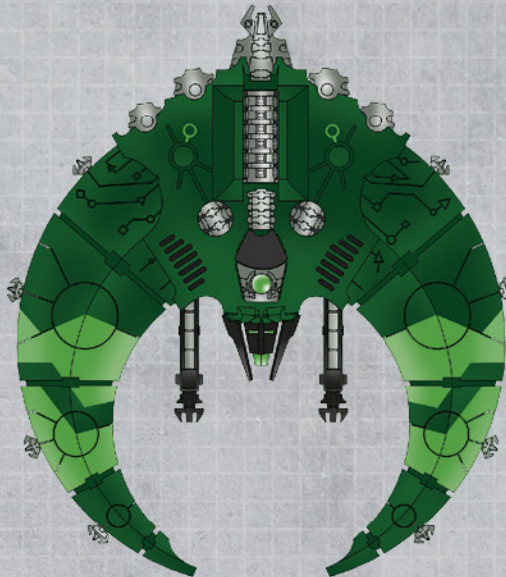


NECRONS

The aircraft that accompany the Necrons into battle are possessions of their Overlord, potent weapons in his dynastic arsenal and symbols of his status. They bear the same colours as the rest of their tomb world's forces, while their vehicle numbers and flight markings derive from the glyph of their Overlord or their dynasty.

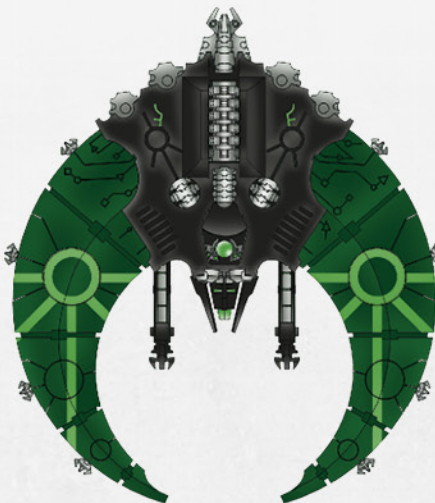


Flight leaders bear more elaborate identifier glyphs.

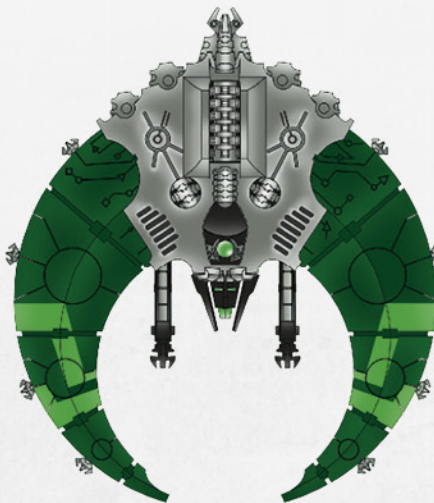


Two individual Sautekh vehicle glyphs derived from the dynastic glyph

Doom Scythe of the Sautekh Dynasty



Doom Scythe belonging to the 3rd Flight, 18th Cohort, 'Immeasurable Supremacy', of the Sautekh Dynasty



Doom Scythe belonging to the 2nd Flight, 4th Cohort, 'Imotekh's Will', of the Sautekh Dynasty



Thokt



Sautekh



Charnovokh



Mephrit



Nephrekh

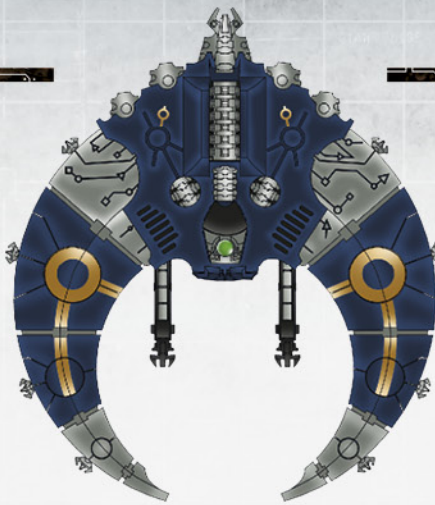


Nihilakh

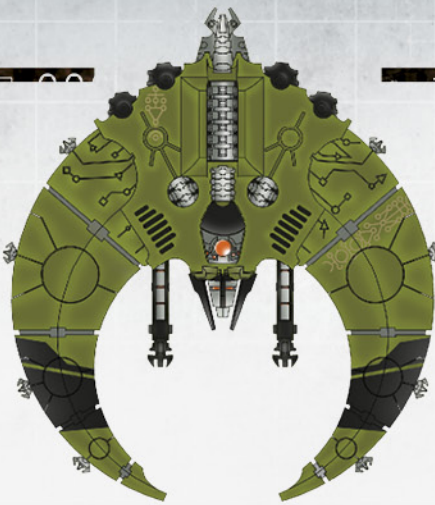


Novokh

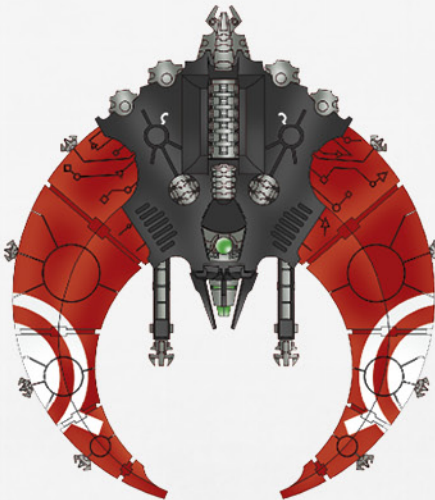
A selection of the dynastic glyphs used by the Necrons



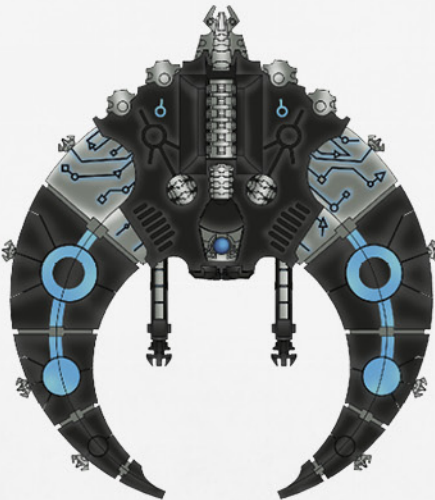
Night Scythe of the Charnovokh Dynasty. Flight leader glyph and vehicle glyph displayed to the left



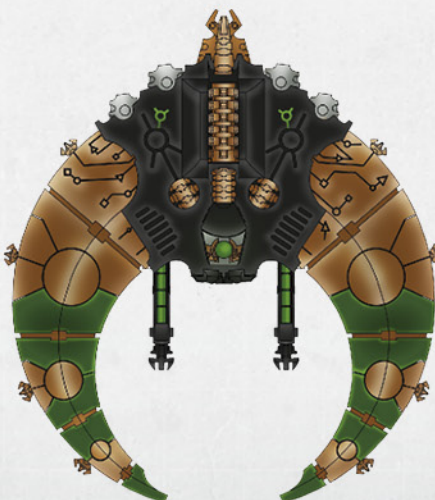
Doom Scythe from 'Chronostorm', 37th Cohort of the Mephrit Dynasty. Wing Leader glyph shown to the right



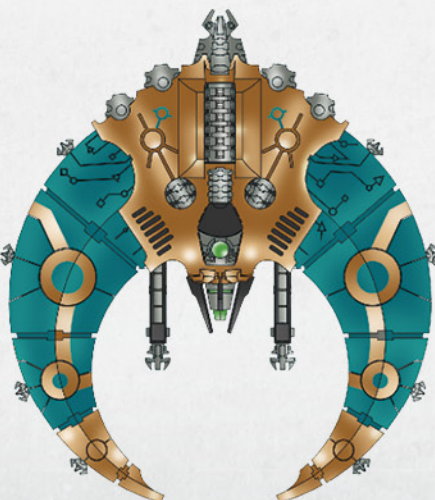
The 'Dying Stars' Flight of the Novokh Dynasty bear glyphs that represent the demise of slain celestial bodies.



This is a Night Scythe of the 'Void Heralds', 5th Flight of the 8th Cohort, of the Thokt Dynasty.



The flight leader of the Nephrek Dynasty's 'Soul Eclipse' Flight sports inverse wing colouration.

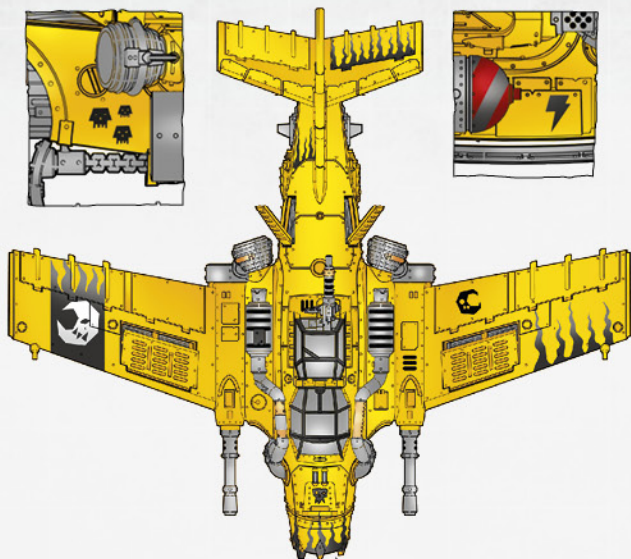


Doom Scythe of the 26th 'Everliving' Flight, part of the Nihilakh Dynasty's vast air armada

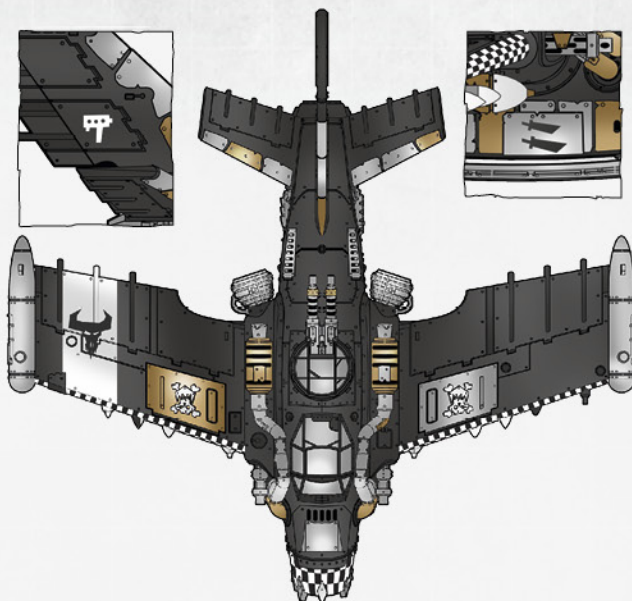


ORKS

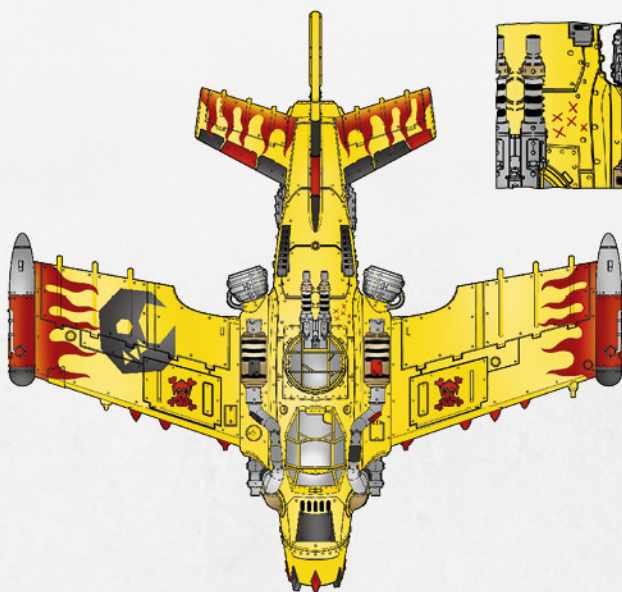
As with anything the Orks do, their systems of aircraft markings are as varied as they are haphazard. However, as a rule, each Flyboy will daub his craft in the colours of his clan, augmenting this with skwadron markings, tribal insignia, kill marks, and crude boasts and curses in the Ork glyph language.



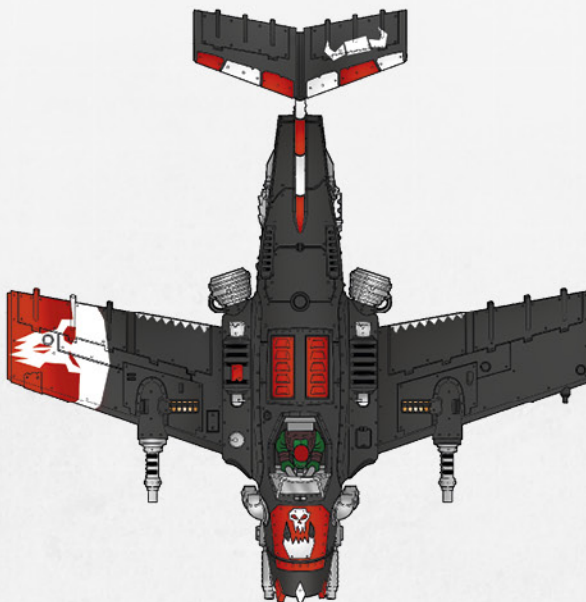
Bad Moons Blitza-bommer, *Gitwing*, of the Killwreckas. The black flame motif marks out the craft of this mob.



Goff Burna-bommer, *Fundaskorch*, flown by Flyboy Worzog. Mob denoted by white band on right wing

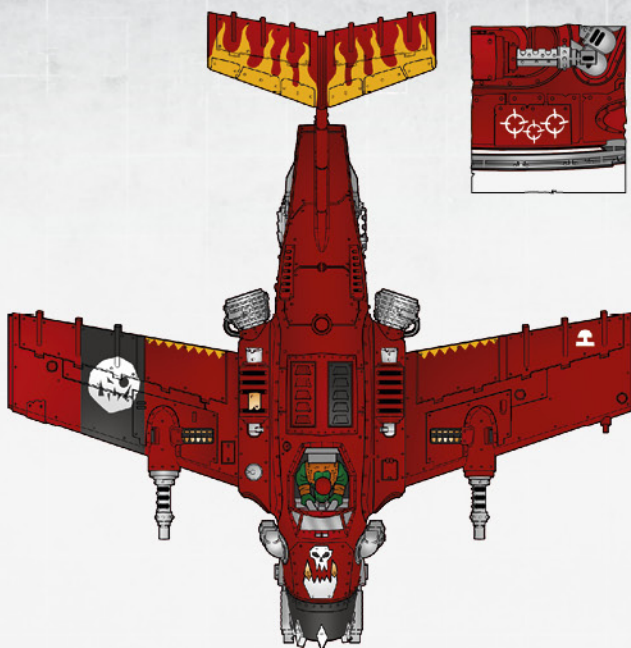


Bad Moons Burna-bommer, *Skullkrumpa*. The red flames and panels mark this out as the mob's Flyboss.



Dakkajet, *Gork's Shoota*. The white bull glyph is the mob marking, while the skull on the wing shows Flyboss status.





Evil Sunz Dakkajet, *Deffscreamer*. Each craft in this mob has a different evil sun glyph on their black wing band.



Blood Axe Dakkajet, *Baddakka Wun*. Red mob marking attempts to emulate Imperial camouflage



Evil Sunz glyphs are all variations on the fanged sun.



Some of the many skull glyphs used by the Deathskulls



Blitz:
Devastate



Gubbinz:
Engine



Wazza:
Speed



Zag:
Fast strike



Boss:
Leader



Grim:
Ruthless



Wizza:
Shell, bomb



Nob:
Authority



Tuf:
Old, ancient



Gul:
Death

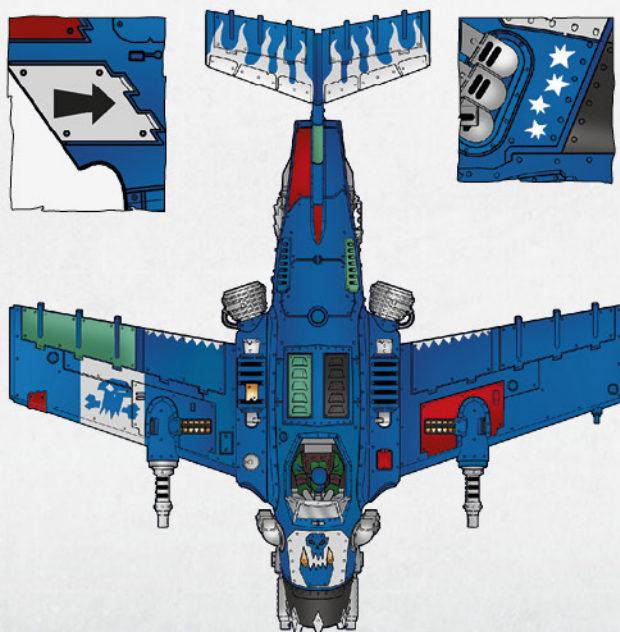


Waaagh:
Waaagh!



Slug:
Ammo, bullet

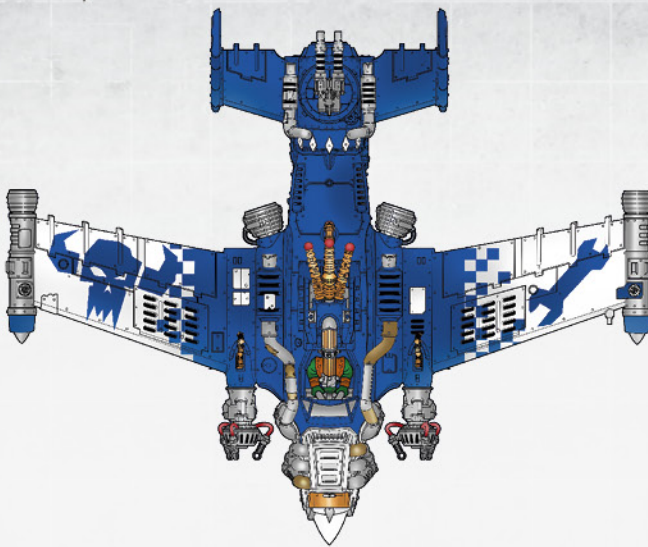
Above are a selection of primitive Ork glyphs typically used to decorate aircraft.



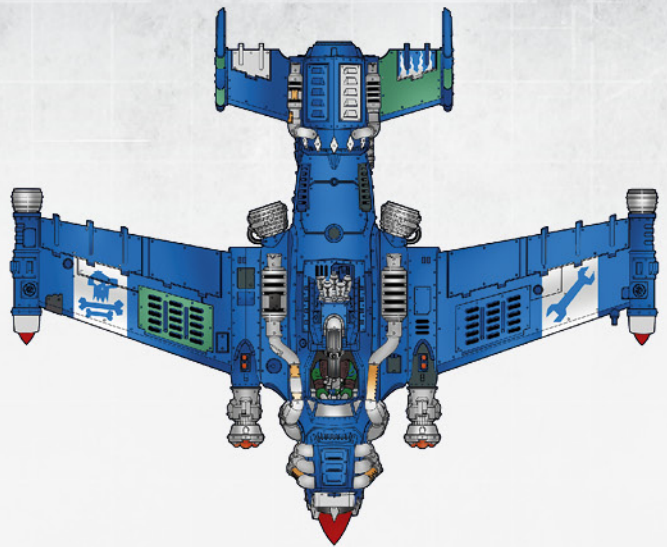
Deathskulls Dakkajet, *Lucky Zagger*. White mob markings are evident amongst the patchwork looted plates.



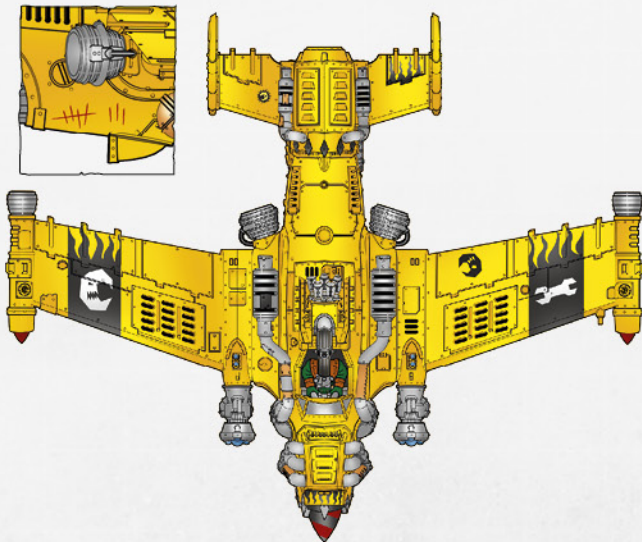
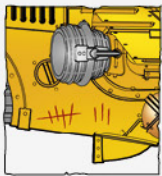
ORKS



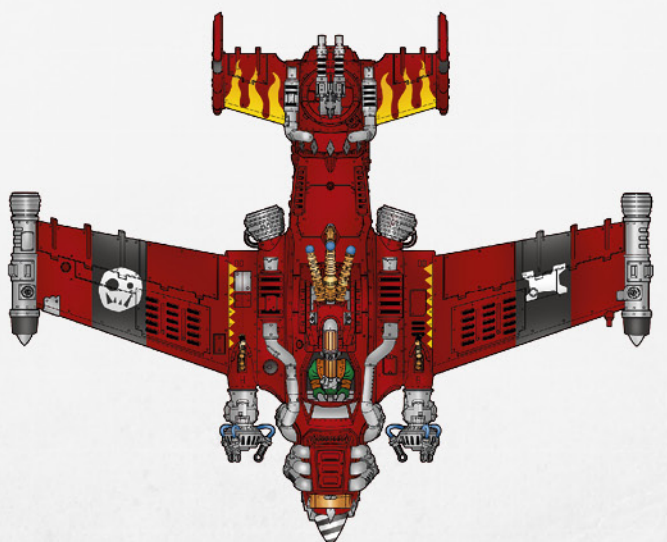
Deathskull Wazbomb Blastajet flown by Bossmek Durgutz.
The white wing panels display Mek glyphs.



This Wazbomb Blastajet, *Zapdikka*, of the Skrapkillas, sports tellyport mega-blastas and a stikkbomb flinga.



Bad Moons Wazbomb Blasatajet, *Toofloota*, flown by Mekboy Zotklaw. Note the Mek glyphs on the black wing panels.



The Wazbomb Blastajets in the Red Deff Skwadron all have black wing panels; each displays their own Mek glyph.



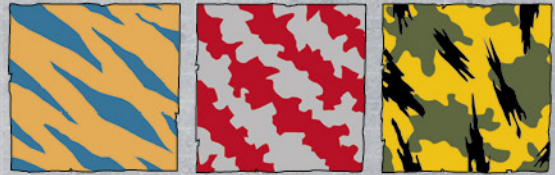
Above are pictured a selection of typical Mek glyphs used to decorate Wazbomb Blastajets.



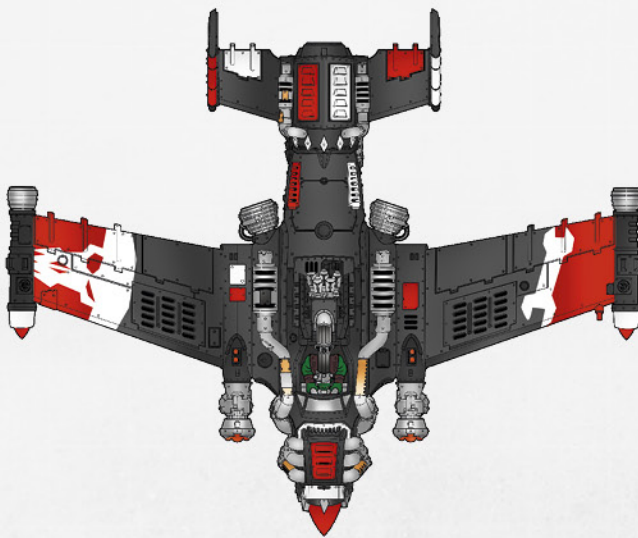
Blood Axe Wazbomb Blastajet, *Stelfdakka*, bearing a typical Ork attempt at camouflage with red Mek glyphs.



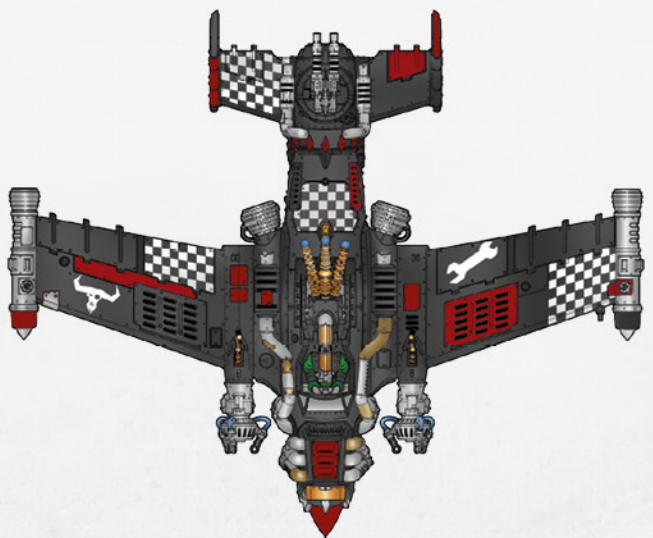
Blood Axe glyphs generally combine big, choppy axes and scowling skulls.



Blood Axes apply their idea of camouflage patterns to their aircraft, aping Imperial combat doctrine.



Mekboss Killbad's mob sport distinctive red panels. The additional white markings make it clear he's the mob's boss.



Zagblasta boasts kustom mega-kannons and a rear gitbusta turret. Mekboss Zagga has also fitted a kustom force field.

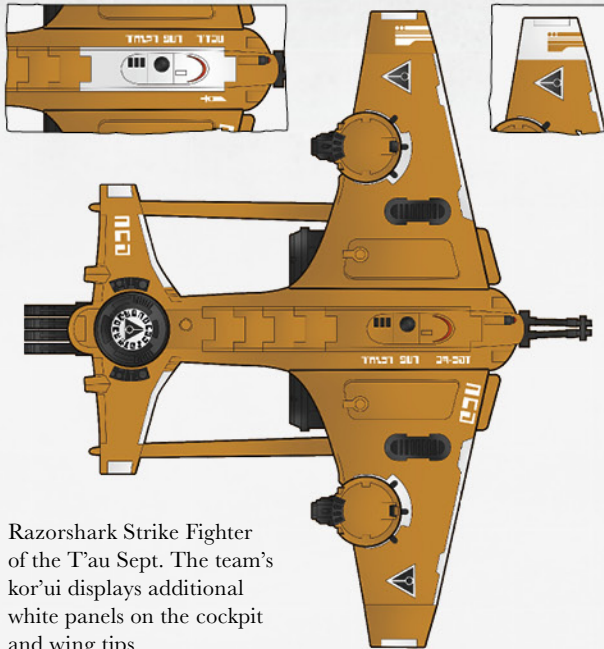


Orks use a variety of glyphs as kill markings, some of which are pictured above.

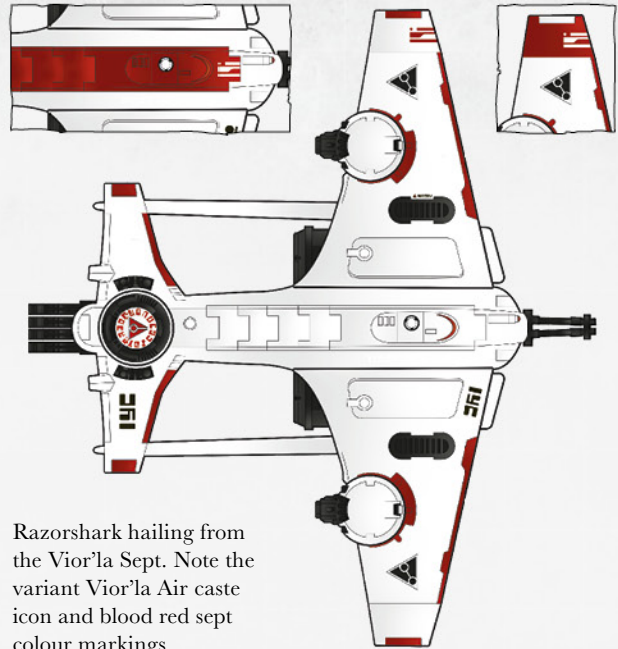


TAU EMPIRE

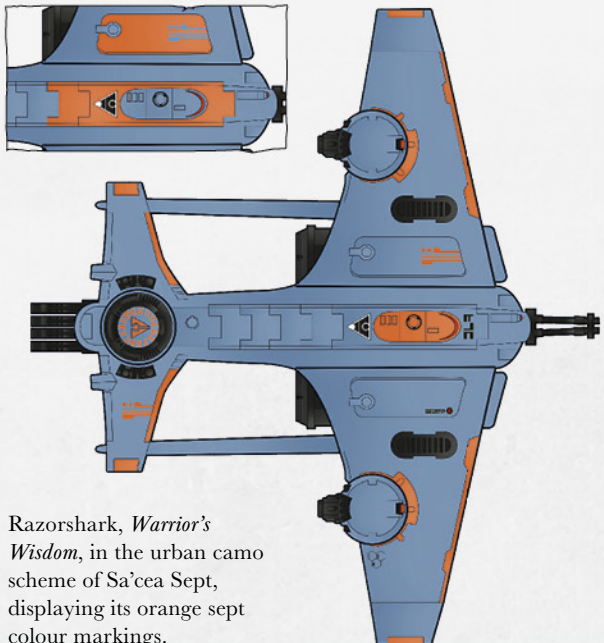
As with all Tau vehicles and armour, the colours of the Air caste's flyers are typically adapted to best suit local environmental conditions. Each team then bears unifying sept colour markings on their wings in a similar fashion to those used by the teams of the Fire caste.



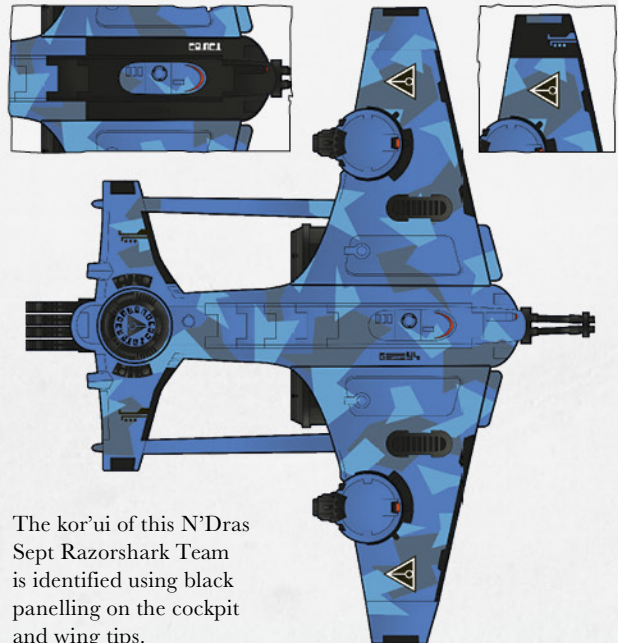
Razorshark Strike Fighter of the T'au Sept. The team's kor'ui displays additional white panels on the cockpit and wing tips.



Razorshark hailing from the Vior'la Sept. Note the variant Vior'la Air caste icon and blood red sept colour markings.



Razorshark, *Warrior's Wisdom*, in the urban camo scheme of Sa'cea Sept, displaying its orange sept colour markings.



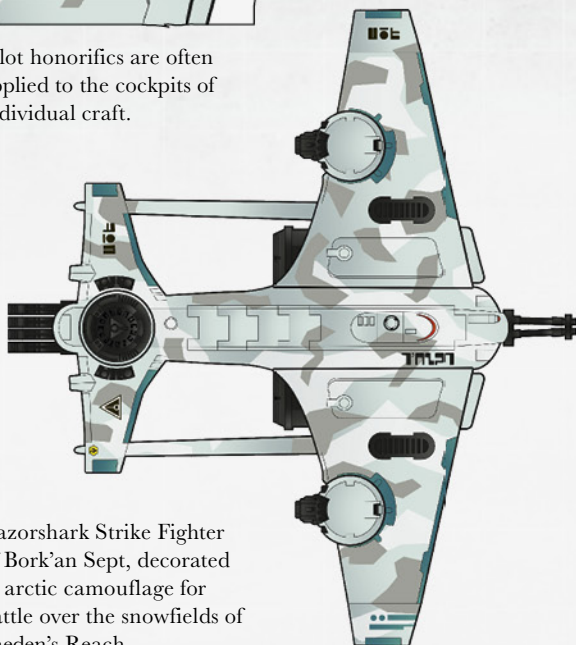
The kor'ui of this N'Dras Sept Razorshark Team is identified using black panelling on the cockpit and wing tips.



Tau number designs, used to identify individual craft within teams, and to pick out larger formations of aircraft



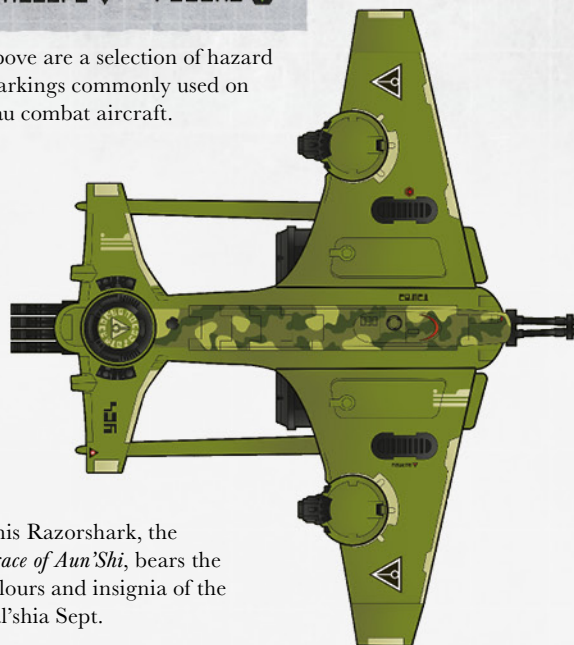
Pilot honorifics are often applied to the cockpits of individual craft.



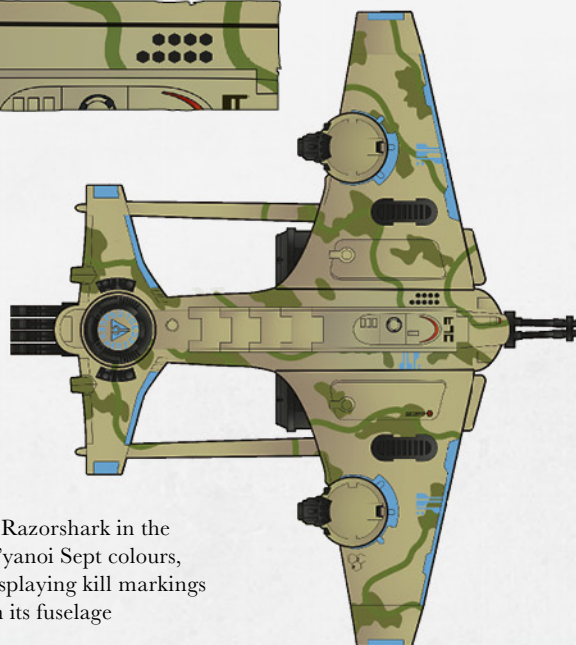
Razorshark Strike Fighter of Bork'an Sept, decorated in arctic camouflage for battle over the snowfields of Faeden's Reach



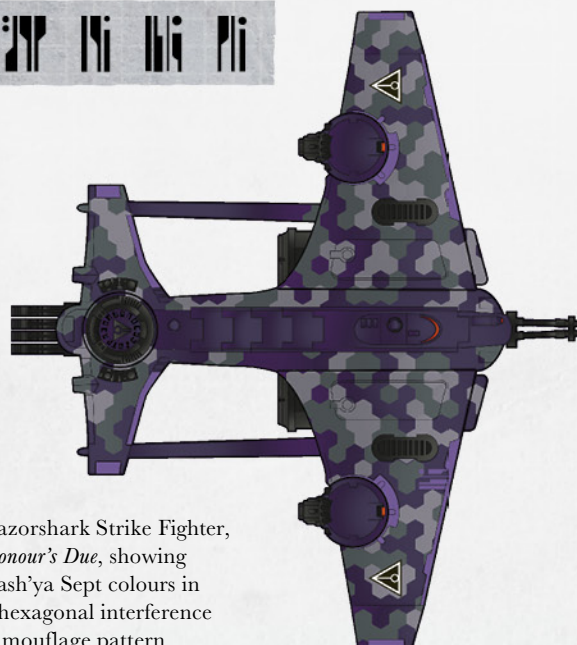
Above are a selection of hazard markings commonly used on Tau combat aircraft.



This Razorshark, the *Grace of Aun'Shi*, bears the colours and insignia of the Fal'shia Sept.



A Razorshark in the D'yanoi Sept colours, displaying kill markings on its fuselage



Razorshark Strike Fighter, *Honour's Due*, showing Vash'ya Sept colours in a hexagonal interference camouflage pattern

Here are pictured a number of variant Air Caste Sept icons as displayed on Tau combat aircraft.



Vior'la



Sa'cea



Fal'shia



Dal'yth



D'yanoi



Bork'an

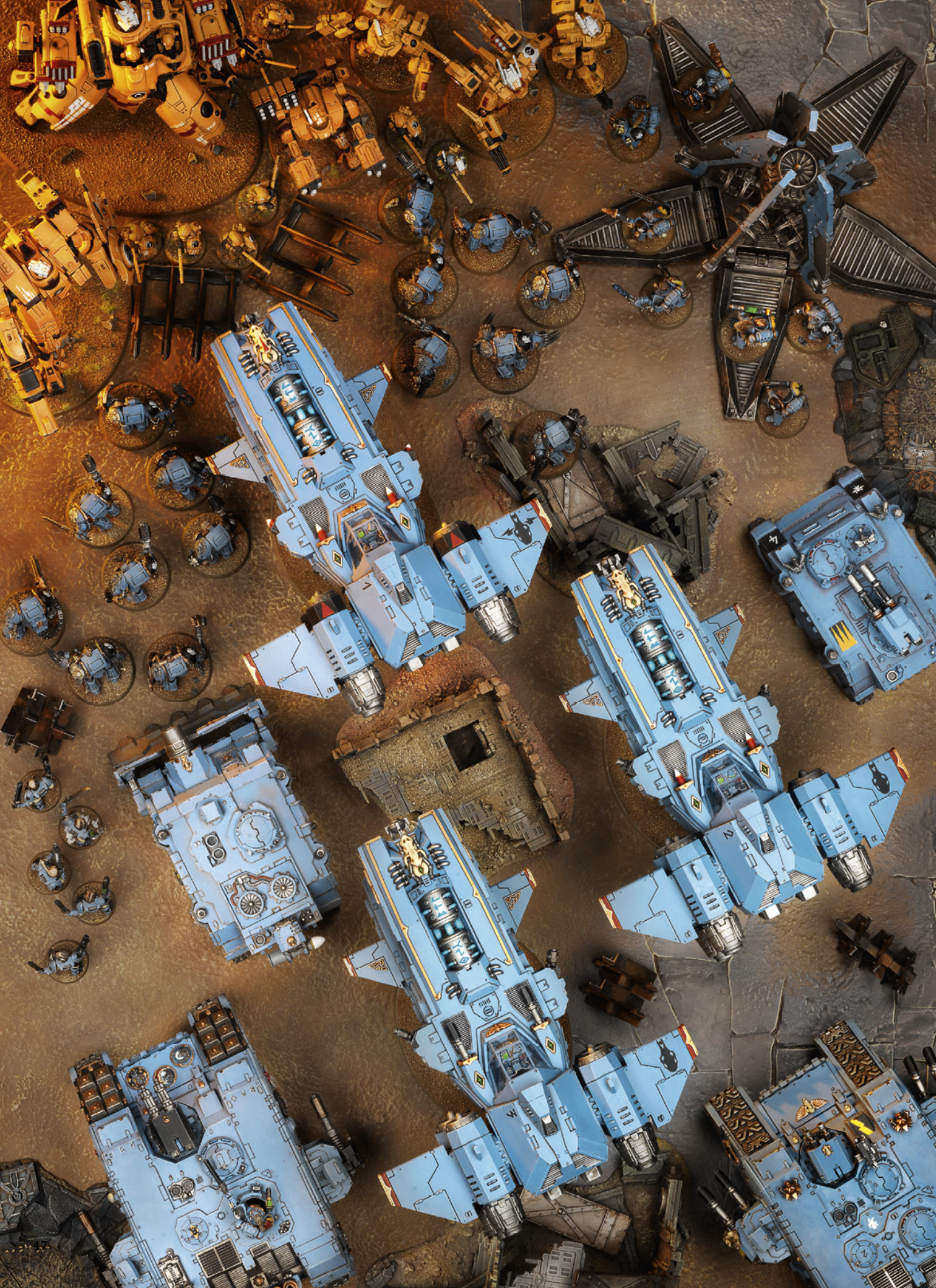


A detailed miniature of a blue and purple Ork contraption, a type of aircraft from the Warhammer 40,000 universe, is shown in flight. The contraption has a complex, mechanical design with multiple engines, cannons, and a large, white, stylized 'U' or 'G' symbol on its side. It is flying over a city with tall, gothic-style buildings. The sky is filled with smoke and fire, suggesting a battle scene. The overall tone is dramatic and intense.

ON THE WINGS OF WAR

Whether ramshackle Ork contraptions, sleek Eldar attack craft or ominous Necron skylegions, the aircraft squadrons of the 41st Millennium make for a spectacular sight as they duel amid the clouds. On the following pages you will find a spectacular showcase of flyer squadrons in battle, both supporting troops on the ground and warring for skies above.











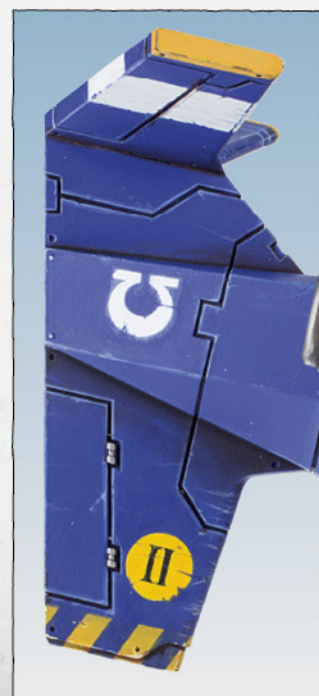






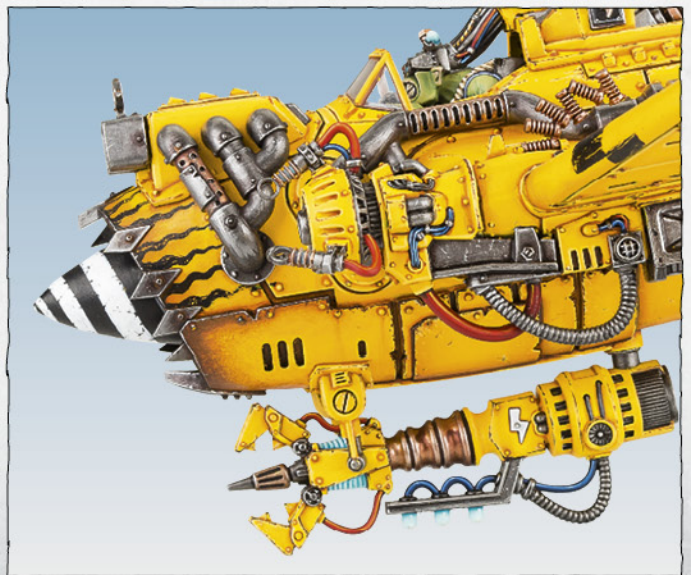
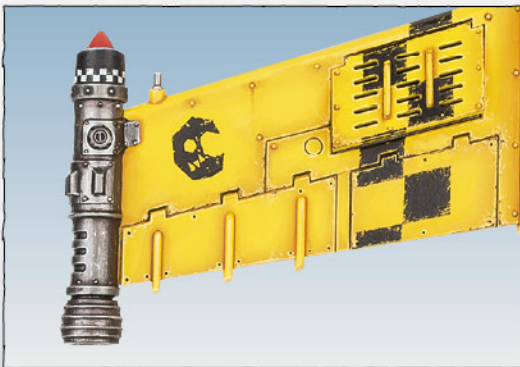
'EAVY METAL

STORMHAWK INTERCEPTOR



'EAVY METAL

WAZBOM BLASTAJET





BURNING SKIES



FLYERS

Aircraft swoop and turn through the airspace above the battlefields of the 41st Millennium. Armed with a deadly array of weapons, they unleash death and destruction on the troops and war machines on the ground below them and engage in vicious dogfights against others of their own kind in order to gain control of the skies.

Burning Skies provides updated rules for Flyers in games of Warhammer 40,000. These expand upon those from the rulebook, allowing you to use special Attack Patterns, to take part in vicious dogfights, to field ace pilots, and to fight thrilling Air War missions. This first section of the Burning Skies rules presents the expanded rules for Flyers, which replace those from *Warhammer 40,000: The Rules*.

FLYER CHARACTERISTICS

Flyers have three additional characteristics not used by other vehicles: Combat Role, Pursuit, and Agility.

COMBAT ROLE

There are three Combat Roles:

- **Attack Flyers** are designed to attack ground targets from low altitude with their guns and missiles.
- **Bombers** are designed to saturate ground targets with bombs and explosive munitions.
- **Fighters** are designed to attack enemy Flyers, shooting them down before they can carry out their mission.

PURSUIT

All Flyers have a Pursuit value which represents their acceleration and top speed. This is represented by a number – the higher the better.

AGILITY

All Flyers have an Agility value that represents how manoeuvrable they are. This is represented by a number – the higher the better.

AIR TARGETS AND GROUND TARGETS

Some rules refer to Air or Ground Targets. For these rules, Flyers, Skimmers, Jetbikes, Flying Monstrous Creatures and Flying Gargantuan Creatures are Air Targets. All other types of unit are Ground Targets.

FLYERS AND MEASURING

Flyers have bases that suspend them above the battlefield. However, distances are measured to and from the Flyer's hull, with the exception of the vehicle's weapons and Fire Points, which all work as normal. The base of a Flyer is effectively ignored, except for when:

- The Flyer is in close combat, in which case models may move into contact with the vehicle's hull, its base or both.
- Models embark or disembark from the Flyer, in which case the base of the Flyer is used as an Access Point.

AIR SUPERIORITY

If only one player has Flyers in Reserve at the end of the Dogfight phase (pg 68), then they are said to have Air Superiority. A player with Air Superiority can choose to add or subtract 1 from their Reserve Rolls, and their opponent must subtract 1 from all of their Reserve Rolls.

FLYERS AND OTHER MODELS

Models that physically fit under a Flyer model can move beneath it. Likewise, a Flyer can end its move over such models. However, when moving this way, enemy models must still remain 1" away from the base of the Flyer, and the Flyer cannot end its move with its base within 1" of enemy models.

AERIAL SUPPORT

Flyers must begin the game as Reserves (see *Warhammer 40,000: The Rules*). Special rules that allow an owning player to move one or more of their units out of Reserves after deployment, but before the game begins, cannot be used to move a Flyer out of Reserves unless they specifically state that Flyers can start the game deployed on the table.

EVADE

If a Flyer comes under fire, the pilot can throw their craft into a series of evasive manoeuvres in an attempt to avoid taking damage. All Flyers have the Jink special rule.

JINK

When a unit with any models with the Jink special rule is selected as a target for a shooting attack, you may declare that it will Jink. The decision must be made before any To Hit rolls have been made. If the unit Jinks, all models in the unit with this special rule gain a 4+ cover save until the start of their next Movement phase, but they can only fire Snap Shots until the end of their next turn.

ZOOM

Flyers can usually only make a special kind of move called Zoom. Some can also Hover – see opposite. Zooming allows the Flyer to move at fantastic speeds, making it very difficult to shoot down, but limits its manoeuvrability. If a Flyer Zooms, it can move up to 36". However, as a certain amount of forward thrust is required for the vehicle to stay in the air, a Zooming Flyer can never voluntarily move less than 18" in its own Movement phase. If a Zooming Flyer is forced to move less than 18" in its own Movement phase, it is automatically Wrecked, as described in *Warhammer 40,000: The Rules*.

To represent its limited manoeuvrability, a Zooming Flyer can only make a single pivot on the spot of up to 90° before it moves. Thereafter, it must move directly forwards in a straight line.

In a turn in which a Flyer enters the board from Reserve, it can do so facing any direction you wish, providing that the resulting move will not carry it off the board again. A Zooming Flyer can move over intervening units and impassable terrain exactly as a Skimmer (see *Warhammer 40,000: The Rules*). In addition, a Zooming Flyer does not have to take Dangerous Terrain tests, even if it starts or stops over difficult, dangerous or impassable terrain. Finally, unless otherwise stated, models cannot embark upon, or voluntarily disembark from, a Zooming Flyer.

BREAK TURNS

A Zooming Flyer can attempt to make a second turn of up to 90° at any point during its move, including just after making its initial 90° turn. This is called a Break Turn. To do so, move the Flyer to the position where it will attempt the Break Turn and roll a dice. If the roll is equal to or less than the Flyer's Agility value, then it succeeds and may make the Break Turn, and then carry on with its move. On any other roll, the turn fails and it can only carry on in a straight line.

ZOOM, TANK SHOCK AND RAMMING

Zooming Flyers cannot Tank Shock or Ram (see *Warhammer 40,000: The Rules*), nor can they be Tank Shocked or Rammed. If a Ramming vehicle would end up underneath a Zooming Flyer, move the Ramming vehicle by the shortest distance so that it is 1" away from the base of the Flyer.

ZOOMING AND SHOOTING

Flyers have sophisticated targeting systems designed to work at the fastest speeds. Zooming Flyers can fire up to four of their weapons in the Shooting phase.

FIGHTER SKYFIRE MODE

Zooming Flyers with the Fighter Combat Role can choose whether or not to enter Skyfire mode at the start of each Shooting phase. If they do, all weapons they fire that phase are treated as having the Skyfire special rule (see *Warhammer 40,000: The Rules*). Flyers with the Fighter Combat Role suffer a -1 penalty to the Ballistic Skill on their characteristic profile when targeting Ground Targets.

HARD TO HIT

Zooming Flyers are incredibly difficult targets for troops without suitably calibrated weapons and scopes. Shots resolved at a Zooming Flyer can only be resolved as Snap Shots (unless the model or weapon has the Skyfire special rule). Template and Blast weapons, and any other attacks that don't roll To Hit, cannot hit Zooming Flyers.

ZOOMING AND COVER

Although Zooming Flyers can travel very close to the ground, they are not capable of making use of cover in the same way as other models. Because of this, a Zooming Flyer does not receive the benefit of cover from intervening scenery or models.

ZOOM AND FLAT OUT

A Zooming Flyer that goes Flat Out must move forwards in a straight line between 12" and 24". Add the Flyer's Pursuit value to the minimum and maximum distances it can move. For example, a Zooming Flyer with a Pursuit value of 4 will move between 16" and 28" when it goes Flat Out. If special rules or abilities modify the distance that a Flyer can move Flat Out, then the Flyer's Pursuit value is added to the modified distances.

CHARGING ZOOMING FLYERS

Due to their high speed (and presumably high altitude), Zooming Flyers cannot be charged.

REPAIRING ZOOMING FLYERS

Some models have the ability to repair Hull Points, Immobilised or Weapon Destroyed results on vehicles. Such models can only use such abilities on a Zooming Flyer if that Flyer is a Transport and the model attempting to repair it is embarked inside it.

LEAVING COMBAT AIRSPACE

It's quite likely that a Flyer making a Zoom move will leave the board, either deliberately or by accident. If this happens, the Flyer is said to have left combat airspace – it then enters Ongoing Reserves (see *Warhammer 40,000: The Rules*). A Flyer that leaves combat airspace must Zoom back on when it returns from Ongoing Reserves, even if it has the Hover type.

A Flyer cannot leave combat airspace on the same turn that it entered play from Reserves – the owning player must deploy their model in such a way that it will not leave the board on the same turn.

FLYERS AND CREW STUNNED RESULTS

A Flyer that suffers a Crew Stunned result has its Pursuit and Agility values reduced to 0 until it recovers, in addition to the effects listed on the Vehicle Damage Table in *Warhammer 40,000: The Rules*.

HOVER

A Flyer that has the Hover type can choose to Hover instead of Zooming. Hovering makes the Flyer slower, but considerably more agile, and in the case of Transports, it allows passengers to embark or disembark.

A Flyer with the Hover type must declare whether it is going to Zoom or Hover before it moves, and before any embarked models disembark, each Movement phase. This means that, if the Flyer arrives from Reserve, you must declare which type of movement it is using before placing it on the board. A Flyer in Hover mode cannot switch to Zoom mode if it is Immobilised. If a Flyer is Hovering, it is treated exactly as a Fast Skimmer (see *Warhammer 40,000: The Rules*). This makes it more manoeuvrable, but often limits the number of weapons it can fire.

FLYER WINGS

Hurting into battle with guns spitting death, wings of combat aircraft fight their own war high above the battlefield. Whether bombers laden with explosive weaponry, agile fighters ready to blast their enemies from the sky, or versatile ground attack gunships, these craft operate in Flyer Wings and adopt deadly Attack Patterns to maximise their might.

Flyer Wings are aircraft units whose crews have fought alongside each other in numerous campaigns. The pilots of the separate aircraft have developed an innate ability to anticipate what their comrades are about to do, allowing them to maximize the effect of their attacks, or ensure their survival when return fire comes their way.

Flyers can either operate on their own as single models, or be taken in a Flyer Wing of between two and four models. All of the models in a Flyer Wing must be chosen from the same datasheet or be part of the same Formation. Write down the Flyer Wings you will be using in your army on your force roster when you have finished selecting your army (see *Warhammer 40,000: The Rules*). Flyers that are part of a Flyer Wing are treated like normal units, with a few exceptions and clarifications that are described below.

WING LEADERS

When a Flyer Wing is deployed, one of its vehicles must be nominated as the Wing Leader. The Wing Leader is the most experienced pilot in the group, and they receive a special Wing Leader ability to represent their exceptional skills (pg 76).

DEPLOYMENT AND COHERENCY

Only make one Reserve Roll for all of the Flyers in a Flyer Wing. They either all arrive, or none do. In addition, when they deploy, each Flyer in the Wing must be set up within 4" of at least one other model from the Flyer Wing, following the rules for Vehicle Squadron coherency described in *Warhammer 40,000: The Rules*. Unlike other units, however, following their deployment, each Flyer in a Flyer Wing operates as an individual unit. Flyers never block the line of sight for other Flyers from their own Flyer Wing (they are in constant communication, and roll or bank to open firing lanes for their comrades).

ATTACK PATTERNS

Although the Flyers in a Flyer Wing operate independently and do not have to maintain unit coherency, if a Flyer Wing ends a Movement phase in one of the Attack Patterns listed on the following pages, then it will benefit from a special rule. Because of this, you will find that it usually pays off to keep the models in a Flyer Wing within close proximity of each other.

Each Attack Pattern has a pattern diagram (pg 61-67), that shows how many Flyers must currently be in the Flyer Wing in order for it to use the pattern, and how the models in the Flyer Wing must deploy, or finish a move, in order to be in the Attack Pattern.

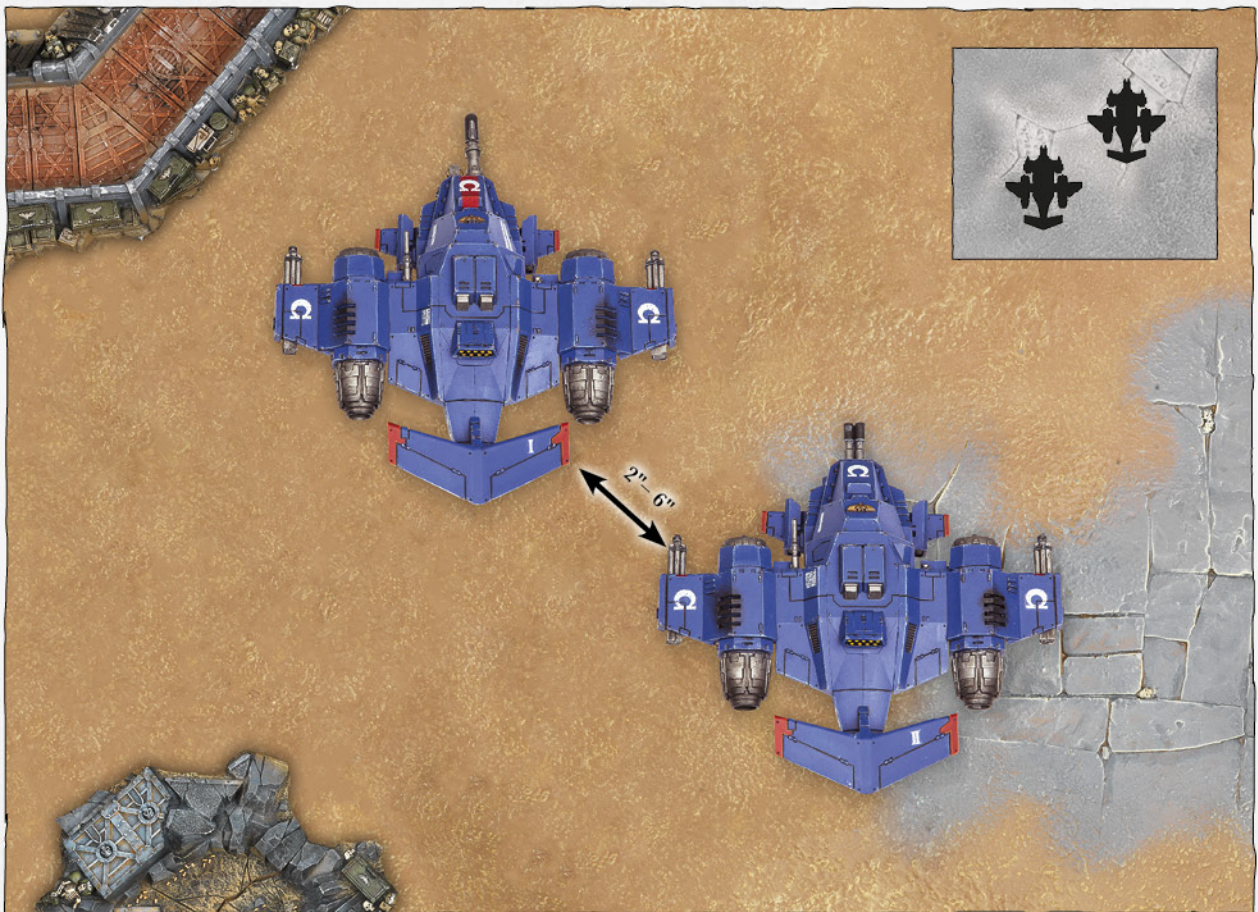
The special rule that applies is described with the Attack Pattern. Note that a Flyer's Combat Role affects the special rules it receives, so a Bomber will receive different benefits to a Fighter or Attack Flyer, for example. Once a special rule has been triggered, it applies until the end of the Flyer Wing's next Movement phase, even if its models subsequently end up out of pattern, or if any of the models in the Flyer Wing are destroyed. Should the Flyers be positioned in such a way as to be eligible for two or more Attack Patterns, you must declare which one it will use.

VIGILANCE ATTACK PATTERN

A lone pilot faces myriad threats, from the unseen enemy that shoots down a fighter ace even as they line up their own killing shot, to the missile that punches a bomber from the air before it can release its payload. It is for this reason that many smaller squadrons adopt the Vigilance pattern, one pilot watching over another while they complete their mission.

A Vigilance Attack Pattern is a dedicated escort grouping. It allows the lead craft to concentrate upon attacking the enemy, while their escort – the vigilant – makes sure that they are warned of any enemy attacks.

A Flyer Wing must have two models to adopt a Vigilance Attack Pattern, and the Flyers must be in the pattern shown in the diagram below. Both must be facing in the same direction.



VIGILANCE ATTACK PATTERN

ATTACK FLYER

The vehicle at the front of the Attack Pattern has +1 Ballistic Skill when they attack Ground Targets. In addition, add 1 to any saving throws when this vehicle Jinks.

BOMBER

Add 1 to the Strength of any Bombs used by the vehicle at the front of the Attack Pattern (to a maximum of Strength 10). In addition, add 1 to any saving throws when this vehicle Jinks.

FIGHTER

The vehicle at the front of the Attack Pattern has +1 Ballistic Skill when they attack Air Targets. In addition, add 1 to any saving throws when this vehicle Jinks.

**‘WATCH OVER YOUR COMRADES AS THE EMPEROR WATCHES
OVER US ALL – VIGILANT, UNWAVERING, AND SELFLESS’.**

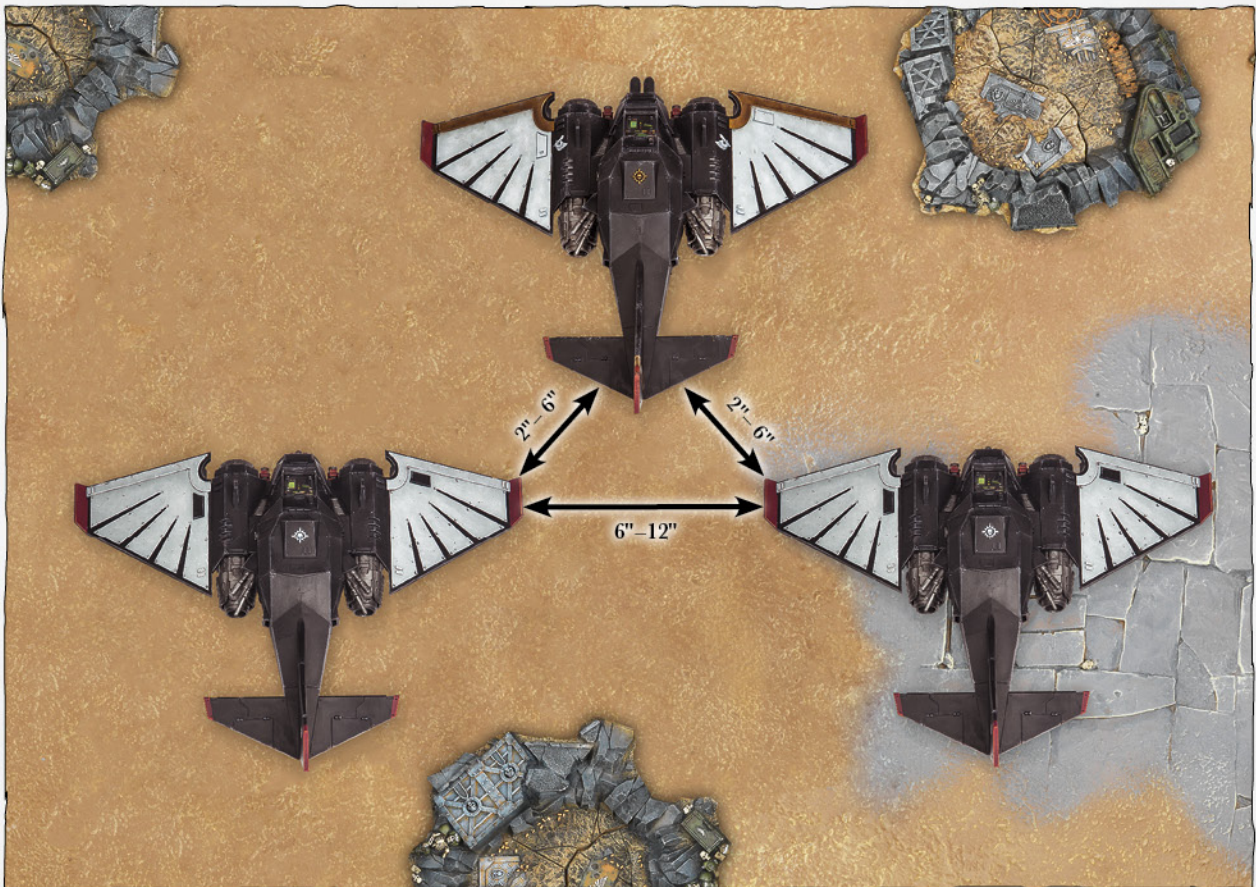
- Aeronautica Imperialis Strategic Dogma Vol XII

VEHEMENCE ATTACK PATTERN

The Vehemence Attack Pattern is highly aggressive. It is commonly used when the target lies dead ahead, and a thunderous attack run is needed to seal their demise. Screaming down upon their victim in a tight 'V' pattern, the squadron opens fire as one, tearing the target apart in a maelstrom of destruction.

A Vehemence Attack Pattern allows the Wing Leader to feed targeting information back to the other craft in the group, allowing them to strike repeatedly at an enemy's weak points. The pattern is especially effective when it is used to target enemy vehicles.

A Flyer Wing must have three models to adopt a Vehemence Attack Pattern, and the Flyers must be in the pattern shown in the diagram below. All must be facing in the same direction.



VEHEMENCE ATTACK PATTERN

ATTACK FLYER

Attack Flyers have the Tank Hunters special rule if the target is a Ground Target.

BOMBER

Bombers re-roll failed armour penetration rolls with Bombs, and can choose to re-roll glancing hits in an attempt to instead get a penetrating hit, but the second result must be kept.

FIGHTER

Fighters have the Tank Hunters special rule if the target is an Air Target.

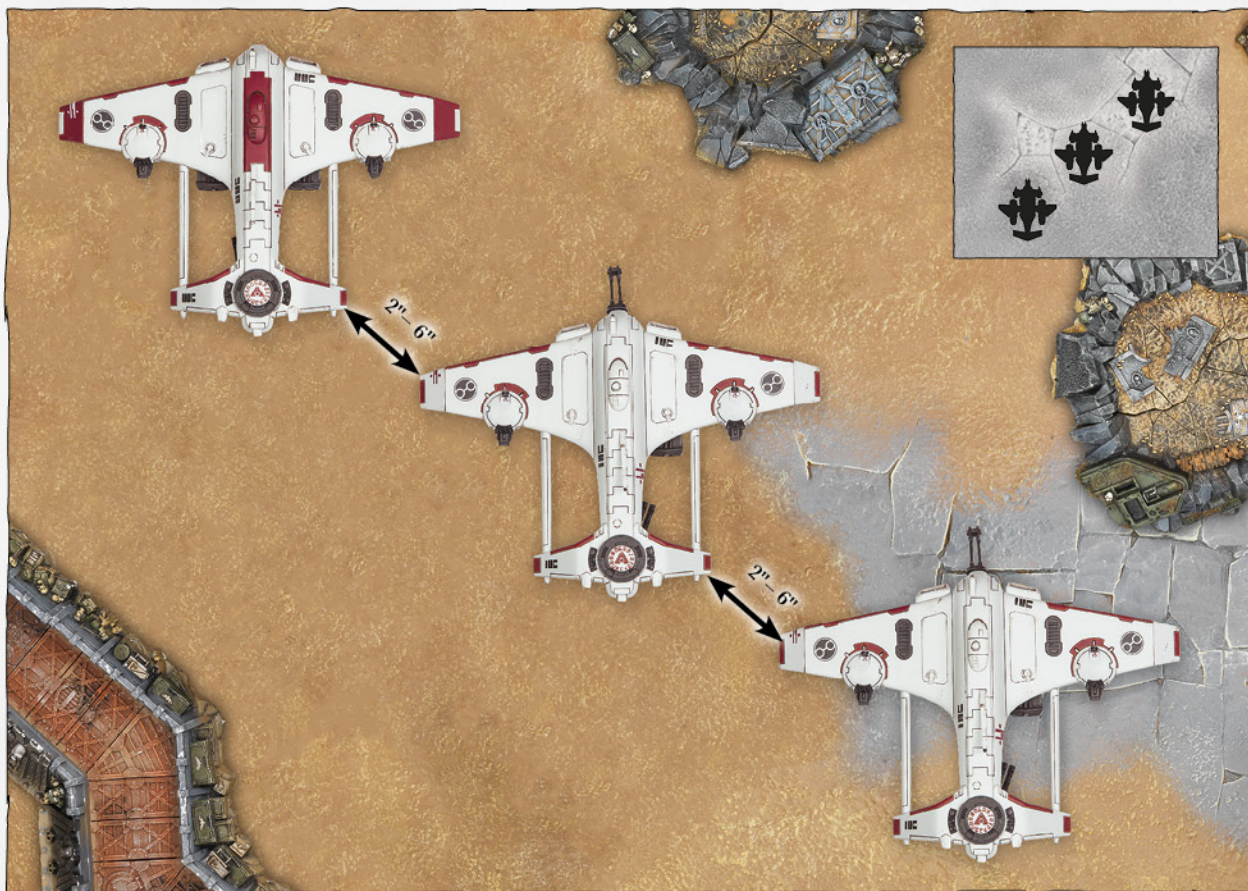


INTOLERANCE ATTACK PATTERN

This Attack Pattern is used when a squadron's prey is on the run, or has gone to ground in the hopes of hiding from their attackers. Rather than allow their enemy to escape unpunished, the aircraft fall into a staggered line, overlapping their fire and correlating their targeting so as to strip the enemy of their protection.

The Wing Leader in an Intolerance Attack Pattern can pinpoint enemy positions and flight patterns, allowing the group to strike in such a way that the benefits of any cover or evasive manoeuvres are negated. Bombers and Attack Flyers use this pattern to winkle out dug-in enemy ground troops,

while Fighters use it against Flyers that are trying to evade their guns. A Flyer Wing must have three models to adopt an Intolerance Attack Pattern, and the Flyers must be in the pattern shown in the diagram below. All must be facing in the same direction.



INTOLERANCE ATTACK PATTERN

ATTACK FLYER

Weapons used by Attack Flyers have the Ignores Cover special rule as long as the target is a Ground Target.

BOMBER

Bombs used by Bombers have the Ignores Cover special rule.

FIGHTER

Weapons used by Fighters have the Ignores Cover special rule as long as the target is an Air Target.

**'DATS RIGHT, RUN N' HIDE IN THEM RUINZ, HUMIES.
LIKE DATZ GUNNA SAVE YA. AWRIGHT BOYZ, GET ON ME
WING AN' GIVE 'EM SOME DAKKA!'**

- Flyboss Rotzog during the battle for Kadillus Harbour

UNMERCIFUL ATTACK PATTERN

When a single target must be destroyed at all costs, the Unmerciful Attack Pattern is the perfect deployment. One by one, the squadron's aircraft hurtle low over their enemy, each hammering them with successive volleys of firepower. With every pass the attackers' fire becomes more accurate, and their victims' casualties more horrific.

Flyers in an Unmerciful Attack Pattern can move very quickly, as they only have to follow the Flyer in front of them rather than trying to maintain their pattern. In addition, they can launch a succession of increasingly accurate attacks against the same target.

A Flyer Wing must have three models with the same Combat Role to adopt an Unmerciful Attack Pattern, and the Flyers must be in the pattern shown in the diagram below. All must be facing in the same direction.



UNMERCIFUL ATTACK PATTERN

ATTACK FLYERS

Attack Flyers double their Pursuit Value when they move Flat Out. In addition, they can make a shooting attack with up to four weapons when they have moved Flat Out. If they do so, all of the Flyers must target the same enemy unit, which must be a Ground Target. The second Flyer to attack the enemy unit adds 1 to its Ballistic Skill, and the third Flyer to attack the enemy unit adds 2 to its Ballistic Skill.

BOMBER

Bombers double their Pursuit Value when they move Flat Out. In addition, they can make a Bombing Run while making a Flat Out move, as long as they did not drop Bombs in the previous Movement phase. If they do so, all of the Flyers must target a model from the same enemy unit. Reduce the distance the second Bomb scatters by 1", and reduce the distance the third Bomb scatters by 2", to a minimum of 0".

FIGHTER

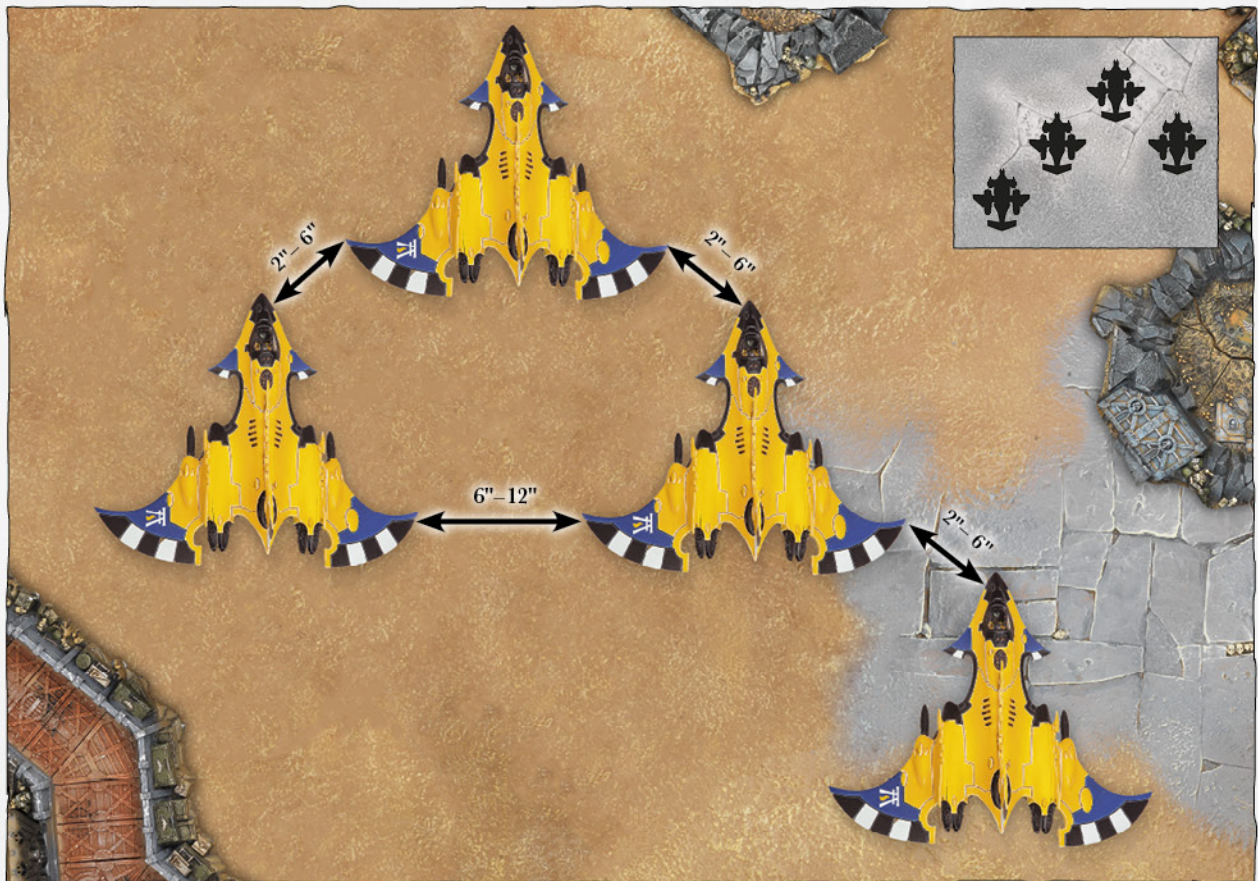
Fighters double their Pursuit Value when they move Flat Out. In addition, they can make a shooting attack with up to four weapons when they have moved Flat Out. If they do so, all of the Flyers must target the same enemy unit, which must be an Air Target. The second Flyer to attack the enemy unit adds 1 to its Ballistic Skill, and the third Flyer to attack the enemy unit adds 2 to its Ballistic Skill.

INDOMITABLE ATTACK PATTERN

Arguably the most versatile Attack Pattern in common use above the battlefields of the 41st Millennium, the Indomitable Attack Pattern allows large aircraft squadrons to rule the skies uncontested. Combining the benefits of several smaller patterns in one, this deployment forges a wing of aircraft into an airborne weapon of total domination.

The Indomitable Attack Pattern is incredibly flexible, offering the Flyers in the group the benefits of several smaller Attack Patterns from a single pattern. This makes it one of the most popular Attack Patterns for Flyer Wings that are large enough to be able to utilise it.

A Flyer Wing must have four models to adopt an Indomitable Attack Pattern, and the Flyers must be in the pattern shown in the diagram below. All must be facing in the same direction.



INDOMITABLE ATTACK PATTERN

ANY

The vehicle at the front of the Attack Pattern receives the special rule it would normally receive for being in a Vigilance Attack Pattern (pg 61). In addition, all models in the Flyer Wing receive the special rules they would normally receive for being in a Vehemence Attack Pattern (pg 62) and an Intolerance Attack Pattern (pg 63).

THE MAIDENS OF MURDER

This squadron of Razorwing Jetfighters is led by the famed arena champion Saethra Veldraken. The self-titled 'Queen of Eternal Agonies' will permit only female pilots to join her elite squadron, scorning male Dark Eldar as dull and inferior creatures. Even then, Veldraken will accept only the most murderously skilful wingmen, whom she uses mercilessly. The Viliarch pushes her maidens to the limit and beyond, mocking their slightest error and shooting down those who truly displease her with her own dark lances.

Veldraken often utilises the Indomitable Attack Pattern. Without exception, she places herself at the leading tip of this formation, imposing her will of iron upon her followers while forcing them to watch over her personal safety, even at their own expense.

OMNISCIENCE ATTACK PATTERN

None can hide from the all-seeing eyes of pilots in an Omniscience Attack Pattern. Cast high over the battlefield like an inescapable net, the squadron gathers detailed intelligence on their enemies, triangulating targeting data and divining their victims' hidden weak points. By the time the aircraft scream down to attack, they know precisely where to strike.

Flyers in an Omniscience Attack Pattern can pool their targeting data, allowing them to launch devastating attacks upon a common target. The Omniscience Attack Pattern is especially useful when massed enemy units of the same type are first encountered, as the information gathered can be used

by the Flyers for the rest of the mission. A Flyer Wing must have four models to adopt an Omniscience Attack Pattern, and the Flyers must be in the pattern shown in the diagram below. All must be facing in the same direction.



OMNISCIENCE ATTACK PATTERN

ANY

At the start of each of your Shooting phases, pick one enemy unit that is within the line of sight of all of the Flyers in the Wing. For the rest of the battle, the Flyers in the Wing have the Preferred Enemy special rule against that unit and any other enemy units that use the same datasheet (i.e. if you chose a Dakkajet, the Flyers in this Attack Pattern would gain Preferred Enemy against that Dakkajet, and all other Dakkajets, for the rest of the battle).

SQUADRON ZACHRAEL

Sergeant Zachrael and his squadron of Nephilim Jetfighters engaged the Harridan known as the Grey Queen in a breakneck aerial duel through the towering ruins of the Supercathedrum Ignosticus.

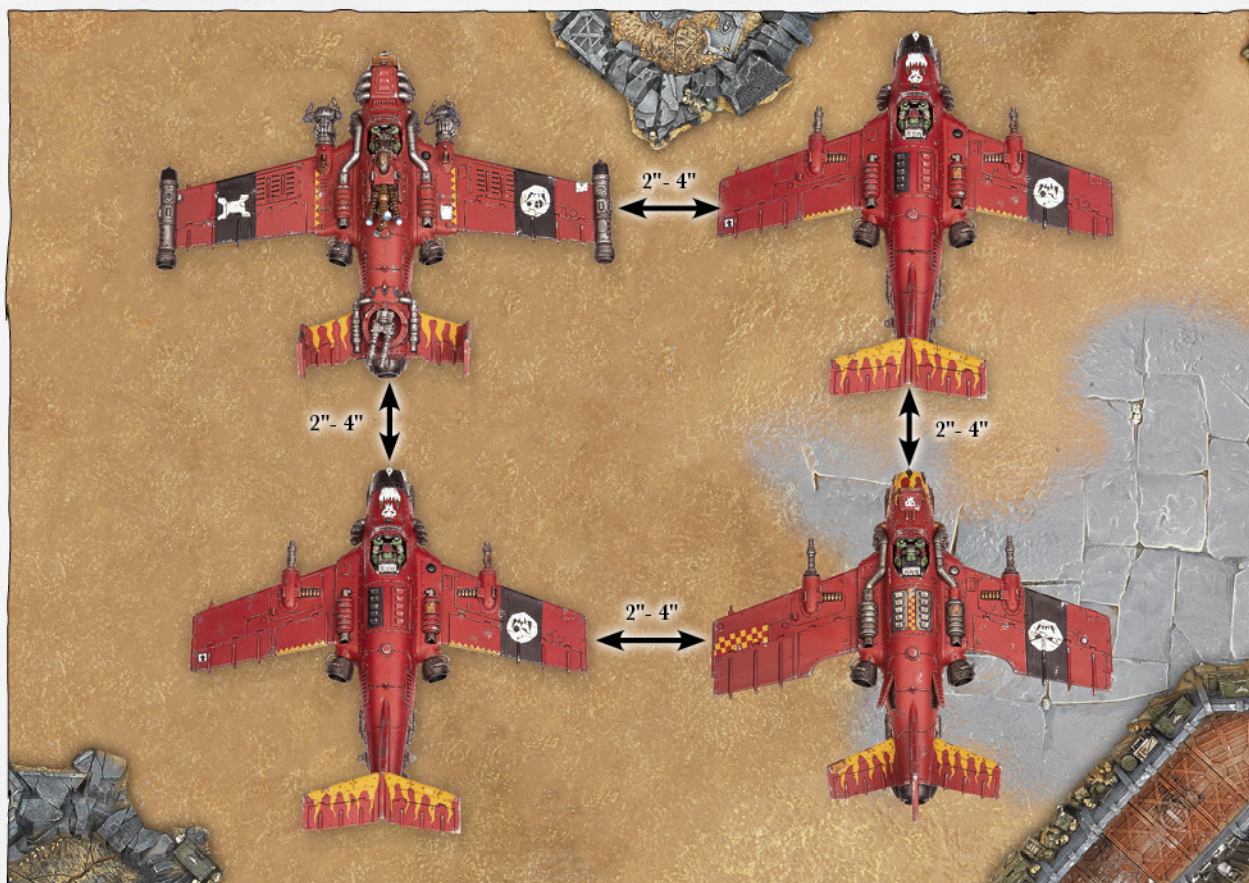
Ordering his squad to form a solid line of black armour and spitting guns, Zachrael himself finally scored the killing shot, crashing his jetfighter headlong through a hundred-foot high stained armaglass window to unleash a screaming volley of blacksword missiles from amid the spinning blizzard. The warheads slammed home and tore the biohorror almost in two, sending it tumbling away to the flagstoned floor thousands of feet below. For this spectacular victory, Sergeant Zachrael's squadron were awarded the honour of the seventh blade, which adorns the wings of their craft to this day.

FORTITUDE ATTACK PATTERN

Amid the close-packed spires of urban war zones or in skies swarming with predatory monstrosities, sudden death can threaten from any quarter. In such situations, larger wings of aircraft adopt the defensive Fortitude Attack Pattern. Popular with bombers and gunships alike, this flying fortification allows all pilots to guard one another from harm.

The Fortitude Attack Pattern is a powerful defensive deployment that can be used by large Flyer Wings that are entering an especially heavily-defended danger zone. The tight grouping allows the Flyers to protect and ward each other against enemy attacks, and unleash deadly coordinated return

fire against enemy Flyers that attempt to engage them. A Flyer Wing must have four models to adopt a Fortitude Attack Pattern, and the Flyers must be in the pattern shown in the diagram below. All must be facing in the same direction.



FORTITUDE ATTACK PATTERN

ANY

All Flyers in the Flyer Wing have a 4+ invulnerable save and the It Will Not Die special rule. In addition, all of the weapons on the Flyers have the Interceptor special rule.



Trooper Braskie clung on to the grab-handle, riding out the turbulence of nearby explosions. Beside him, the door gunner hammered shots out into the darkness, the roar of his heavy bolter merging with that of the Valkyrie's engines. Over the gunner's shoulder, Braskie could see the rest of the Valkyrie squadron, arrayed in a box-like defensive grouping and spitting fire at any Ork craft stupid enough to stray into range. Already they had sent what felt like dozens of ramshackle fighters spiralling down in flames to explode amongst the rain-slick ruins of Dohadria.

Braskie grinned as another rattletrap jet exploded under the door gunner's fire. The Ork craft came apart at the seams, flames filling its crude cockpit to roast the flailing pilot within. The Emperor protects, thought Braskie, but the Aeronautica Imperialis don't do a bad job either...

THE DOGFIGHT PHASE

Engines scream and flaming wrecks pinwheel away belching smoke and flame as pilots dogfight furiously on high. This is a deadly aerial ballet in which the slightest mistake can cost a pilot their life, whole battles can be won or lost, and marauding fighter craft are the kings of the skies.

The Dogfight phase takes place at the start of each game turn between Flyers that are in Reserve or Ongoing Reserve. If only one player has Flyers in Reserve, or neither player does, then a Dogfight does not take place.

If both players have Flyers in Reserve, they can fight a Dogfight if they wish to do so. Roll-off if one player wants to fight a Dogfight and the other does not – the winner decides if a Dogfight takes place. If a Dogfight does take place, it is resolved using the following rules. If not, proceed to the first player turn.

SEQUENCE OF PLAY

A Dogfight phase consists of four sub-phases:

1. **Interception sub-phase**
2. **Engage sub-phase**
3. **Manoeuvre sub-phase**
4. **Attack sub-phase**

After these phases are complete, the Dogfight phase is over, and you can proceed to the first player turn. Note that only one Dogfight can take place per game turn.

INTERCEPTION SUB-PHASE

Dogfights commence when one force of aircraft swoops out of nowhere to attack another. The first moments of such an engagement are crucial, pilots jockeying fiercely for position and singling out their airborne quarry. At such times the hunter can swiftly become the hunted as the deadly aerial ballet begins in earnest.

The players each roll a dice, adding 1 if they have more Fighters than Bombers in Reserve, and subtracting 1 if they have more Bombers than Fighters in Reserve. Re-roll ties. The winner of the roll-off is the Attacker for the duration of the phase, and the loser is the Defender.

The Attacker picks one of their own Flyers from their Reserves and one enemy Flyer that is in Reserve to take part in a Dogfight. Take the two Flyers and place them on any available flat surface so that they are facing directly towards each other, 36" apart.



ENGAGE SUB-PHASE

With their targets picked out, attacking pilots thunder through the skies in pursuit, striving to close the gap and line up a killing shot. In response, the pursued victims pile on the speed, hoping to outdistance their assailant. Aircraft roll and dive while lock alarms and targeting devices ping and howl madly within the pilots' cockpits.

Each player places a dice behind their hand so that it is hidden from the opponent, and then rotates it so that the number 1, 2 or 3 is uppermost. The dice are revealed at the same time, and the numbers the players chose are cross-referenced on the Engagement Tactics table below to determine the result.

The winner can choose to close or increase the range to their opponent by up to 12". If the winner's Pursuit value is at least 2 points higher than the loser's, they can instead choose to close or increase the range by up to 24". Alternatively, the winner can choose to disengage and end the Dogfight immediately.

DOUBLING UP RANGES

If you only have a limited amount of space in which to carry out your Dogfights, you may want to double up the distances between aircraft, so that each inch of space counts as two inches. If you do this, start the Flyers 18" apart, only increase or close the distance by 6" (or 12", depending on the difference between Pursuit values), and double the distance between the Flyers when working out the ranges of any attacks.

*T*echmarine Squadron Leader Fortus held the controls steady as his Stormhawk Interceptor shot down through the atmosphere of Morbadax. Livid flames danced across his armaglass canopy. To his right and left the Imperial Fist could see the same fires of re-entry sluicing over the hulls of his wingmen, Techmarines Lysorus and Dectos.

Then they were through, and the buffeting stopped as the Stormhawks punched down into the cold blue skies above the ice fields. Below, the Knights of House Raven were clearly visible, tiny humanoid figures growing rapidly larger as the Stormhawks shot downward like shells from a boltgun.

In the distance, Fortus could see the Tau atmosphere engines that were the Knights' target, the same heretical devices that now bedevilled Imperial worlds throughout the Damocles war zone. Closer to hand, the runes of his autosenses picked out a quartet of Tau fighter craft intent on preventing the Imperial walkers from ever reaching their destination. Even as he watched, the Techmarine saw the Razorsharks swoop low over the Knights, their ion fire sending one of the towering engines crashing to its knees in flames.

'Rouse your weapons, brothers,' he voxed, eliciting growls of assent from his wingmen. 'Vehemence pattern, stoop and slay.'

ENGAGEMENT TACTICS TABLE

DEFENDER'S CHOICE	ATTACKER'S CHOICE		
	1 (TRACK)	2 (CLIMB)	3 (PURSUE)
1 (HEAD FOR THE CLOUDS)	The Attacker is the winner.	The Defender is the winner.	Each player rolls a dice and adds their Flyer's Pursuit value to the roll. The player with the higher score is the winner. In the case of a tie, roll again.
2 (LOOP)	Each player rolls a dice and adds their Flyer's Pursuit value to the roll. The player with the higher score is the winner. In the case of a tie, roll again.	The Attacker is the winner.	The Defender is the winner.
3 (DIVE)	The Defender is the winner.	Each player rolls a dice and adds their Flyer's Pursuit value to the roll. The player with the higher score is the winner. In the case of a tie, roll again.	The Attacker is the winner. In addition, roll a dice and add the result to the Attacker's Pursuit value for the duration of the sub-phase.

MANOEUVRE SUB-PHASE

With their attackers closing in for the kill, defending pilots throw their craft into increasingly frantic evasive manoeuvres. Feeling the spectre of death looming at their shoulders, the prey do everything in their power to avoid the storm of firepower that must surely fall upon them at any moment...

The players secretly pick a number on a hidden dice for a second time. Reveal the dice simultaneously, and this time look up the outcome on the Manoeuvre Tactics table, below. The winner can force their opponent to pivot their Flyer by up to 90° to the left or right, or by up to 180° if the winner's Agility value is at least 2 points higher than the loser's. Alternatively, the winner can choose to Jink. If a Flyer Jinks in the Dogfight phase, the effects described on page 58 only last until the end of that phase.



The trio of interceptors screamed down toward the Tau fighters in perfect formation. Fortus saw the enemy begin to break, forewarned no doubt by some heathen techno-sorcery.

Not quick enough.

The Techmarine depressed his firing runes and felt his craft shudder as its Icarus stormcannon roared to life. Streams of flak and laser blasts stabbed from the Stormhawks' guns, tearing the tail from the rearmost enemy craft.

The Tau fighter pinwheeled away to explode upon the ice. The Stormhawks shot down through the midst of their scattering quarry before peeling off to engage at will.

Fortus pulled his craft level, shooting low over the ice field and raising a swirling wake of snow. Rolling fast and hard, he came up on the tail of another

Razorshark and opened fire. An oath to Dorn escaped Fortus' lips as his target jinked expertly aside, his spread of skyhammer missiles rushing harmlessly over its fuselage.

Fortus thumbed the activation rune of his Icarus cannon again, but his prey was elusive. The Tau fighter redirected its thrust, the sudden shift driving its nose down and causing it to spiral out of his fire arc. Fortus curled his lip in disgust. Such a manoeuvre must have inflicted catastrophic pressure upon both pilot and craft, and should have been impossible to survive.

Off his starboard wing, Fortus saw a sudden flash of flame. Sparing a swift glance, he saw Techmarine Lysorus' Stormhawk belching flames and spinning out of control. Fortus watched as his valiant wingman managed one last burst of fire, cutting another Razorshark in half with his las-talon before his own craft exploded.

MANOEUVRE TACTICS TABLE

DEFENDER'S CHOICE	ATTACKER'S CHOICE		
	1 (WINGOVER)	2 (SNAP TURN)	3 (SIDE-SLIP)
1 (CIRCLE)	The Attacker is the winner. In addition, roll a dice and add the result to the Attacker's Agility value for the duration of the sub-phase.	The Defender is the winner.	Each player rolls a dice and adds their Flyer's Agility value to the roll. The player with the higher score is the winner. In the case of a tie, roll again.
2 (BARREL ROLL)	Each player rolls a dice and adds their Flyer's Agility value to the roll. The player with the higher score is the winner. In the case of a tie, roll again.	The Attacker is the winner.	The Defender is the winner.
3 (STALL)	The Defender is the winner.	Each player rolls a dice and adds their Flyer's Agility value to the roll. The player with the higher score is the winner. In the case of a tie, roll again.	The Attacker is the winner.



ATTACK SUB-PHASE

Time seems to slow to a crawl as the duelling aircraft open fire. Pilots scream with hate as they squeeze their triggers. Muzzle flare lights the skies, rockets slice through the air on blazing contrails, and death takes the unworthy amidst roiling blasts of flame.

As the Dogfight reaches its climax the players secretly choose a number on the dice for a third time, looking up the outcome on the Attack Tactics table, opposite.

Both players then carry out the equivalent of a Shooting phase with their Flyers, as modified by the Attack Tactic. Any damage inflicted by the player that attacks first is applied before the opposing Flyer can shoot back.

Flyers in a Dogfight are never considered to be moving Flat Out, even if they did so in their previous Shooting phase, and they are only allowed to Jink if they won in the Manoeuvre sub-phase. These changes aside, they are treated in the same manner as Zooming Flyers. Special rules and abilities that apply in the normal Shooting phase apply in the Dogfight Attack sub-phase also.

ANGLE OF ATTACK

It is hard to hit an enemy when making a head-on pass. On the other hand, it is easier to hit an enemy if you can get on their tail. To represent this, the following special rules apply when shooting weapons in the Dogfight phase, depending on the angle of attack for the two Flyers.

Head-on Pass: If both Flyers have each other in their front facing, they can only fire Snap Shots.

Tailing: All weapons used by a Flyer that has the enemy in its front facing while it is in the enemy Flyer's rear facing are fired with the attacker's full Ballistic Skill. The opposing Flyer can only fire Snap Shots.

Other Angles of Attack: In any other circumstances, Attack Flyers and Bombers can only fire Snap Shots, while Fighters attack using their full Ballistic Skill.

Jinking Flyers: Flyers that are Jinking can only fire Snap Shots no matter what their angle of attack.

Skyfire Weapons: Ignore the angle of attack rule for any weapons with the Skyfire rule. They always shoot using the Flyer's full Ballistic Skill (unless they are Jinking), no matter what the angle of attack.



ATTACK TACTICS TABLE

DEFENDER'S CHOICE	ATTACKER'S CHOICE		
	1 (ROLL LEFT)	2 (TAIL)	3 (ROLL RIGHT)
1 (BREAK LEFT)	The Attacker shoots first.	The Defender shoots first.	Fighters shoot before Attack Flyers, and Attack Flyers shoot before Bombers. In the case of a tie, roll-off to see who shoots first.
2 (HOLD STEADY)	Fighters shoot before Attack Flyers, and Attack Flyers shoot before Bombers. In the case of a tie, roll-off to see who shoots first.	The Attacker shoots first. In addition, add 1 to the Attacker's Ballistic Skill for the duration of the sub-phase.	The Defender shoots first.
3 (BREAK RIGHT)	The Defender shoots first.	Fighters shoot before Attack Flyers, and Attack Flyers shoot before Bombers. In the case of a tie, roll-off to see who shoots first.	The Attacker shoots first.





DAMAGE IN DOGFIGHTS

The following rules apply to any damage inflicted in a Dogfight:

1. All Flyers taking part in a Dogfight are considered to be Zooming Flyers.
2. Any damage that applies to a Flyer 'until the end of its next turn' will apply until the end of the controlling player's turn in the upcoming game turn.
3. If a Flyer suffers a Crash and Burn! result, roll a dice and refer to the table on the right.

CONCLUDING THE DOGFIGHT

The two Flyers taking part in the Dogfight are returned to Reserve (assuming they survive!). The Dogfight phase is then over, and play proceeds to the first player turn.

AIR SUPERIORITY

After any Dogfights have taken place, if only one player has Flyers in Reserve, then they are said to have Air Superiority (pg 58).

D6 RESULT

- 1 **Crash in Friendly Territory:** The enemy player immediately transfers the Flyer to the battlefield, placing it anywhere that is more than 1" from any models. The Crash and Burn! result is then applied to the model just as if it had been destroyed while flying over the battlefield.
- 2-5 **Destroyed in Midair:** The Flyer explodes in midair and is destroyed. It is removed from the game and any passengers embarked upon it are removed as casualties.
- 6 **Crash in Enemy Territory:** The player in command of the Flyer immediately transfers it to the battlefield, placing it anywhere that is more than 1" from any models. The Crash and Burn! result is then applied to the model just as if it had been destroyed while flying over the battlefield.





*T*eeth gritted, Fortus banked hard to avoid the tumbling wreckage of his wingman's craft, then wrenched his controls again as his lock-alarm began to chime. The Techmarine threw his interceptor into a blindingly fast series of evasive manoeuvres, pulling g-forces no unaugmented human could have withstood.

No good. The xenos fighter craft was still on his tail, and gaining fast.

Shots were whipping around his Stormhawk now, several splashing from its armour or puncturing its fuselage. Fortus knew he had to do something drastic, and in a moment of Emperor-sent inspiration, he knew what.

Fortus spun suddenly to minimise his craft's silhouette, before wrenching his controls back. Shots spanged from his armaglass, then he was climbing hard, his pursuer still on his tail.

The Techmarine punched his ramjets, accelerating back towards the upper atmosphere on a trail of flame. He could

see in his augurs that his foe was lagging, the xenos craft not designed for such a swift atmospheric ascent. It was still firing though, and amber damage warnings were strobing Fortus' cockpit.

Any moment might bring the killing shot. It was now or never.

With a sudden flourish, the Techmarine triggered his infernum halo-launcher and cut his engines. Flaming golden flares burst from confinement, filling the air around his craft with a blinding radiance. Even the sorcerous sensors of the Tau would be unable to defy the Emperor's own light.

For a crucial moment, Fortus' enemy fired wide, and in that moment, the Techmarine's stalled craft fell backwards into a nose-first dive, straight toward the Tau below.

Fortus fired his engines and slammed his thumbs down on his firing runes. He dived headlong into battle with a bellowed oath to his Primarch, his Icarus stormcannon spitting fury.

The Techmarine could only imagine his enemy's last moment of surprise as its prey came hurtling toward it with guns blazing. All its snide alien superiority gone in the blink of an eye as it realised that this true son of Dorn had won.

A last ion blast scarred Fortus' armaglass before the enemy fighter exploded in a roiling ball of flame. Fortus' Stormhawk swept down through an expanding cloud of fire and the shrapnel, its yellow paint chipped and blackened, but its hull intact and systems still fully operational.

Below, Fortus saw his surviving wingman locked in a vicious aerial brawl with the last of the Tau fighters. The two craft were cutting back and forth above the still-advancing Knights, the Stormhawk striving to prevent the Razorshark from firing upon them. Gunning his engines and sighting his weaponry, Fortus allowed himself a wintry smile as he raced down on the fight from above.

'For Lysorus,' he whispered, then pressed his firing runes again.

WING LEADERS

Wing Leaders are the veterans who command squadrons of aircraft in battle. Whether the daring warriors of the Adeptus Astartes, the bullying flybosses of the Orks, or the selfless kor'ui of the Air caste, it is the duty of Wing Leaders to coordinate their wingmen in battle, utilising their strengths and minimising their weaknesses to ensure victory.

Wing Leaders are free upgrades for Flyers. One model in each Flyer Wing can be upgraded to a Wing Leader at no additional points cost. At the start of any game, immediately after determining your Warlord Trait, roll on the Wing Leader table relevant to their Faction for each Wing Leader to determine their special rule.

VALKYRIE WING LEADERS

Imperial Navy pilots who survive more than a handful of sorties are quickly promoted to veteran status and given command of their own wing of aircraft. This is a proud honour, and one the Valkyrie wing leaders take very seriously. To them falls the duty of keeping their air crews alive and on mission, of honouring and preserving the machines aboard which they fight, and of keeping the faith of their warriors strong in even the most dire of circumstances. Mortality rates are high amongst these devoted leaders, but they are celebrated as heroes by airmen and ground troops alike.

Faction: Astra Militarum or Militarum Tempestus.

VALKYRIE WING LEADERS

D6 SPECIAL RULE

- 1-2 **Formation Flying:** If the Flyer Wing started the Movement phase in an Attack Pattern, the Wing Leader, and models from their Flyer Wing, can move an extra 3" and automatically pass Break Turn tests (pg 59).
- 3-4 **Stay on Target:** The Wing Leader, and models from their Flyer Wing, can re-roll To Wound and Armour Penetration rolls of 1 if they are in an Attack Pattern.
- 5-6 **Break! Break! Break!:** The Wing Leader, and models from their Flyer Wing, can re-roll failed saves when they Jink if they are in an Attack Pattern when the saving throw is made.



SPACE MARINE WING LEADERS

The squadron leaders of the Adeptus Astartes set an example to their battle-brothers, letting the spirit of the Emperor guide their aim and shield them from harm as they punish the foes of Humanity.

Faction: Space Marines.



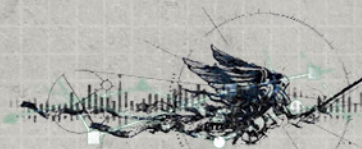
IRON FATHER KOSVORR

Iron Father Kosvorr dissects enemy squadrons with a methodical precision that is terrifying to behold. An Iron Hands Techmarine of great age and experience, Kosvorr has led squadrons of aircraft from his Chapter's Armoury for over two centuries. His wealth of aerial combat experience is stored within his augmented cerebral databanks, ready to overlay his vision with predicted flight plans, fire solutions and strategic manoeuvres. All this allows Kosvorr to direct his squadrons to stay one step ahead of the enemy, leaving his victims screaming in frustration as the Iron Hands predict and punish their every move.

SPACE MARINE WING LEADERS

D6 SPECIAL RULE

- 1-2 **Know No Fear:** Ignore Crew Stunned and Crew Shaken results that are inflicted on the Wing Leader (Hull Points are lost normally).
- 3-4 **Angel of Death:** The Wing Leader can re-roll To Wound and Armour Penetration rolls of 1.
- 5-6 **Chapter Champion:** The Wing Leader has a 5+ invulnerable save. In addition, if the To Hit roll for an attack made by the Wing Leader in a Dogfight is a 6, then the attack receives the Armourbane special rule.



BLOOD ANGELS WING LEADERS

All Blood Angels are natural pilots, but only a handful of their Techmarines display the iron-willed self control and purity of spirit to guide their brothers in aerial combat as squadron leaders and stave off the deleterious threat of the Black Rage.

Faction: Blood Angels.



BLOOD ANGELS WING LEADERS

D6 SPECIAL RULE

- 1-2 Red Thirst:** Add 1 to the Wing Leader's Pursuit value (pg 58). If he wins the Engage sub-phase in a Dogfight (pg 69), add 1 to his Ballistic Skill but he must choose to close the distance to the enemy Flyer by 12", or 24" if his Pursuit Value is at least 2 points higher than his opponent's.
- 3-4 Supremely Skilful:** This Wing Leader automatically passes any Break Turn tests (pg 59) – there is no need to roll the dice.
- 5-6 Aura of Sanguinius:** If the Wing Leader is Wrecked or destroyed, then they can make one final attack before the damage is applied, as if it were their Shooting phase.

GREY KNIGHTS WING LEADERS

The psychic pilots of the Grey Knights often utilise their abilities to aid them in battle. Those who excel in this regard become squadron leaders, focussing their unnatural senses on defending their wingmen and driving out the unclean horrors of the Warp.

Faction: Grey Knights.



GREY KNIGHTS WING LEADERS

D6 SPECIAL RULE

- 1-2 Cloud Mind:** The Wing Leader has the Shrouded special rule against enemy attacks made at a range of 18" or less.
- 3-4 Sixth Sense:** The first time that the Wing Leader suffers a penetrating hit in each turn, roll a dice; on a roll of 4 or more that hit is ignored.
- 5-6 Gifted Psyker:** The Wing Leader has the Psychic Pilot (Mastery Level 1) special rule, and knows the *Banishment* and *Cleansing Flame* powers from the **Daemonology (Sanctic)** discipline.



RAVENWING WING LEADERS

Stern and solemn, with the gleam of a true predator in their eyes, the sergeants of the Ravenwing are frightening individuals. Their focus is absolute, their skill incredible, and no enemy can hide from their gaze for long.

Faction: Dark Angels.



SPACE WOLVES WING LEADERS

The pack leaders of the Fenrisian gunship pilots are instinctively gifted heroes. They gladly fly headlong into the greatest dangers providing there is glory to be had, while their dedication to the defence of their packmates is total.

Faction: Space Wolves.



RAVENWING WING LEADERS

D6 SPECIAL RULE

1-2 Son of the Lion: Add 1 to the Pursuit value for this Wing Leader (pg 58). Add 2 to the Pursuit value if any models in the enemy army have the Chaos Space Marines Faction.

3-4 Sweep the Skies: The Wing Leader and any other models from his Flyer Wing can move on from any point along any table edge when arriving from Ongoing Reserves.

5-6 Seekers of the Foe: Any friendly unit with the Dark Angels Faction which Deep Strikes within 12" of this Wing Leader will not scatter.

SPACE WOLVES WING LEADERS

D6 SPECIAL RULE

1-2 Seeker of Glory: Add 1 to the Pursuit and Agility values of this Wing Leader in a Dogfight (pg 68).

3-4 Wyrmslayer: The Wing Leader has the Monster Hunter special rule.

5-6 Lord of Iron: At the start of each of your turns, roll a dice for each Hull Point that the Wing Leader's Flyer has lost. On a roll of 4 or more the Hull Point is restored.





ELDAR WING LEADERS

Gifted with incredible reactions and absolute mental focus, Eldar pilots are – one-on-one – more than a match for any other aerial combatant in the galaxy. Their flight leaders are those who excel not only in the arts of battle, but also in maximising the cohesive impact of their squadrons. Whether this be through example or selfish manipulation is just a question of light and dark.

Faction: Eldar or Dark Eldar.



DARK ELDAR WING LEADERS

D6 SPECIAL RULE

- 1-2 Bloodthirsty Hunter:** Add 1 to the Wing Leader's Pursuit value (pg 58). Add an additional 1 when making Engagement rolls for the Wing Leader in a Dogfight (pg 68).
- 3-4 Arrogant Perfectionist:** You can re-roll one dice roll for the Wing Leader each turn.
- 5-6 Selfish Leader:** You can add 1 to this Wing Leader's Ballistic Skill if they attack before the other Flyers in their Wing (there must still be at least one other Flyer from the Flyer Wing on the battlefield).

ELDAR WING LEADERS

D6 SPECIAL RULE

- 1-2 Path of the Skylord:** Add 1 to the Wing Leader's Agility value (pg 58). Add an additional 1 to the Wing Leader's Agility value during the Dogfight phase (pg 68).
- 3-4 Supremely Graceful:** This Wing Leader has a 5+ invulnerable save.
- 5-6 Blessed of Khaine:** You can re-roll To Hit rolls of 1 for the Wing Leader and all of the other models in their Flyer Wing.



HELDRAKE WING LEADERS

What remains of the once-human Heldrake pilots are but screaming meat scraps in the heart of an iron beast. Instead, it is the Daemons bound within the Heldrakes that determine hierarchy, with the most powerful taking the role of anointed.

Faction: Chaos Space Marines
or Khorne Daemonkin.



NECRON WING LEADERS

The datastacks within Necron combat craft are so extensive that the oldest amongst them possess the stored knowledge of an ancient god of war. Such craft naturally take primacy in aerial combat, coordinating the efforts of their wingmen with programmed ease.

Faction: Necrons.



HELDRAKE WING LEADERS

D6 SPECIAL RULE

- 1-2 Warp Fury:** The Wing Leader can use the Daemonforge special rule every turn, rather than only once per battle.
- 3-4 Fuelled by Murder:** If an attack this Wing Leader makes causes an enemy model to be removed as a casualty, its weapons have the Twin-linked special rule in its next Shooting phase.
- 5-6 Icon of Slaughter:** Add 1 to the Pursuit value for the Wing Leader and all other models from its Flyer Wing during the Dogfight phase (pg 68).

NECRON WING LEADERS

D6 SPECIAL RULE

- 1-2 Offensive Subroutines:** Add 1 to the Wing Leader's Ballistic Skill for one weapon in each Shooting phase. Add 1 to the Ballistic Skill of all other Flyers in the Wing that are firing the same weapon if the Wing is in an Attack Pattern.
- 3-4 Defensive Subroutines:** You can re-roll one saving throw for this Wing Leader each turn. You can re-roll one saving throw for each other Flyer in the Wing if it is in an Attack Pattern.
- 5-6 Living Craft:** The Wing Leader has the It Will Not Die special rule.

ORK WING LEADERS

Ork wing leaders are simply the biggest and most belligerent Flyboyz in their warband. Their size and strength allow them to bully the other Flyboyz into line, and also means they get the flashiest gubbinz and the biggest guns riveted to their aircraft. For Meks, this means getting their oil-stained claws on more of the best scrap and salvage, allowing them to build and fly the meanest, killiest Wazbom Blastajets around.

Faction: Orks. Roll on the Mekboss Wing Leaders table if the Ork Wing Leader pilots a Wazbom Blastajet, otherwise roll on the Flyboss Wing Leaders table.



MEKBOSS WING LEADERS

D6 SPECIAL RULE

- 1-2 Supa-rangefinda:** Add 6" to the range of all weapons on the boss' Flyer.
- 3-4 More Killier!:** Add 1 to the Strength of all weapons on the boss' Flyer.
- 5-6 More Dakka!:** Increase the number of shots made by the weapons on the boss' Flyer by 1 (i.e. Assault 1 becomes Assault 2, or Heavy 1 becomes Heavy 2). This bonus cannot be applied to One Use Only weapons.

FLYBOSS WING LEADERS

D6 SPECIAL RULE

- 1-2 Ablative Armour Plates:** Add 2 to the Armour Values of the Flyboss' Flyer until it suffers a glancing or penetrating hit. The rickety armour plates then fall off, and the Flyboss receives no further benefit for the rest of the battle.
- 3-4 Extra Shooty:** Roll on the Mekboss Wing Leaders table to see what special rule is received.
- 5-6 Blessings of Gork (or Possibly Mork):** Roll a dice each time the Flyboss' Flyer loses a Hull Point. On a roll of 5 or 6, the Hull Point is not lost.





TAU EMPIRE WING LEADERS

The further a Tau advances through the martial ranks of society, the more advanced technologies and personal responsibility he or she is entrusted with. Air Caste team leaders have access to additional support systems and advanced sensor-packages not normally issued in the field; it is their duty to use these systems in whatever way is deemed most beneficial to their entire team and, by extension, the Tau air and ground forces as a whole. It is a testament to the dedication of these kor'ui that they do precisely that with exceptional skill and judgement.

Faction: Tau Empire.



TAU EMPIRE WING LEADERS

D6 SPECIAL RULE

- 1-2 Long Range Sensors:** At the start of the Wing Leader's Shooting phase, pick an enemy unit within 36" of the Wing Leader and add 1 markerlight counter to the unit. The markerlight counter may only be used by the Wing Leader or other Flyers from their Wing.
- 3-4 Targeting Scramblers:** The Wing Leader has a 6+ invulnerable save. In addition, any models from their Flyer Wing that are within 12" of the Wing Leader have a 6+ invulnerable save.
- 5-6 Improved Data Capture:** The Wing Leader counts each markerlight counter that they use as two markerlight counters.

KORE'L VESS'RAL OF VIOR'LA

A Razorshark pilot during the Great War of Confederation, Vess'ral displayed an intuitive grasp of strategy. He proved invaluable to his Razorshark Team and was renowned for providing support to his comrades both on the ground and in the air when it was most needed. By the end of that long and vicious war against the greenskins, Vess'ral had progressed to the rank of kor'ui and was known by his peers as 'Firewing'.

Vess'ral's most recent promotion came after he was forced to take control of the air war over the Imperial world of Dolhouk Phel. Imperial Lightning fighter craft shot down the Manta of Air Caste Kor'o Gal'lo, leaving the courageous Firewing in control of the entire aerial war zone. Already committed to combat in his Razorshark, Vess'ral fought his own ferocious dogfights even as he coordinated the entire air war and won a famous victory for the Tau Empire. After this, his promotion to the rank of kor'el was beyond doubt, and it is a role he has excelled in ever since.



AIR WAR MISSIONS

Air War missions are a set of six missions designed to challenge each player's mastery of aerial warfare. Even though Flyers can play a pivotal role in just about any mission, the Air War missions both encourage and reward the use of armies with a preponderance of Flyers or Flyer Wings.

There are two main ways in which you can use the Air War missions in *Death from the Skies* – the most straightforward is simply to choose a mission you want to play. Alternatively, you can fight a campaign by playing the missions in order using the rules found at the end of this section (pg 98-101). If you do so, then players should stick to the same side – playing as either the Invader or the Warden – for each mission. Keep a note of the players' victories and defeats – the winner is the player that achieved the greatest number of victories once all of the missions have been played. In the case of a draw, the player that wins the final battle wins the campaign!

PLAYING AIR WAR MISSIONS

However you use these missions, it only requires a handful of changes to the Preparing for Battle rules in *Warhammer 40,000: The Rules*, which are detailed below.

THE ARMIES

Each mission recommends which armies and units should be used (assuming the models are available) if you want to fight the battle.

THE BATTLEFIELD AND DEPLOYMENT

The deployment map, zones and instructions for an Air War mission are included with the mission itself; don't use those in *Warhammer 40,000: The Rules*.

Flyers can be deployed on the battlefield at the start of any Air War mission – they do not have to start in Reserve unless you wish for them to do so or the mission specifically states that they must do so. Flyers that are set up on the battlefield count as Zooming Flyers at the start of the game.



VICTORY CONDITIONS AND MISSION SPECIAL RULES

Some mission special rules and victory conditions only apply to specific units. If the models for that unit aren't available, then the associated special rule or victory condition is simply ignored.

SUDDEN DEATH VICTORY

When playing an Air War mission, if one player has no models on the battlefield at the end of their turn, but still has one or more Flyer units in Reserve (including Ongoing Reserve), their opponent does not automatically win.

**'WE ARE THE HAWKS OF MIGHTY KURNOUS.
WE ARE THE BLADE THAT STRIKES SWIFT AND
TRUE. WE SOAR UPON THE WINDS OF WAR AND
PIERCE OUR PREY WITH TALONS OF FLAME.
THROUGH MASTERY OF THE SKIES DO WE
WIN MASTERY OF THE GROUND, AND THUS
MASTERY OF ALL.'**

- Battle mantra of the Crimson Hunters

DESIGNER'S NOTE

The Air War missions presented in *Death from the Skies* help you recreate some of the pivotal battles that would often take place during the course of a gruelling offensive into enemy territory. There are countless other blood-soaked battles that will invariably be fought in the wider war, and as a result, numerous other ways to play games of Warhammer 40,000 as part of such a campaign. Games of Planetstrike are perfect for recreating a planetary landing before the Air War can even begin, and Cities of Death missions are ideal for representing a dense, urban battle in which the application of air power will likely be severely hampered. A game of Apocalypse is perfect if you wish to play even bigger games of Warhammer 40,000, with multiple Flyer Wings on both sides duelling for supremacy of the skies. Eternal War, Maelstrom of War and Altar of War missions are also excellent ways of representing other battles in the conflict, and with a little thought, they can easily be played in-between the Air War missions that follow to create a much larger campaign. You might even want to build on the campaign rules presented on pages 98-101, and create your own set of missions to further expand on those presented within this volume.

AIR WAR: FIGHTER SWEEP

For aerial supremacy to be achieved, the enemy's strength in the air must be broken. Muster your fighters and sweep their aircraft from the sky in an overwhelming display of firepower and derring-do. In doing so, you can clear a path for your bombers to strike at your enemy's hangars and landing zones to complete your victory.

THE ARMIES

Points values are not used in this mission. Instead, each player can field as many Flyers as they have in their collection, and only Flyers can be used. The player that fields the most Flyers is the Invader, and the other player is the Warden. Roll-off to determine who is the Invader if both players have the same number of Flyers.

THE BATTLEFIELD

Set up a battlefield of any size – the larger the better! This battle takes place at very high altitude, so no scenery is needed for the game unless Clouds are being used (see the Mission Special Rules on the right).

DEPLOYMENT

The players take it in turn to deploy one unit from their army (i.e. an individual Flyer or a Flyer Wing) anywhere in their deployment zone, beginning with the Invader. If the Warden finishes deploying all of their units, the Invader deploys all of their remaining units, and the battle is ready to begin. Neither player is allowed to place units in Reserve in this battle.

FIRST TURN

The Warden has the first turn unless the Invader is able to Seize the Initiative (see *Warhammer 40,000: The Rules*).

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 2 Victory Points for each enemy Fighter model that has been completely destroyed, and 1 Victory Point for each Attack Flyer or Bomber model that has been completely destroyed. Models that are not on the board at the end of the game count as destroyed for the purposes of this mission.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Press the Attack: Each time a unit is completely destroyed, remove it from play and place it into Ongoing Reserve, where it will be available to return to the battle at the start of its side's next turn.

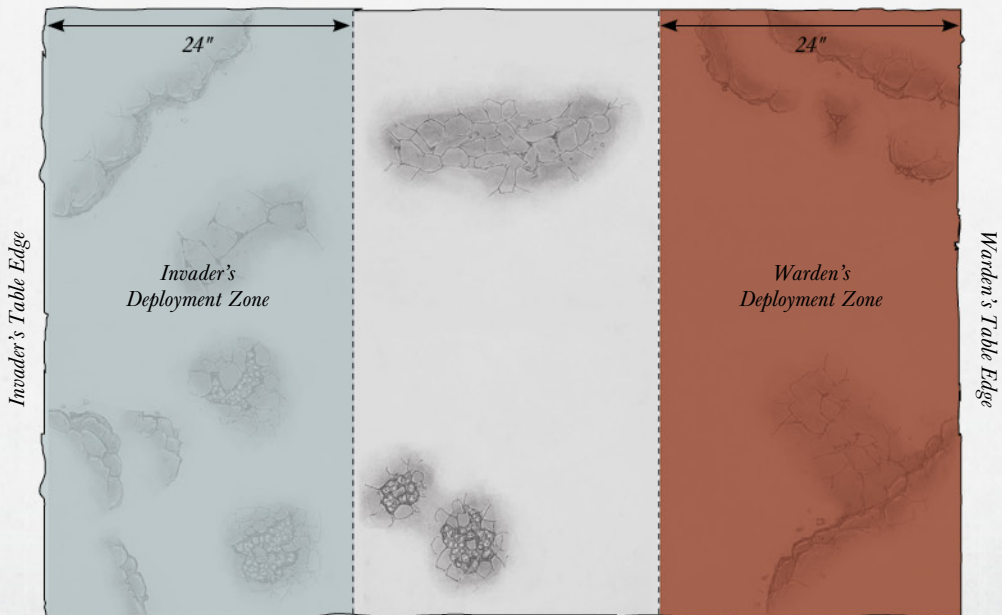
Height Advantage: Flyers that join the battle after it has begun are able to swoop down from on high, giving them an advantage when they first arrive. On the turn that a Flyer arrives from Ongoing Reserve, add 12" to its minimum and maximum move in its Movement phase. In addition, it has the Preferred Enemy special rule in its first Shooting phase.

Clouds: You can, if you wish, mark out areas of the battlefield as being covered in clouds. No more than a third of the battlefield can be covered in clouds. Models have the Shrouded special rule if the line of sight of an attack made against them passes through 3-12" of cloud. Line of sight is completely blocked if it passes through more than 12" of cloud.

MASSIVE FIGHTER SWEEPS

Fighter Sweep makes an excellent club game. Just split all of the players from your club into two teams, and play the game just as it is written. The team that scores the most Victory Points is the winner, and in that team, the individual player who scores the most Victory Points is declared to be the Ace of Aces!





AIR WAR: TACTICAL STRIKE

With many of the enemy's fighters swept from the skies, the way is now clear for your bombers and ground-attack craft to strategically target their landing sites. Success in this mission will further deplete your enemy's strength in the air, securing you aerial supremacy and enabling your forces to initiate their ground campaign in earnest.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

One player is the Invader, and their opponent is the Warden. The Invader must take at least one Flyer Wing (pg 60).

The Warden must include any five fortifications (in any combination) to represent strategic targets (see Victory Conditions), though they do not cost any points.

If the Warden does not have enough fortifications, make up the difference with Underground Bunker Objective markers. Each marker can be targeted in the same way as a fortification. It is treated as having an Armour Value of 13 and 4 Hull Points. Units cannot embark into an Underground Bunker, and it does not have any weapons – it only serves as a target!

THE BATTLEFIELD

The Warden places their five strategic targets anywhere in their deployment zone, after which they set up any remaining terrain in any manner they choose.

DEPLOYMENT

The Warden deploys first, placing all of their units not being held in Reserve anywhere in their deployment zone (see map). The Invader deploys second, placing all of their units not being held in Reserve anywhere in their deployment zone (see map).

FIRST TURN

The Invader has the first turn unless the Warden can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*. However, if all five strategic targets are destroyed (see Victory Conditions), the game ends immediately.

VICTORY CONDITIONS

At the end of the game, count up how many strategic targets have suffered a Total Collapse or Detonation! result on the Building Damage table (see *Warhammer 40,000: The Rules*) and consult the table below to see the outcome of the battle:

Targets Destroyed	Result
0-1	Warden wins a crushing victory
2	Warden wins
3	Draw
4	Invader wins
5	Invader wins a crushing victory

MISSION SPECIAL RULES

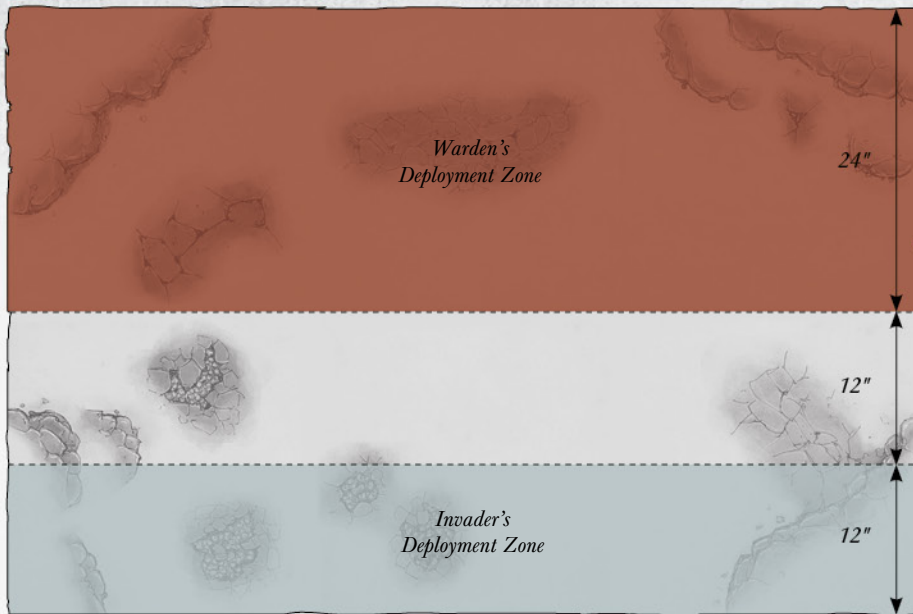
Night Fighting, Reserves.

Bunker Buster: Any weapons used by the Invader's Flyers that are One Use Only have the Bunker Buster special rule if the target is a fortification. Roll an extra D6 when rolling to penetrate the fortification's armour, and add 3 to the roll on the Building Damage table (in addition to any other modifiers that apply to the roll).

Comms Nexus: Before deployment, the Warden can nominate one fortification that is being used as a strategic target in this mission to represent a comms nexus. As long as at the chosen fortification has not suffered a Total Collapse or Detonation! result on the Building Damage table, the Warden can choose to automatically pass or fail any Reserve Rolls they make (there is no need to roll), and the Invader must subtract 1 from any Reserve Rolls they make.

Landing Sites: Any Skyshield Landing Pads that are being used as strategic targets in this mission can be targeted and destroyed. They have an Armour Value of 13 and 5 Hull Points. If a Skyshield Landing Pad has its shielded configuration active, it has a 4+ invulnerable save against any shooting attacks.

Warden's Table Edge



Invader's Table Edge



AIR WAR: LIGHTNING ASSAULT

Freed from having to face your enemy's full aerial might, your flight wings can now better support an aggressive advance deep into enemy territory. Use your airborne assets to smash a hole in the enemy lines through which your land units can break through and continue to press onwards.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

One player is the Invader, and their opponent is the Warden. The Invader must take at least one Flyer Wing (pg 60) and at least three non-Flyer units.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

DEPLOYMENT

The Warden deploys first, setting up all of their units not being held in Reserve anywhere in their deployment zone. The Invader sets up second. Only Flyers from the invading army can be deployed at the start of the battle – all of the Invader's remaining units must be held in Reserve.

FIRST TURN

The Invader has the first turn unless the Warden can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

At the end of game turn 8, one of the players must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 9, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 10.

VICTORY CONDITIONS

At the end of the game, the player with the most non-Flyer units within the Warden's deployment zone is the winner. If both players have the same number of non-Flyer units in the Warden's deployment zone, the game is a draw.

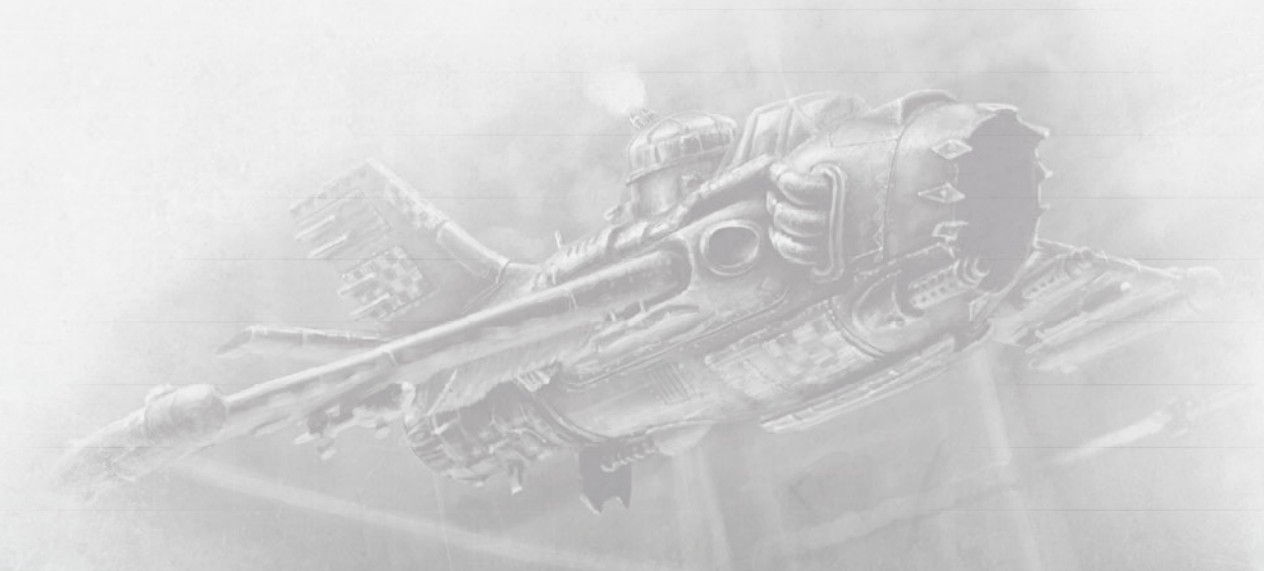
MISSION SPECIAL RULES

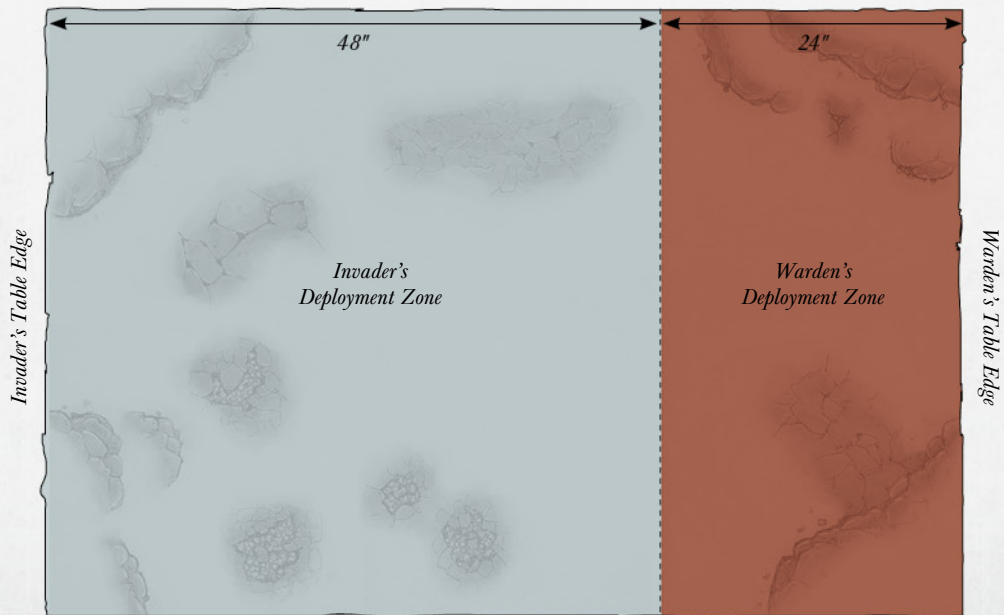
Night Fighting, Reserves.

Lightning Assault: The Invader's units can fire Snap Shots after making Run moves, moving Flat Out, or Turbo-boosting.

Ground Attack Runs: All of the Invader's Flyers have the Strafing Run special rule, and all of their weapons have the Pinning special rule.

Hold the Line: All of the Warden's units automatically pass any Morale checks they are required to make so long as they are within their deployment zone.





AIR WAR: MUNITIONS DROP

Supported by punishing aerial assaults, your ground forces have pushed deep into enemy territory, but stubborn resistance has seen some of your advancing formations running desperately low on supplies and ammunition. It is imperative that you airdrop emergency supplies to your invading spearhead before it is overwhelmed.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

One player is the Invader, and their opponent is the Warden. The Invader must include five Flyers in their army to carry out the airdrop (see Mission Special Rules), though these do not cost any points.

THE BATTLEFIELD

First of all, the Invader places up to three pieces of terrain anywhere in their deployment zone (see map). Players then set up any remaining terrain as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

OBJECTIVE MARKERS

No Objective Markers are placed at this stage; they are airdropped into battle later in the game (see Mission Special Rules).

DEPLOYMENT

The Invader deploys first, setting up all of their non-Flyer units anywhere in their deployment zone (see map). The Warden then sets up all of their units not being held in Reserve anywhere that is more than 18" away from the Invader's deployment zone (see map). Both players must set up all of their Flyers in Reserve.

FIRST TURN

The Warden has the first turn unless the Invader can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting, Reserves.

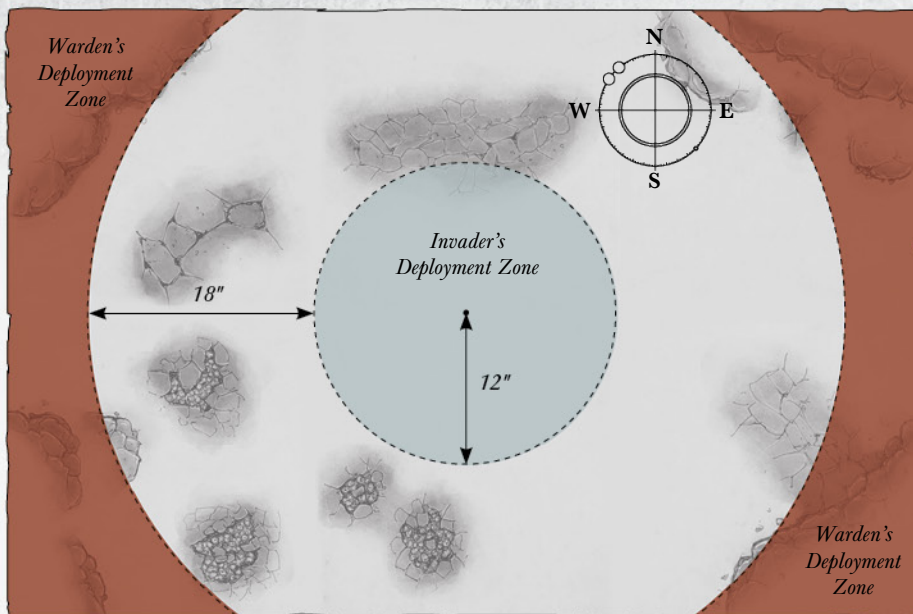
Airdrop: All of the Invader's Flyers that arrive from Reserve move onto the battlefield from any point along the southern table edge. Each of the five Flyers that are carrying out the airdrop must drop an Objective Marker on the turn that they arrive from Reserve. To do so, move the model as normal and place an Objective Marker at any point on the battlefield that it passed over before rolling a scatter dice (ignoring the normal rules for placing Objective Markers). If a Hit! is rolled, the airdrop is on target and the Objective Marker is not moved. If an arrow is rolled, move the marker 3D6" in that direction. If an Objective Marker scatters off the table in this manner, place it 1" away from the battlefield edge in the direction shown. If an Objective Marker scatters into impassable terrain, move it by the shortest amount so that it is no longer in impassable terrain.

Lines of Retreat: Any of the Warden's units that Fall Back do so towards the nearest table edge. Any of the Invader's units that Fall Back must do so towards the centre of the board, where they will remain until they Regroup.

Low on Ammunition: Each time the Invader wishes to make a shooting attack or fire Overwatch with a unit other than a Flyer, they must roll a dice for that unit: on the roll of a 1, that unit has run out of ammunition and cannot make shooting attacks or fire Overwatch for the rest of the battle or until they can resupply (see below). On the roll of a 2 or more, the unit may fire as normal.

Resupplying Ammunition: If a unit belonging to the Invader controls an Objective Marker at any point, the Low on Ammunition rule above no longer applies to that unit for the rest of the battle (even if it had run out of ammunition earlier in the game).

Surrounded Deep in Enemy Territory: Each time a unit with the Troops or Elites Battlefield Roles belonging to the Warden is completely destroyed, remove it from play and place it into Ongoing Reserve, where it will be available to return to the battle at the start of their next turn. These units can move onto the battlefield from any point along the northern, eastern or western table edges. However, any units returned to play in this manner do not benefit from the special rules associated with any Detachment and/or Formation that they were part of.



AIR WAR: ACES HIGH

As your forces gradually close the noose on your enemy's last stronghold, ultimate victory draws near. Yet before a final assault can begin, one last thorn in your side needs to be dealt with. A highly skilled fighter ace has emerged and, for a lone pilot, is causing astonishing damage to your flyer wings. The ace must be eliminated at all costs.

DESIGNER'S NOTE

This mission makes for a fun, fast and furious game that is perfect for fitting in during a lunch break, as it doesn't require much time or space to play. Alternatively, you could just as easily play half a dozen games of this mission in an evening to try out different combinations of aircraft or challenge multiple opponents from your gaming group. It's certainly not an easy mission for the Ace to win, so why not take it in turns to see who can survive the longest or score the greatest number of kills with the Ace? In any case, playing this mission is also a great way to learn the Dogfighting rules.

If you are playing this mission as part of the Air War campaign, the player that has been the Invader so far in the campaign should be the Interceptor and use the Flyer Wing, and the player that has been the Warden should use the Ace. Although this mission is difficult to win with the Ace, the campaign benefit for doing so (pg 98) is very rewarding!

THE ARMIES

One player is the Interceptor, and their opponent is the Ace. Points values are not used in this mission. Instead, the Interceptor fields a Flyer Wing (pg 60) and the Ace controls a single Flyer.

If you are playing this mission as part of the Air War campaign, the Ace should be an existing Ace from the player's army (pg 100). If the player does not have any Aces in their army, they can use any Flyer, and roll once on the Ace Skills table to see which skill the Ace has.

THE BATTLEFIELD

As this mission exclusively uses the rules for the Dogfight phase (pg 68), players need only prepare a flat surface about 36" apart.

GAME LENGTH

The mission lasts until either the Ace or all of the models in the Flyer Wing have been completely destroyed.



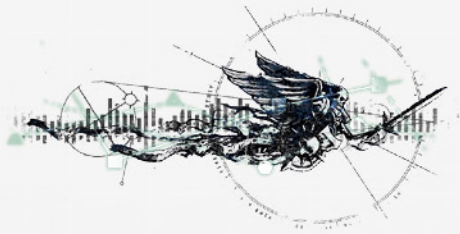
VICTORY CONDITIONS

At the end of the game, the player who still has any models remaining is the winner.

MISSION SPECIAL RULES

Raging Dogfight: This mission comprises a series of Dogfight phases until all of the models belonging to one player have been shot down. Do not roll for Interception in any of the Dogfight phases – the Ace is always the Attacker.

Fortune Favours the Bold: If the Ace being used is from the player's army (rather than generated specifically for this mission), then they always make a lucky escape if they are shot down (pg 101). This is a dangerous mission for the Ace, and we don't want to punish a player for daring to use their favourite pilot in the game!



DESIGNER'S NOTE

As this mission is so difficult for the Ace – especially if they take on a full, four model Flyer Wing – we thought it would be fun to include a kill chart, below, so that players using the Ace can judge their performance.

At the end of the game, count up how many enemy models the Ace completely destroyed and consult the table below to see the outcome of the battle:

Enemies Shot Down	Result
0	An embarrassment – hand in your wings!
1	1:1 – not bad, but hardly the stuff aces are made of.
2	A valiant effort, but you need to work on your manoeuvres to improve.
3	A skilful performance – your deeds are worthy of remembrance.
4	You are a veritable flying ace – we salute you!



AIR WAR: CRASHING THUNDER

Having waged a masterful campaign to reach the gates of your enemy's capital stronghold, ultimate victory now lies within your grasp. To seize it, you must tear down their walls and smash asunder all resistance. Let nothing stand in your way – pound your enemy into submission or – should they continue to resist – into oblivion.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

One player is the Invader, and their opponent is the Warden. The Invader must include at least one Flyer Wing (pg 60).

THE BATTLEFIELD

The Warden sets up the terrain in any manner they choose. Any fortifications set up are part of the Warden's Defence Network (see Victory Conditions), and count as controlled by the Warden for the entire battle.

OBJECTIVE MARKERS

After terrain has been set up, the Warden places a total of 3 Objective Markers anywhere in their deployment zone, but not within 6" of any battlefield edge or within 12" of another Objective Marker.

DEPLOYMENT

The Warden deploys first, setting up all of their units not being held in Reserve anywhere in their deployment zone (see map). The Invader then sets up all of their units not being held in Reserve anywhere in their deployment zone (see map).

FIRST TURN

The Invader has the first turn unless the Warden can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

In addition, at the end of the game, the Invader scores 1 Victory Point for each fortification that is part of the Warden's Defence Network that has suffered a Total Collapse or Detonation! result on the Building Damage table (see *Warhammer 40,000: The Rules*). The Warden scores 1 Victory Point for each of their fortifications that has not suffered a Total Collapse or Detonation! result.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Aerial Supremacy: Each time a Flyer belonging to the Invader is completely destroyed, remove it from play and place it into Ongoing Reserve, where it will be available to return to the battle at the start of their next turn. However, any units returned to play in this manner do not benefit from the special rules associated with any Detachment and/or Formation that they were part of, or any extra abilities they had if they were a Wing Leader or Ace.

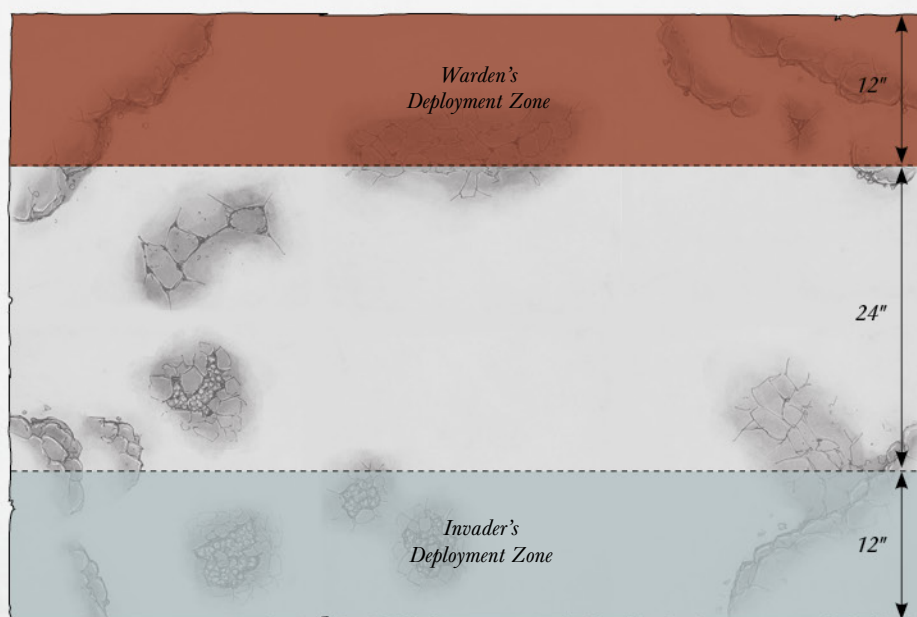
Defences Long Prepared: Instead of rolling on the Mysterious Objectives table when they identify an Objective Marker, the Warden can choose to automatically identify it as a Skyfire Nexus.

Nowhere to Run: All of the Warden's units have the Fearless special rule so long as they are within their deployment zone (see map).





Warden's Table Edge



AIR WAR CAMPAIGN CHART

The Air War missions presented earlier can be played sequentially to fight a thrilling campaign. If you do so, the victor of each mission will receive a bonus in the next mission of the campaign, as detailed on these pages. If a game is a draw, neither player receives a bonus in the next mission.

1 AIR WAR: FIGHTER SWEEP

Invader Victory: In Tactical Strike, the Comms Nexus mission special rule no longer has any effect.

Warden Victory: In Tactical Strike, the Comms Nexus mission special rule always applies, even if the nominated Comms Nexus building suffers a Total Collapse or Detonation! result on the Building Damage table (see *Warhammer 40,000: The Rules*).

2 AIR WAR: TACTICAL STRIKE

Invader Victory: In Lightning Assault, the Invader can re-roll any failed Reserves Rolls for the Ground Target units in their army.

Warden Victory: In Lightning Assault, instead of the Hold the Line mission special rule, all of the Warden's units have the Fearless special rule, so long as they are within their deployment zone (see map).

3 AIR WAR: LIGHTNING ASSAULT

Invader Victory: In Munitions Drop, if an arrow is rolled on the scatter dice when airdropping an Objective Marker, the marker is only moved D6" in that direction instead of 3D6".

Warden Victory: In Munitions Drop, if a hit is rolled on the scatter dice when airdropping an Objective Marker, then the dice must be re-rolled.

4 AIR WAR: MUNITIONS DROP

Invader Victory: In Aces High, roll normally for Interception – the Ace is not automatically the Attacker.

Warden Victory: In Aces High, the Ace can make a roll on the appropriate Wing Leader table for their Faction, and can choose to re-roll the result.

5 AIR WAR: ACES HIGH

Interceptor Victory: In Crashing Thunder, the Invader can start rolling for their Flyers to arrive from Reserve from their first turn, needing a 3+ for a successful Reserve Roll.

Ace Victory: In Crashing Thunder, the Warden can include the Ace from this mission at no points cost. The Ace also retains the Fortune Favours the Bold mission special rule from this mission.



FLYER ACES

The life of most pilots is horrifically short, coming to an abrupt end in an explosion of fire and shrieking metal. Some, however, learn to master their mounts so that aircraft and pilot act as one. Such pilots are known as aces, and they have the ability to dominate the skies over the battlefields of the 41st Millennium.

If a pilot can survive long enough to score 5 'kills' then they become an Ace. A Flyer scores a kill every time it makes an attack that destroys an enemy Flyer or results in a Flying Monstrous Creature being removed as a casualty. Keep track of the number of kills scored by each of your Flyers in any games in which they take part. The score is reset to zero if the Flyer is destroyed itself.

At the end of each battle, check the number of kills the Flyers in your army have accumulated over the course of all of the battles they have taken part in. Any that have reached a total of 5 or more have become an Ace! When a Flyer becomes an Ace, roll on the following table to see what new Ace skill the pilot receives. The Ace can use the skill in all future games.



D6

Skill

- 1 **Wing Leader Ability:** The Ace has the Wing Leader ability that would be received on a roll of 1 or 2 on the Wing Leader table for its Faction.
- 2 **Wing Leader Ability:** The Ace has the Wing Leader ability that would be received on a roll of 3 or 4 on the Wing Leader table for its Faction.
- 3 **Wing Leader Ability:** The Ace has the Wing Leader ability that would be received on a roll of 5 or 6 on the Wing Leader table for its Faction.
- 4 **Crack Shot:** Add 1 to the Ace's Ballistic Skill.
- 5 **Hard Target:** The Ace has a 5+ invulnerable save.
- 6 **Advanced Flying Manoeuvres:** Add 1 to the Agility value of the Ace's Flyer.



ACE WING LEADERS

Aces with Wing Leader abilities can always use them, even if they are not part of a Flyer Wing, and also if they are part of a Flyer Wing that includes several Flyer Aces with Wing Leader abilities. If a Flyer Wing includes any Aces with a Wing Leader ability, then one of them must be chosen as the Wing Leader, and their predetermined Wing Leader abilities are used instead of them being randomly determined at the start of the battle.

If a Flyer Wing has several Aces with Wing Leader abilities, the one with the most kills must be the Wing Leader. If still tied, you can choose which is the Wing Leader.



TOP GUNS

You can roll again on the Ace Skill table each time an Ace scores another 5 kills. This means you will roll again when the Ace gets to 10 kills, then again when the Ace gets to 15 kills, and so on. If you roll a result the Ace already has, pick a different result that the Ace doesn't already have. An Ace with 30 kills cannot improve any further!

DEATH IN THE SKIES

Roll on the following table if an Ace's Flyer is Wrecked, Explodes, or Crashes and Burns.

D6	Wrecked	Explodes!	Crash and Burn!
1	KIA	KIA	KIA
2	WIA	KIA	KIA
3	WIA	WIA	KIA
4	Escape	WIA	WIA
5	Escape	Escape	WIA
6	Escape	Escape	Escape

KIA: The Ace has been killed in action – they are replaced with a rookie who has no kills and no Ace skills.

WIA: The Ace has been wounded but survives. The Ace misses the next battle – their place is taken by a temporary pilot with no kills in the next battle, and the Ace returns for the battle after that.

Escape: The Ace escapes the crash and is fit for action by the time of your next battle.





A detailed miniature army of Orkney units from Warhammer 40,000. The scene features several blue Orkney tanks, including a prominent one in the foreground with a large white arrow pointing down and the number 'III' on its side. Other tanks in the background have white arrows pointing up and the number 'IV'. Numerous Orkney infantry soldiers, equipped with bolters and shields, are positioned around the tanks and amidst a pile of red, rusted metal debris. The background is a hazy, orange-tinted industrial landscape. The title 'ARMADAS OF DESTRUCTION' is overlaid in a large, bold, black font, framed by a black border with circuit-like details.

ARMADAS OF DESTRUCTION

FLYERS, FLYER WINGS AND FLYERDETACHMENTS

The following section has background and rules information that describes the Flyers used by the armies of the 41st Millennium – the Flyers themselves, their crew and the weapons and equipment that they carry. This section will enable you to use your collection of Flyer miniatures in your games of Warhammer 40,000.

The datasheets and Formations on the following pages allow you to field Flyers as individual models, or in Flyer Wings of 2 to 4 models. The datasheets replace those found in the models' respective codexes. Remember that the Flyers in a Wing must all be chosen from the same datasheet or be part of the same Formation. Flyer Wings chosen from datasheets will therefore have the same sort of model (though they may have different upgrades), while Flyer Wings that are from a Formation may include several different types of Flyer in the same Wing.

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method and the Battle-forged method. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the models in your collection.

If you are using the Battle-forged method, you will instead need to organise the units in your collection into Detachments, which could include the Air Superiority Detachment below. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

AIR SUPERIORITY DETACHMENT



FLYER WING



FLYER WING



FLYER WING

COMPULSORY
1 Flyer Wing

OPTIONAL
2 Flyer Wings

RESTRICTIONS:

All models must have the same Faction.

COMMAND BENEFITS:

Air Commander: Pick a Wing Leader from this Detachment to be its commander. If the commander is in Reserve, you can re-roll the dice in the Interception sub-phase (pg 68). If you have Air Superiority (pg 58) and the commander is in Reserve, you can add or subtract 2 from your Reserve Rolls, rather than 1, and your opponent must subtract 2 from their Reserve Rolls.

Combined Formation: You can roll once for all of the Wings in this Detachment to see if they arrive from Reserve. If the roll is successful they all arrive. If it fails none of them do. You can roll individually for each Wing if you prefer.

Objective Secured: All Transports from this Detachment which can Hover have the Objective Secured rule. A unit with this special rule which is Hovering controls objectives even if an enemy scoring unit is within range of the Objective Marker, unless the enemy also has this special rule.

DATASHEETS

Each Flyer unit in this book has a datasheet which replaces the Army List Entry from the model's codex. These provide all the rules information that you will need to use these models in your games of Warhammer 40,000.

- 1 Faction:** The unit's Faction is shown here by a symbol. The symbols for these Factions are defined in Warhammer 40,000: The Rules.
- 2 Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: Fast Attack or Heavy Support. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.
- 3 Unit Name:** Here you will find the name of the unit.
- 4 Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- 5 Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6 Unit Profile:** This section will show the profiles of any models the unit can include.
- 7 Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. All the units described in this book have the Vehicle (Flyer) unit type.
- 8 Unit Composition:** This section shows the number and type of models that form the basic unit, before any upgrades are taken.
- 9 Wargear:** This section details the weapons and equipment the models in the unit are armed with, all of which are presented elsewhere in this volume. The cost for all the unit's basic equipment is included in its points cost.
- 10 Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are presented elsewhere in this volume, or in the Special Rules section of Warhammer 40,000: The Rules.
- 11 Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'.



1 **Faction:** Nephilim Jetfighters

2 **Battlefield Role:** Fast Attack

3 **Unit Name:** Nephilim Jetfighters

4 **Unit Description:** Combining lightning speed with exceptional manoeuvrability, Nephilim Jetfighters make for pinpoint intercept attacks. Their speed allows them to strike through the heart of the enemy's air force like lightning bolts, striking upon the most exposed and vulnerable formations. As it cost less than many other flyers, Nephilim Jetfighters are often used to harass the enemy's air force, striking upon their vehicles with rapid and accurate precision. It is the duty of these flyers to ensure that the enemy's air force is kept at bay, preventing the only battle-brothers deployed on the ground below, but also the groundswell of a fleeing army.

5 **Points Cost:** 170 points

6 **Unit Profile:**

Unit Name	W	M	P	S	R	HP	Unit Type	Vehicle (Flyer)	Combat Role	Primary	Agility	Unit Composition
Nephilim Jetfighter	4	11	11	11	11	5	Vehicle (Flyer)	Vehicle (Flyer)	Fighter	3	3	1 Nephilim Jetfighter

7 **Unit Type:** Vehicle (Flyer)

8 **Unit Composition:** 1 Nephilim Jetfighter

9 **Wargear:**

- Armiger missile launcher (pg 223)
- Six blackword missiles (pg 223)
- Twin-linked heavy bolter

10 **Special Rules:**

- Missile Lock
- Reversing (pg 223)
- Sweeping Run

11 **Options:**

- May be upgraded to a Flyer Wing with up to three additional Nephilim Jetfighters. 170 pts/model
- Any model may replace its wargear missile launcher with a twin-linked blackword. 5 pts/model

12 **Unit Description:** Unleashing Hammer: When shooting at enemy vehicles, a Nephilim Jetfighter can choose to treat any Weapon Destroyed result as an Immobilised result instead.



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A

Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain. Some of these Formations replace those of the same name in the relevant codexes.



FORCES OF THE IMPERIUM





VALKYRIES

125
POINTS



The cacophony of jet engines fills the air as squadrons of Valkyries swoop into battle. Aquila-shaped shadows flit over enemies cowering below as the heavy gunships roar toward their targets. Their pilots use the Valkyries' manoeuvrability to the fullest, skimming in defensive formations between looming hab-stacks and down rocky canyons. Airborne aggressors are driven off or blasted from the sky in blitzing storms of las-fire and, with their drop zone fast approaching, deployment hymns ring through the Valkyries' packed transport compartments. Engines howl, downwash flattens trees and tumbles ruins, and dozens of booted feet hit the deck as the Valkyries' passengers debark. With their passengers away, the gunships power skyward once more, rockets and laser blasts annihilating any remaining enemies as they go.

Armour

	BS	F	S	R	HP	Unit Type	Combat Role	Pursuit	Agility	Unit Composition
Valkyrie	3	12	12	10	3	Vehicle (Flyer, Hover, Transport)	Attack Flyer	1	3	1 Valkyrie

WARGEAR:

- **Multi-laser**
- **Two hellstrike missiles** (see opposite)
- **Extra armour**
- **Searchlight**

SPECIAL RULES:

- **Grav-chute Insertion** (see opposite)

TRANSPORT:

- **Transport Capacity:** Twelve models.
- **Fire Points:** None.
- **Access Points:** A Valkyrie has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Valkyries125 pts/model
- Any model may replace its multi-laser with a lascannon10 pts/model
- Any model may replace its two hellstrike missiles with two multiple rocket pods (see opposite)10 pts/model
- Any model may take a pair of sponsons armed with heavy bolters20 pts/model

ASTRA MILITARUM APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Astra Militarum Flyers, along with rules for using them in your games of Warhammer 40,000.

GRAV-CHUTE INSERTION

Some drop zones are simply too hot to risk a landing. In such situations, Valkyries can instead disgorge their passengers by way of grav-chutes, the gunships streaking low over the target zone with guns blazing and leaving lines of brave Imperial soldiers floating swiftly groundward in their wake.

If a Valkyrie has moved more than 6", passengers may disembark, but they must do so as follows. Nominate any point over which the Valkyrie moved this turn and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. If any of the models cannot be deployed, the unit is destroyed.

Rules for the following ranged weapons can be found in Warhammer 40,000: The Rules:

Heavy bolter
Lascannon
Multi-laser

HELLSTRIKE MISSILES

Streaking away from their wing-racks on trails of flame and smoke, hellstrike missiles roar through the air at high velocity and slam into their targets with incredible force. Powered by a solid fuel core and mounting high explosive warheads capable of tearing a battle tank in two, these weapons are easy to use, quick to manufacture, and extremely effective for air-to-ground attack runs. Deployed en masse by overflying squadrons of Valkyries, these missiles can tear apart whole columns of enemy tanks, blast defensive fortifications sky high, or even be used as a crude but effective tool of assassination should enemy command assets be unwise enough to present themselves for extermination.

Range	S	AP	Type
72"	8	3	Ordnance 1, One Use Only

MULTIPLE ROCKET POD

The air fills with the hiss and whoosh of propellant as the multiple rocket pod opens fire. Short-fused frag warheads soar down, rapidly turning the target area into a fiery hell of billowing explosions and whipping shrapnel. Infantry caught amid the savage bombardment are torn to pieces, their sundered remains scattered all around the blast zone. As the Valkyrie turns its nose and boosts away, all that is left in its wake is flaming ruin.

Range	S	AP	Type
24"	4	6	Heavy 1, Large Blast

MILITARUM TEMPESTUS VALKYRIES

Valkyries can belong to the Astra Militarum Faction or the Militarum Tempestus Faction.



STORMHAWK INTERCEPTORS

125
POINTS



Squadrons of Stormhawk Interceptors plunge down from the cold void of space, launched from the mag-cradles of orbiting warships to streak straight into battle. Whether duelling their foes through boiling storm clouds or hurtling between the crackling pylons of mountain-sized generatorums, these high-altitude fighter craft excel in dominating the aerial theatre of war. Their frontal armour and massive firepower makes them excellent dogfighters, and it is common to see Stormhawk squadrons cutting through the skies in Vehemence Attack Patterns, enemies in their path disintegrating amid a hurricane of shots. Stormhawk pilots execute one target after another, while their infernum halo-launchers discharge blazing golden flares that fill the path of oncoming ordnance and keep the Interceptors themselves safe from harm.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Stormhawk Interceptor	4	12	11	11	2	Vehicle (Flyer)	Fighter	3	3	1 Stormhawk Interceptor

WARGEAR:

- **Twin-linked assault cannon**
- **Las-talon** (pg 115)
- **Twin-linked heavy bolter**
- **Ceramite plating** (pg 115)
- **Infernum halo-launcher** (pg 115)

SPECIAL RULES:

- **Supersonic**

High Altitude Fighter: Add 1 to a Stormhawk's Pursuit and Agility values when it is taking part in a Dogfight.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Stormhawk Interceptors.....*125 pts/model*
- Any model may replace its las-talon with an Icarus stormcannon (pg 115).....*free*
- Any model may replace its twin-linked heavy bolter with one of the following:
 - Skyhammer missile launcher (pg 115).....*5 pts/model*
 - Typhoon missile launcher (pg 115).....*20 pts/model*



STORMTALON GUNSHIPS

110
POINTS



Stormtalon Gunships are amongst the most agile aircraft in use by any Imperial forces. In the hands of a skilled pilot, the gunship's vectored afterburners allow it to spin and tumble almost as though it were battling in space, weaving aside from incoming fire or boosting suddenly and unexpectedly away from dogfights with mocking ease. Combined with their heavy firepower, this makes Stormtalon Gunships the first choice for both ground attack and escort missions. Whether jinking through the lethal crossfire of enemy fighter screens or drawing enemy flak away from their battle-brothers' craft, Stormtalons are difficult for the enemy to capture in their sights. They can tie up great numbers of far larger opponents, while meting out destruction fit to tear apart whole squadrons of the enemy.

[Armour]

	BS	F	S	R	HP	Unit Type	Combat Role	Pursuit	Agility	Unit Composition
Stormtalon Gunship	4	11	11	11	2	Vehicle (Flyer, Hover)	Attack Flyer	3	3	1 Stormtalon Gunship

WARGEAR:

- **Twin-linked assault cannon**
- **Twin-linked heavy bolter**
- **Ceramite plating** (pg 115)

SPECIAL RULES:

- **Strafing Run**

Vectored Afterburners:

You can treat a Zooming Stormtalon Gunship as having a Pursuit value of from 3 to 6 (you choose) when determining how far it moves when travelling Flat Out. When Hovering, a Stormtalon Gunship receives +1 to its Jink cover saves (other cover saves are unaffected).

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Stormtalon Gunships.....110 pts/model
- Any model may replace its twin-linked heavy bolter with one of the following:
 - Skyhammer missile launcher (pg 115).....5 pts/model
 - Twin-linked lascannon15 pts/model
 - Typhoon missile launcher (pg 115)20 pts/model



STORMRAVEN GUNSHIPS

200
POINTS



Like an armoured gauntlet clenched into a fist, squadrons of Stormraven Gunships form up tight to punch straight through the enemy's air defences. The resilience and punishing firepower of these gunships allows them to plough headlong into dangers that lighter aircraft would be forced to avoid, shrugging off impacts and shredding enemy flak emplacements in a monsoon of shots. Such concentrated power allows their Techmarine pilots to dictate the shape of the battle both in the skies and on the ground, bypassing or destroying every obstacle to deploy superhuman warriors and ancient Dreadnoughts precisely where they are needed most. Enemies scramble to react, rushing reinforcements toward the drop zone, only to run straight into the churning guns of the Stormravens.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Stormraven Gunship	4	12	12	12	3	Vehicle (Flyer, Hover, Transport)	Attack Flyer	3	2	1 Stormraven Gunship

WARGEAR:

- **Twin-linked assault cannon**
- **Twin-linked heavy bolter**
- **Four stormstrike missiles** (pg 115)
- **Ceramite plating** (pg 115)
- **Rear grapples** (pg 115)

SPECIAL RULES:

- **Assault Vehicle**
- **Power of the Machine Spirit**
- **Skies of Fury** (pg 115)

TRANSPORT:

- **Transport Capacity:** Twelve models. The Stormraven Gunship can carry Jump Infantry.
- **Fire Points:** None.
- **Access Points:** A Stormraven has one Access Point at the front of its hull, one on either side and one at the rear.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Stormraven Gunships.....200 pts/model
- Any model may replace its twin-linked assault cannon with:
 - Twin-linked plasma cannonfree
 - Twin-linked lascannonfree
- Any model may replace its twin-linked heavy bolter with:
 - Twin-linked multi-meltafree
 - Typhoon missile launcher (pg 115)25 pts/model
- Any model may replace its two side Access Points with side sponsons, each with hurricane bolters30 pts/model
- Any model may take any of the following:
 - Searchlight1 pt/model
 - Extra armour5 pts/model
 - Locator beacon (pg 115)10 pts/model

STORM WING



Plunging down from orbit and straight into battle, the Storm Wing streaks towards its target with single-minded determination. Deployed when a key strategic site must be seized and held amid the madness of battle, this trio of gunships rely upon speed, surprise and overwhelming firepower to annihilate the enemy before they can even react. As its Stormtalons transmit targeting data via a choristrius data lattice, the Storm Wing annihilates enemy ground forces with punishing strafing runs. The Stormraven wing leader then drops its passengers straight onto the crucial coordinates, before all three aircraft ascend and adopt a holding pattern. With such potent fire support circling overhead, the Imperial ground forces can hold their prize indefinitely against almost any threat.

FORMATION:

- 1 Flyer Wing consisting of:
 - 1 Stormraven Gunship (pg 112)
 - 2 Stormtalon Gunships (pg 111)

RESTRICTIONS:

The Stormraven Gunship must be the Wing Leader.

SPECIAL RULES:

Data Lattice: The Formation's Stormraven Gunship has the Strafing Run special rule if the Wing is in an Attack Pattern.

Orbital Power Dive: Add 12" to the minimum and maximum moves of all models in the Formation in the Movement phase that they first arrive from Reserve. In addition, enemy models that use the Interceptor special rule to attack models from this formation on the turn that they first arrive from Reserve can only take Snap Shots.

STRIKE WING



Strategic versatility is one of the great strengths of the Adeptus Astartes, and it is one embodied by the Strike Wing. Able to form up in massed Attack Patterns bristling with firepower, or split into their constituent elements to tackle multiple threats at once, these adaptable squadrons mimic the combat squads formed by their infantry battle-brothers to great effect. Fighting as one, the Strike Wing's punishing attack runs see whole columns of enemy armour or massed formations of infantry vanish amid billowing fireballs, often eradicating screaming hordes of foes just moments before they can overrun the Space Marine lines. Meanwhile, should hostile fighter craft threaten, the Stormhawk Interceptors can peel off to strike them down, leaving their Stormtalon comrades to slaughter the enemy unmolested.

FORMATION:

- 1 Flyer Wing consisting of:
 - 2 Stormhawk Interceptors (pg 110)
 - 2 Stormtalon Gunships (pg 111)

RESTRICTIONS:

See the Twin Leaders rule on the right.

SPECIAL RULES:

Twin Leaders: This formation has two Wing Leaders. One must be a Stormhawk Interceptor, and the other a Stormtalon Gunship. If desired, the Wing can form two Vigilance Attack Patterns, one consisting of two Stormhawk Interceptors, and the other of two Stormtalon Gunships. As long as both pairs of Flyers are in the appropriate Attack Pattern, then the Vigilance special rules are received by each pair no matter how far the pairs are from each other. The Flyer Wing can form other Attack Patterns normally.

SPACE MARINES APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Space Marines Flyers, along with rules for using them in your games of Warhammer 40,000.

SKIES OF FURY

As Stormraven Gunships roar low overhead, the warriors of the Adeptus Astartes leap from their deployment ramps.

If the Stormraven has moved more than 6", passengers can still disembark, but they must do so as follows:

Nominate any point over which the Stormraven moved that turn and deploy the squad as if it were Deep Striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge on the turn they do so.

Rules for the assault cannon, heavy bolter, lascannon, multi-melta, plasma cannon, extra armour and searchlight are found in *Warhammer 40,000: The Rules*.

HURRICANE BOLTER

Combining the killing power of several boltguns in one, the hurricane bolter lays down a murderous hail of fire.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

ICARUS STORMCANNON

An effective if unsuited weapon, the triple-barrelled Icarus stormcannon screams as it spins at incredible speed, spewing forth a stream of solid rounds. Excellent dogfighting weapons, these cannons fill the sky with such a rain of shot that even the most skilled pilot is hard pressed to weave out of its path.

Range	S	AP	Type
48"	7	4	Heavy 3, Interceptor, Skyfire

LAS-TALON

This weapon fires two blasts of laser energy in quick succession, ensuring a clean kill against even the heaviest armoured targets.

Range	S	AP	Type
24"	9	2	Heavy 2

SKYHAMMER MISSILE LAUNCHER

These weapons fire volleys of missiles that smash into their targets with devastating force.

Range	S	AP	Type
60"	7	4	Heavy 3

STORMSTRIKE MISSILES

Stormstrike missiles slam home like the Emperor's own blade, leaving those not torn apart reeling and helpless.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One Use Only

TYPHOON MISSILE LAUNCHER

This versatile launcher is equally lethal against swarms of infantry or armoured targets thanks to its variable load of warheads.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

CERAMITE PLATING

These hull plates can withstand incredible extremes of heat.

Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.

INFERNUM HALO-LAUNCHER

Stormhawk Interceptors are fitted with devices that launch spreads of sanctified chaff/flare.

You can re-roll failed cover saves for a Stormhawk Interceptor that is jinking.

LOCATOR BEACON

These arcane devices enable precision deployments.

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

REAR GRAPPLES

A Stormraven can bear a mighty Dreadnought to war.

A Stormraven can transport a single Dreadnought with its rear grapples. An embarked Dreadnought suffers a Strength 10 hit on its rear armour if a Zooming Stormraven is wrecked or suffers a Crash and Burn! result; the hit is Strength 4 if the Stormraven is Hovering.



STORMRAVEN GUNSHIPS

200
POINTS



Noble war cries ring across the vox as the Techmarines of the Blood Angels pilot their Stormraven Gunships into battle. Flying with the selfless, headstrong aggression for which their Chapter is famed, these heroic warriors punch through the enemy's air forces. They arrow toward their targets with guns booming, adopting formidable attack patterns to better cut through all that stands in their path. Shrugging off enemy flak and bulling headlong through fighter screens, the Stormravens sweep down from the skies to disgorge the Angels of the Emperor directly into battle. Their duty done, the Techmarines turn their guns upon the enemy once more. They fight down the Red Thirst as they bank and roll through enemy squadrons, hammering one foe after another from the skies with explosive fury.

[Armour]

	BS	F	S	R	HP	Unit Type	Combat Role	Pursuit	Agility	Unit Composition
Stormraven Gunship	4	12	12	12	3	Vehicle (Flyer, Hover, Transport)	Attack Flyer	3	2	1 Stormraven Gunship

WARGEAR:

- **Twin-linked assault cannon**
- **Twin-linked heavy bolter**
- **Four stormstrike missiles** (see opposite)
- **Ceramite plating** (see opposite)
- **Rear grapples** (see opposite)

SPECIAL RULES:

- **Assault Vehicle**
- **Power of the Machine Spirit**
- **Skies of Fury** (see opposite)

TRANSPORT:

- **Transport Capacity:** Twelve models. The Stormraven Gunship can carry Jump Infantry.
- **Fire Points:** None.
- **Access Points:** A Stormraven has one Access Point at the front of its hull, one on either side and one at the rear.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Stormraven Gunships.....200 pts/model
- Any model may replace its twin-linked assault cannon with:
 - Twin-linked plasma cannonfree
 - Twin-linked lascannonfree
- Any model may replace its twin-linked heavy bolter with:
 - Twin-linked multi-meltafree
 - Typhoon missile launcher (see opposite).....25 pts/model
- Any model may replace its two side Access Points with side sponsons, each with hurricane bolters.....30 pts/model
- Any model may take any of the following:
 - Searchlight1 pt/model
 - Extra armour5 pts/model
 - Locator beacon (see opposite)10 pts/model

BLOOD ANGELS APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Blood Angels Flyers, along with rules for using them in your games of Warhammer 40,000.

SKIES OF FURY

Blood Angels assault troops descend upon plumes of fire from speeding Stormravens into the very midst of the foe.

If the Stormraven Gunship has moved more than 6", passengers can still disembark, but they must do so as follows:

Nominate any point over which the Stormraven moved that turn and deploy the squad as if it were Deep Striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.

Rules for the following ranged weapons can be found in Warhammer 40,000: The Rules:

Assault cannon
Heavy bolter
Lascannon

Multi-melta
Plasma cannon

HURRICANE BOLTER

Hurricane bolters are excellent weapons for laying down both anti-infantry firepower and massed flak in dogfights. Nimble fighter craft are ripped from the sky by the inescapable storms of bolts these weapons spew while, on the ground, landing zones and drop points are swept clear of enemies by their pelting rain of explosives.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

STORMSTRIKE MISSILES

Each stormstrike missile is a finely crafted weapon of death, constructed to exacting specifications by the Chapter artificers of the Adeptus Astartes. The days of care spent upon each missile are rendered all the more poignant by their single-use nature, the labours of artificers gladly expended to obliterate the enemies of the Emperor. Each missile screams in to detonate with incredible force against a single focussed point. Battle tanks and aircraft are ripped open by the force of the blast, while even the most monstrous targets can be blown apart by the impact of the stormstrike missile.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One Use Only

TYPHOON MISSILE LAUNCHER

Able to fire both armour-piercing krak warheads and airbursting frag warheads, this weapon is the equal of any enemy.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

Rules for the following vehicle equipment can be found in Warhammer 40,000: The Rules:

Extra armour
Searchlight

CERAMITE PLATING

The plates that clad the hull of the Stormraven Gunship are conditioned and pre-blessed to resist the fires of atmospheric re-entry. In battle, these precautions serve the further purpose of absorbing the fury of enemy heat weapons.

Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.

LOCATOR BEACON

Singing out like an angelic datachoir, a locator beacon's signal guides reserve forces into battle with pinpoint accuracy.

Friendly units do not scatter when arriving from Deep Strike Reserve, so long as the first model is placed within 6" of a model with a locator beacon. For this to work, the bearer must have been on the battlefield at the start of the turn.

REAR GRAPPLES

Magna-lock arrays of prodigious strength, the grapples of a Stormraven Gunship can bear a mighty Dreadnought to war.

A Stormraven can transport a single Dreadnought with its rear grapples. An embarked Dreadnought suffers a Strength 10 hit on its rear armour if a Zooming Stormraven is wrecked or suffers a Crash and Burn! result; the hit is Strength 4 if the Stormraven is Hovering.



STORMRAVEN GUNSHIPS

200
POINTS



The dauntless pilots of the Grey Knights guide their Stormraven Gunships through conditions that would drive lesser men to madness. Through skies that weep screaming flame, through battering hurricanes of scintillating sorcery, the Grey Knight Techmarines hold their course while chanting unrelenting litanies of banishment. Their squadrons plunge into savage aerial battle with dragon-winged Daemons, scything their hideous attackers from the air with volleys of firepower and searing psychic blasts. All the while, they maintain their formations with supreme efficiency, plunging through the wreckage of collapsing spires and weathering waves of daemonic flame to swoop in and drop their Grey Knight passengers into the heart of battle.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Stormraven Gunship	4	12	12	12	3	Vehicle (Flyer, Hover, Transport)	Attack Flyer	3	2	1 Stormraven Gunship

WARGEAR:

- **Twin-linked assault cannon**
- **Twin-linked heavy bolter**
- **Four stormstrike missiles** (see opposite)
- **Ceramite plating** (see opposite)
- **Rear grapples** (see opposite)

SPECIAL RULES:

- **Assault Vehicle**
- **Power of the Machine Spirit**
- **Skies of Fury** (see opposite)

TRANSPORT:

- **Transport Capacity:** Twelve models. The Stormraven Gunship can carry Jump Infantry.
- **Fire Points:** None.
- **Access Points:** A Stormraven has one Access Point at the front of its hull, one on either side and one at the rear.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Stormraven Gunships.....200 pts/model
- Any model may replace its twin-linked assault cannon with:
 - Twin-linked plasma cannonfree
 - Twin-linked lascannonfree
- Any model may replace its twin-linked heavy bolter with:
 - Twin-linked multi-meltafree
 - Typhoon missile launcher (see opposite).....25 pts/model
- Any model may replace its two side Access Points with side sponsons, each with hurricane bolters.....30 pts/model
- Any model may take any of the following:
 - Searchlight1 pt/model
 - Extra armour5 pts/model
 - Locator beacon (see opposite)10 pts/model

GREY KNIGHTS APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Grey Knights Flyers, along with rules for using them in your games of Warhammer 40,000.

SKIES OF FURY

To maximise the impact of their attack, Grey Knights sometimes leap from speeding Stormravens and straight into battle.

If the Stormraven Gunship has moved more than 6", passengers can still disembark, but they must do so as follows:

Nominate any point over which the Stormraven moved that turn and deploy the squad as if it were Deep Striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.

Rules for the following ranged weapons can be found in Warhammer 40,000: The Rules:

Assault cannon	Multi-melta
Heavy bolter	Plasma cannon
Lascannon	

HURRICANE BOLTER

Hurricane bolters are excellent weapons for laying down both anti-infantry firepower and massed flak in dogfights. Nimble fighter craft are ripped from the sky by storms of bolts while landing zones are swept clear by the pelting rain of explosives.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

STORMSTRIKE MISSILES

Each stormstrike missile is a finely crafted weapon of death, constructed to exacting specifications by the Chapter artificers of the Adeptus Astartes. The days of care spent upon each missile are rendered all the more poignant by their single-use nature, the labours of artificers gladly expended to obliterate the enemies of the Emperor. Each missile screams in to detonate with incredible force against a single focussed point. Battle tanks and aircraft are ripped open by the force of the blast, while even the most monstrous targets can be blown apart by the impact of the stormstrike missile.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One Use Only

TYPHOON MISSILE LAUNCHER

Able to fire both armour-piercing krak warheads and airbursting frag warheads, this weapon is the equal of any enemy.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

Rules for the following vehicle equipment can be found in Warhammer 40,000: The Rules:

Extra armour
Searchlight

CERAMITE PLATING

The Stormraven's hull plates are designed to protect it from the extreme conditions of orbital re-entry, but they also serve to thwart the fury of certain weapons.

Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.

LOCATOR BEACON

When activated, locator beacons upload detailed information to the tactical grid, allowing precision reinforcements by reserve forces.

Friendly units do not scatter when arriving from Deep Strike Reserve, so long as the first model is placed within 6" of a model with a locator beacon. For this to work, the bearer must have been on the battlefield at the start of the turn.

REAR GRAPPLES

Magna-lock arrays of prodigious strength, the grapples of a Stormraven Gunship can bear a mighty Dreadnought to war.

A Stormraven can transport a single Dreadnought with its rear grapples. An embarked Dreadnought suffers a Strength 10 hit on its rear armour if a Zooming Stormraven is wrecked or suffers a Crash and Burn! result; the hit is Strength 4 if the Stormraven is Hovering.



RAVENWING DARK TALONS

160
POINTS



To the uncompromising huntsmen of the Ravenwing, the capture of the Fallen overrides all other considerations. That their own methods teeter on the brink of heresy troubles these elite Dark Angels not at all. Perhaps the greatest expression of this attitude is the squadrons of Dark Talons that haunt the skies when the Lion's sons go to war. These ominous craft incorporate weapons technologies officially forbidden by the tenets of the Cult Mechanicus, while the capture-crypts within their shadowed hulls have seen stasis tortures beyond imagining inflicted on those the Dark Angels call traitor. When war rages and the prey is at hand, Dark Talons sweep low across the battlefield, their Omniscience Pattern deployments casting a net from which none can escape.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Ravenwing Dark Talon	4	11	11	11	3	Vehicle (Flyer, Hover)	Attack Flyer	3	3	1 Ravenwing Dark Talon

WARGEAR:

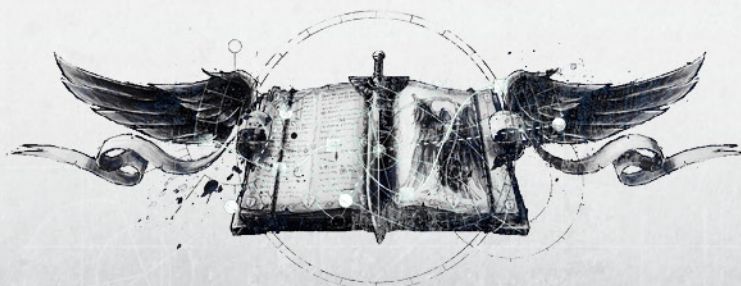
- **Two hurricane bolters** (pg 123)
- **Rift cannon** (pg 123)
- **Stasis bomb** (pg 123)

SPECIAL RULES:

- **Ravenwing** (pg 123)
- **Strafing Run**

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Dark Talons160 pts/model





NEPHILIM JETFIGHTERS

170
POINTS



Combining blistering speed with exceptional manoeuvrability, Nephilim Jetfighters make for pinpoint interceptor aircraft. Their squadrons are driven through the heart of the enemy's air force like knightly blades, rending apart even the most ironclad airborne formations. Be it vast draconic beasts or xenoforn bomber squadrons, the Nephilim fall upon their victims with cold and merciless precision. It is the duty of these swift fighter wings to eliminate opposing air cover wholesale, protecting not only the battle-brothers deployed on the ground below, but also the absolute secrecy crucial to many Dark Angels operations. This they do with consummate skill, each burst of fire hurling another enemy aircraft groundward as a flaming comet.

[Armour]						Unit Type	Combat Role	Pursuit	Agility	Unit Composition
BS	F	S	R	HP						
Nephilim Jetfighter	4	11	11	11	3	Vehicle (Flyer)	Fighter	3	3	1 Nephilim Jetfighter

WARGEAR:

- **Avenger mega bolter** (pg 123)
- **Six blacksword missiles** (pg 123)
- **Twin-linked heavy bolter**

SPECIAL RULES:

- **Missile Lock**
- **Ravenwing** (pg 123)
- **Strafing Run**

Unrelenting Hunter: When shooting at enemy vehicles, a Nephilim Jetfighter can choose to treat any Weapon Destroyed result as an Immobilised result instead.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Nephilim Jetfighters170 pts/model
- Any model may replace its avenger mega bolter with a twin-linked lascannon5 pts/model



RAVENWING ABDUCTOR SQUADRON



Shrieking low through flak-churned skies, the Ravenwing Abductor Squadron seems to move in its own pocket of clear air. At its centre flies a Dark Talon, its flight path unerring as it zeroes in on its doomed prey. On its wings soar a pair of Nephilim Jetfighters, knightly escorts riding beside a dread gaoler. The Nephilim clear a path for their sergeant's fearsome craft, banking and weaving around it to send missiles and bursts of gunfire stabbing out at airborne threats. The panicked prey comes into view, fleeing across the shell-torn ground or blazing fire up at his pursuers, but the closing talons of the Ravenwing cannot be escaped. Soon enough, the Nephilim are clearing a path out of the war zone, the Dark Talon bearing its horrified prey away into the shadows for excruciation, never to be seen again.



FORMATION:

- 1 Flyer Wing consisting of:
 - 2 Nephilim Jetfighters (pg 121)
 - 1 Dark Talon (pg 120)

RESTRICTIONS:

The Dark Talon must be the Wing Leader.

SPECIAL RULES:

Dedicated Escorts: This formation's Wing Leader receives the special rules for the Vigilance Attack Pattern if the Wing is in any type of Attack Pattern, not just the Vigilance Attack Pattern. The Vigilance special rule is received in addition to the normal special rule for the Attack Pattern.

DARK ANGELS APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Dark Angels Flyers, along with rules for using them in your games of Warhammer 40,000.

RAVENWING

The operatives of the Ravenwing are some of the finest pilots in the Imperium. Their faith is unshakeable, their dedication to their mission total, and their superhuman reactions further honed by countless hours of inload combat simulations and live-fire training. Enemies attempting to draw a bead on these sublimely skilled combatants are left howling in frustration as volley after volley of firepower sails wide. The lightning-fast evasive manoeuvres of the Ravenwing serve a double purpose, for even as one pilot is dodging and weaving around their attacker's fire, another will be moving into position to shoot them down in turn.

A model with this special rule can re-roll failed cover saves when it Jinks.

Rules for the following ranged weapons can be found in Warhammer 40,000: The Rules:

Heavy bolter
Lascannon

AVENGER MEGA BOLTER

The avenger mega bolter opens up with a thunderous roar, filling the air with a deadly hail of heavy bolt shells. Jutting from the nose of the Nephilim Jetfighter, this weapon is the ideal tool for tearing apart light aircraft, or shredding infantry with high-speed strafing runs.

Range	S	AP	Type
48"	6	4	Heavy 5

BLACKSWORD MISSILES

Streaking through the air like bolts of vengeance, blacksword missiles leave ominous dark contrails in their wake. Each missile impacts with a deafening crack, sending aircraft tumbling from the sky as spinning fireballs.

Range	S	AP	Type
36"	7	3	Heavy 1, Dogfight Missile, One Use Only

Dogfight Missile: In a Dogfight, this missile has unlimited range and the Skyfire special rule (at any angle of attack).

HURRICANE BOLTER

Where the Dark Talon's quarry surrounds itself with masses of bodyguards, it is the craft's hurricane bolters that mow them down. More than one heretic has felt panic take hold as a single, perfectly aimed burst of hurricane bolter fire has scythed down their allies and left them standing alone amid a heap of cooling corpses.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

RIFT CANNON

Few weapons in any Imperial arsenal evoke the unreasoning terror caused by the rift cannon. Utilising forbidden technologies, this weapon shatters the very fabric of reality. Those at the epicentre of the blast are sucked into the void, plunging screaming out of reality to a fate far worse than simple death. Even those not snatched by the vortex are left helpless, blinded by a frozen stained-glass tableau of the moment before the rift cannon opened fire.

Range	S	AP	Type
18"	10	2	Heavy 1, Blast, Blind, Rift Vortex

Rift Vortex: If any double is when rolled when rolling for scatter for an attack made by this weapon, resolve the rest of the attack as if the weapon had the Vortex special rule.

STASIS BOMB

An excellent weapon for capturing resistant prey, the stasis bomb whistles down to detonate with tightly controlled fury. The explosive blast is sufficient to stun or knock unconscious many victims, but the true power of the stasis bomb is in the rippling time-distortion that blossoms from the point of its detonation. Those not blown apart are trapped like flies in amber, locked in a singular moment in time until the weapon's effects wear off. By that time, they will be in the hands of merciless captors and may wish they had simply remained frozen forevermore.

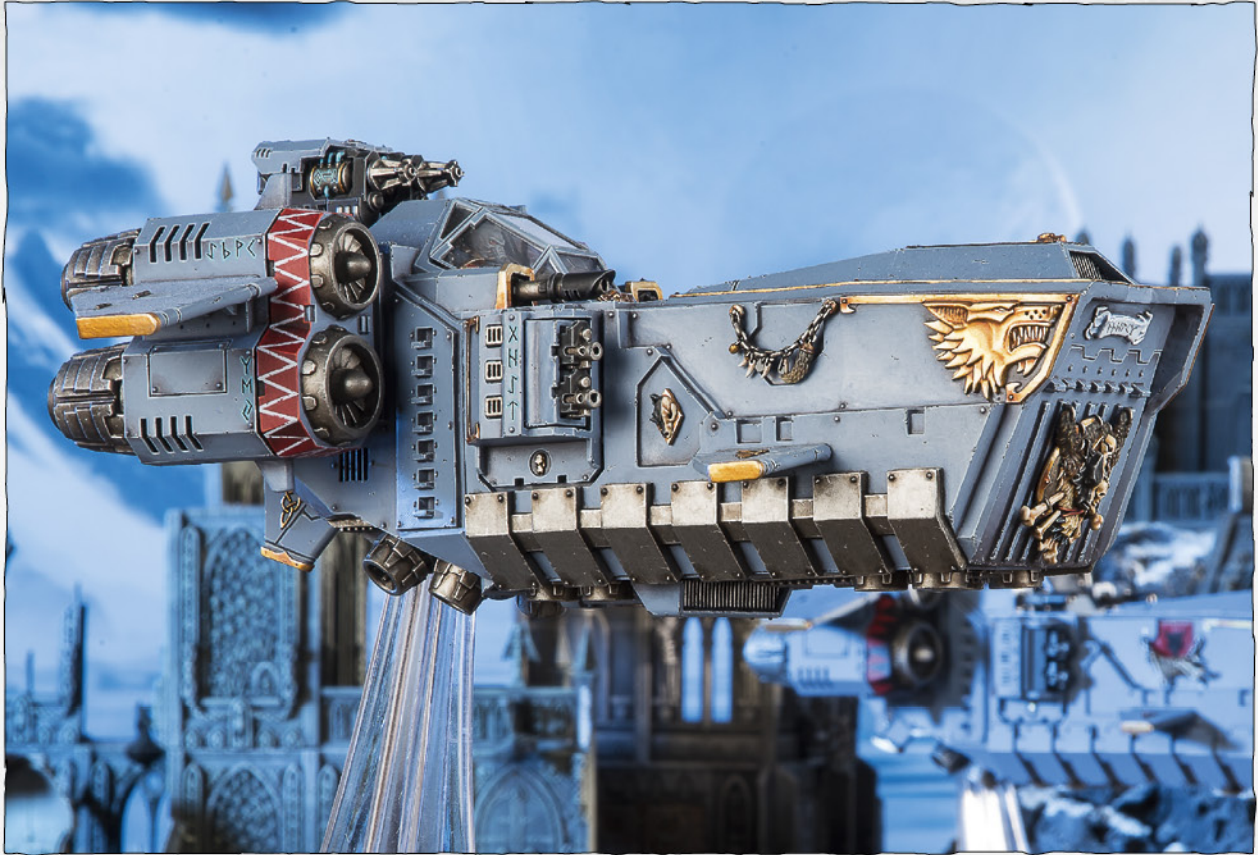
Range	S	AP	Type
-	4	5	Bomb 1, Large Blast, Vast Stasis Anomaly, One Use Only

Vast Stasis Anomaly: Any unit hit by one or more weapons with this special rule reduces its Weapon Skill and Initiative by 3 (to a minimum of 1) until the end of the turn. Furthermore, if a model suffers one or more unsaved Wounds from this weapon, it must pass a separate Initiative test for each Wound suffered or be removed from play as a casualty.



STORMWOLVES

215
POINTS



Through raging storm and pounding flak, packs of Stormwolves surge like Fenrisian dragon ships braving the wild ocean waves. Flying in tight defensive formations, Stormwolves make up the main body of any Space Wolves planetfall, following in to secure beachheads carved by initial Drop Pod strikes. Adverse atmospherics are ridden out without complaint, and damage is shrugged off as inconsequential, the Iron Priests guiding their craft in safe even with engines aflame and weapon systems shot out. Enemy craft do not fare so well – those who dare bar the Stormwolves' path discover that, despite their role as armoured transports, these hulking gunboats pack a devastating punch. As each such foe plunges away in flames, the Iron Priests raise a victorious howl, their cry echoed by their battle-hungry passengers.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Stormwolf	4	12	12	12	3	Vehicle (Flyer, Hover, Transport)	Attack Flyer	4	1	1 Stormwolf

WARGEAR:

- **Two twin-linked heavy bolters**
- **Twin-linked helfrost cannon** (pg 127)
- **Twin-linked lascannon**
- **Ceramite plating** (pg 127)

TRANSPORT:

- **Transport Capacity:** Sixteen models.
- **Fire Points:** None.
- **Access Points:** A Stormwolf has one Access Point at the front of its hull.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Stormwolves.....215 pts/model
- Any model may replace both its twin-linked heavy bolters with one of the following:
 - Skyhammer missile launcher (pg 127).....free
 - Two twin-linked multi-meltas20 pts/model

SPECIAL RULES:

- **Assault Vehicle**
- **Power of the Machine Spirit**



STORMFANG GUNSHIPS

220
POINTS



Stormfang Gunships prowl the skies like packs of wolves on the hunt. The bulky gunships use even the most extreme conditions to their advantage; they plunge through churning cloud banks, weave between the roaring fires of solar flares or ride out buffeting turbulence that would hurl most craft from the skies – all this to pounce upon their victims from an unexpected quarter. Their Iron Priest pilots are instinctively bonded, following their alpha Pack Leader with an almost supernatural precision as he executes attack runs or whips low between towering ruins and rocky crags. Stormfang pilots favour Vehemence or Unmerciful Attack Patterns, aggressive formations that allow them to swiftly obliterate their targets with searing las-blasts and beams of lethally cold helfrost energy.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Stormfang Gunship	4	12	12	12	3	Vehicle (Flyer, Hover, Transport)	Fighter	4	1	1 Stormfang Gunship

WARGEAR:

- **Two twin-linked heavy bolters**
- **Helfrost destructor** (pg 127)
- **Two stormstrike missiles** (pg 127)
- **Ceramite plating** (pg 127)

SPECIAL RULES:

- **Power of the Machine Spirit**

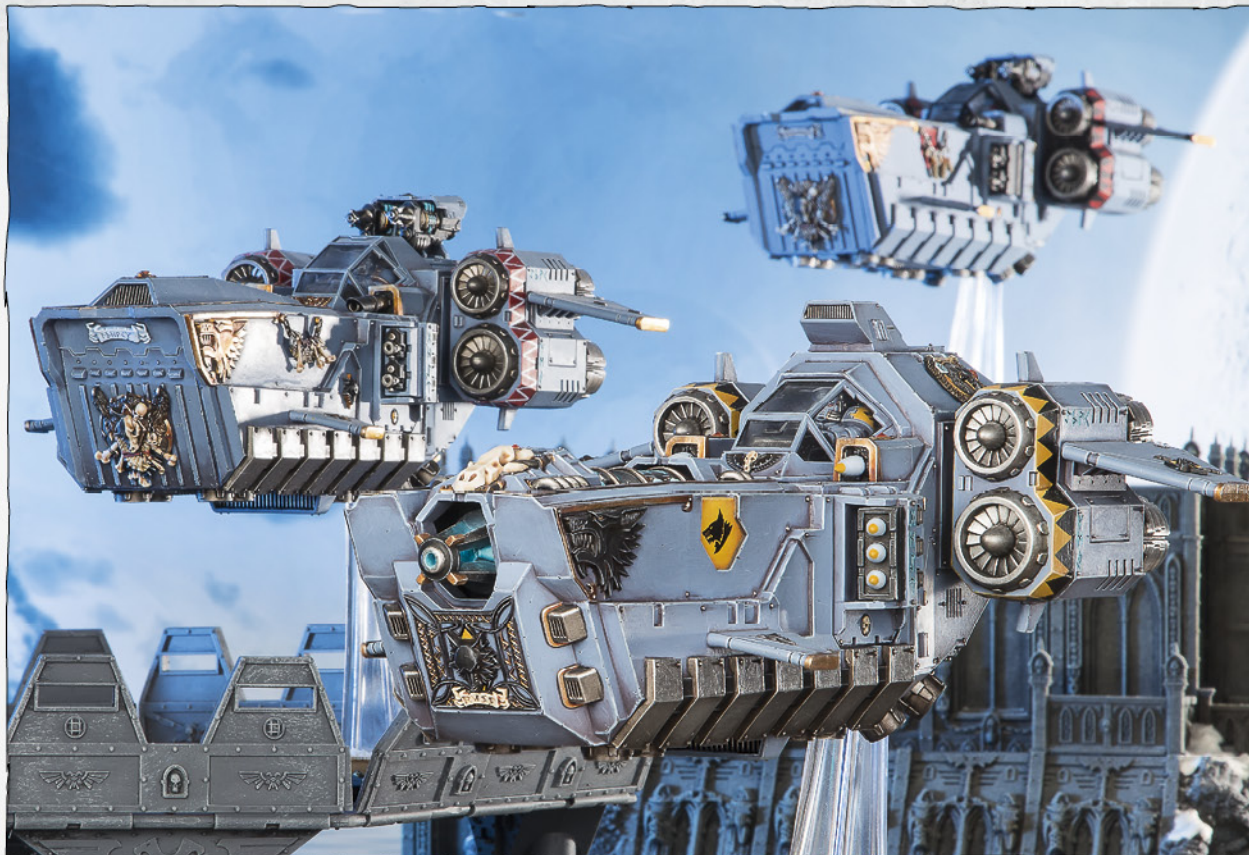
TRANSPORT:

- **Transport Capacity:** Six models.
- **Fire Points:** None.
- **Access Points:** A Stormfang has one Access Point at the rear of its hull.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Stormfang Gunships.....220 pts/model
- Any model may replace both its twin-linked heavy bolters with one of the following:
 - Skyhammer missile launcher (pg 127).....free
 - Two twin-linked multi-meltas20 pts/model
- Any model may replace its two stormstrike missiles with a twin-linked lascannon.....15 pts/model

ICE STORM ASSAULT PACK



Taking their name from the freezing tempests that batter Fenris, the Ice Storm Assault Packs excel in planetary assaults where the sons of Russ fight to seize secure drop sites and ferry their battle packs to the ground. These packs are formed around cores of Stormwolf assault boats, with Stormfang Gunships running escort to ensure no enemy threatens the Space Wolves landfall. As the Stormwolves thunder in to land, the Stormfang Gunships roar overhead, their helfrost destructors spewing beams of ultra-cold energy that freeze the enemy to creaking statues. With their victims trapped in icy tombs, the disembarking Space Wolves pounce upon their easy prey and smash them to bloody, ice-wreathed shards.

FORMATION:

- 1 Flyer Wing consisting of:
 - 2 Stormwolves (pg 124)
 - 2 Stormfang Gunships (pg 125)

RESTRICTIONS:

None.

SPECIAL RULES:

Hailstorm Assault: Units that disembark from Flyers in this Wing have the Fleet rule on the turn they disembark, as long as the Wing was in an Attack Pattern when the unit disembarked.

Ice Storm: If an enemy unit suffers unsaved Wounds from any dispersed helfrost attacks made by two or more models from this Wing, it is frozen until the start of your next turn. A frozen unit cannot voluntarily move in any way and has its Weapon Skill characteristic reduced to 1.

SPACE WOLVES APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Space Wolves Flyers for use in your games of Warhammer 40,000.

Rules for the following ranged weapons can be found in Warhammer 40,000: The Rules:

Heavy bolter
Lascannon
Multi-melta

HELFROST WEAPONS

Powered by rare crystals found in the most remote corners of the Fenrisian wilds, these incredibly potent weapons are unique to the weapons of the sons of Russ. When fired, they discharge glowing beams of ferociously cold energy that freeze their victims to absolute zero in a heartbeat.

	Range	S	AP	Type
Hel frost cannon				
- dispersed	24"	6	3	Heavy 1, Blast, Hel frost
- focussed	24"	8	1	Heavy 1, Hel frost
Hel frost destructor				
- dispersed	24"	6	3	Heavy 1, Hel frost, Large Blast
- focussed	24"	8	1	Heavy 1, Hel frost, Lance

Hel frost: When a model suffers one or more unsaved Wounds from this weapon, it must pass a separate Strength test for each Wound suffered or be removed from play.

SKYHAMMER MISSILE LAUNCHER

These weapons fire volleys of missiles that smash into their targets with devastating force.

Range	S	AP	Type
60"	7	4	Heavy 3

STORMSTRIKE MISSILES

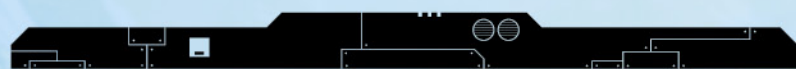
Each stormstrike missile is a finely crafted weapon of death, constructed to exacting specifications. The days of care spent upon each missile are rendered all the more poignant by their single-use nature, each precious warhead screaming in to detonate with incredible force against a single focussed point. Battle tanks and aircraft are ripped open by the force of the blast, while even the most monstrous targets can be smashed flat by the impact of the stormstrike missile.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One Use Only

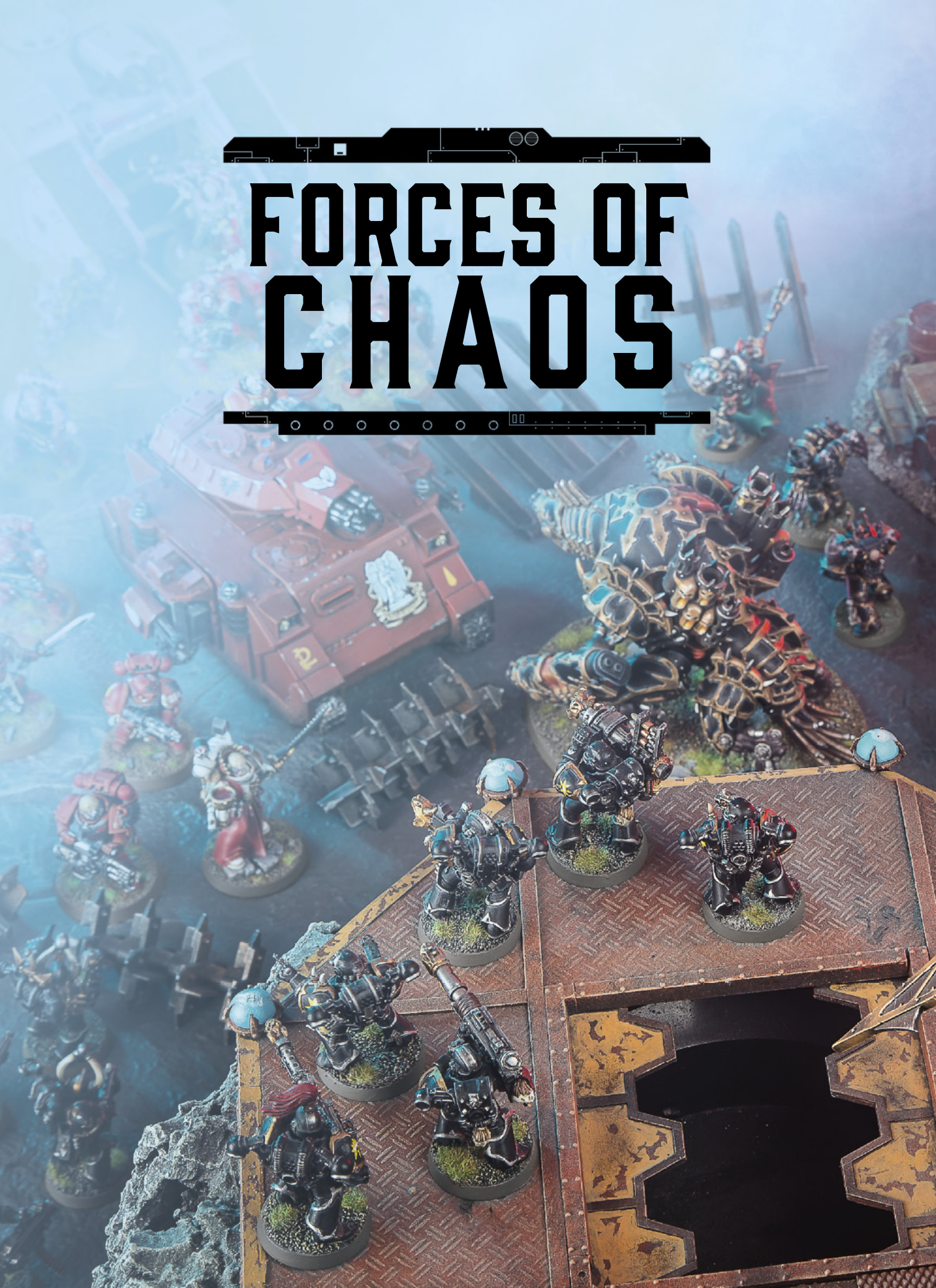
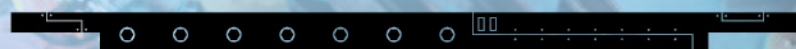
CERAMITE PLATING

Just as the craft of the Space Wolves must weather extremes of cold, their ceramite plating also allows them to shrug off lethal levels of heat.

Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.



FORCES OF CHAOS





HELDRAKES

170
POINTS



Streaking down from orbit on wings wreathed in flame, Heldrake packs are the harbingers of doom. Enemy soldiers fall to their knees and wail in terror as the Heldrakes' jagged shadows race overhead. Acting as the first shock assault wave of Chaos Space Marine invasions, packs of Heldrakes roam at will and spread destruction and death wherever they go. Enemy aircraft are struck suddenly by hurtling ironclad terrors, pilots screaming in horror as brass talons tear their craft asunder. Gunners on the ground curse in frustration as Heldrakes swoop through their hammering flak fire, before the Daemon Engines burn their hapless victims to ash. All of the war zone is a hunting ground to these avian monstrosities, be it the great gulf of the skies or the blazing battlefield below.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Heldrake	3	12	12	10	3	Vehicle (Flyer, Hover)	Attack Flyer	2	4	1 Heldrake

WARGEAR:

- **Hades autocannon**
(see opposite)
- **Daemonic possession**
(see opposite)

SPECIAL RULES:

- **Aerial Strike**
(see opposite)
- **Daemon**
- **Daemonforge**
(see opposite)
- **It Will Not Die**
- **Meteoric Descent**
(see opposite)

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Heldrakes.....170 pts/model
- Any model may replace its Hades autocannon with a baleflamer (see opposite).....free

CHAOS SPACE MARINES APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Chaos Space Marines Flyers, along with rules for using them in your games of Warhammer 40,000.

AERIAL STRIKE

Heldrakes tear at their airborne opponents with talon and fang, ripping planes apart like hapless prey.

In a Dogfight (pg 68), a Heldrake which is tailing an opponent at a range of up to 12" in the Attack sub-phase can make an Aerial Strike in addition to its other attacks. The Aerial Strike inflicts a Strength 7 AP2 hit.

DAEMONFORGE

Daemon Engines are driven by the baleful fires of rage. In extremis, they can stoke those flames into a roaring inferno, though to do so risks tearing their iron shell asunder.

Once per game, at the start of any Shooting or Assault phase, or the Attack sub-phase of a Dogfight phase, the Daemonforge may be activated. For the rest of the phase or sub-phase, the model may re-roll all failed To Wound rolls and all failed armour penetration rolls. At the end of the phase or sub-phase in which the Daemonforge is used, roll a D6. If the result is a 1, the model loses a Hull Point with no saves of any kind allowed.



BALEFLAMER

Uttering from the Heldrake's jaws, the baleflamer allows the draconic engine to heave out great gouts of flame. This terrible sulphurous napalm arcs for great distances across the battlefield and utterly saturates its target area. Flesh and metal catch light with equal ease, burning down until even the victims' souls are immolated.

Range	S	AP	Type
Template	6	3	Heavy 1, Soul Blaze, Torrent

HADES AUTOCANNON

The hades autocannon gives a terrifying scream as its six brass barrels spin up to speed. Vomited up from the Heldrake's furnace gut, streams of white hot shells spray from the cannon's muzzle. Battle tanks, aircraft, monstrous beasts and screaming infantry, all are ripped apart by the deluge of shots. Foot troops suffer worst beneath the whirling barrels of the hades autocannon; each swooping pass rips another line of shells through the enemy's midst, obliterating brave warriors in explosive puffs of blood and sending their comrades scrambling for whatever cover they can find.

Range	S	AP	Type
36"	8	4	Heavy 4, Pinning

METEORIC DESCENT

Like daemoniac birds of prey, Heldrakes dive down to slam talons-first into their prey. Aircraft are ripped open and flung broken from the skies. Battle tanks are sent bouncing and rolling by the sudden impact of the Heldrake's claws. Infantry are shredded in geysers of blood, or borne aloft and dropped screaming to their deaths far below. When the shadow of the Heldrake falls across them, the Daemon Engines' prey are surely doomed.

Heldrakes have the Vector Strike special rule. Furthermore, hits caused by a Heldrake's Vector Strike are resolved at Strength 7.

KHORNE DAEMONKIN HELDRAKES

Heldrakes can belong to the Khorne Daemonkin Faction or the Chaos Space Marine Faction. The following special rules apply to Khorne Daemonkin Heldrakes, in addition to those on the datasheet opposite.

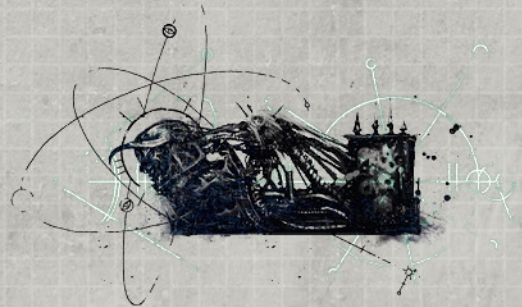
Daemon of Khorne: A Khorne Daemonkin Heldrake is a Daemon of Khorne. Daemons of Khorne have the Daemon, Furious Charge and Hatred (Daemons of Slaanesh) special rules.

Blood For The Blood God!: A Khorne Daemonkin Heldrake can collect Blood Tithe points, as described in *Codex: Khorne Daemonkin*.

DAEMONIC POSSESSION

The daemoniac presence bound within a Heldrake wears its ironclad prison like a second skin. Compared to even the most expertly crewed vehicle this gives the Heldrake an impressive ability to shrug off incoming fire – after all, it has no instruments to scramble, no lenses to obscure, just its own unnatural senses which remain sharp no matter what.

This vehicle ignores the effects of Crew Shaken and Crew Stunned results on a roll of a 2+.





FORCES OF THE XENOS





RAZORWING JETFIGHTERS

130
POINTS



One moment, the skies are clear of threats. The next, Razorwing Jetfighters attack with a scream like a choir of damned souls. So swift and deadly are these blade-like fighter craft that they seem to be everywhere at once, competing furiously to reap the greatest tally of the enemy as quickly as they can. With each pass, the Razorwings spit streams of splinters and dark energy, or send volleys of missiles streaking from their wings to detonate amongst their victims. There is no trust amongst these mercenary pilots, each of whom would gladly see their comrades shot down in flames if it meant glory for themselves. Their squadrons emphasise attack over defence, cruel trickery over straightforward battle, and will scatter like shadows from a lit flare in the face of a fair fight.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Razorwing Jetfighter	4	10	10	10	3	Vehicle (Flyer)	Fighter	5	5	1 Razorwing Jetfighter

WARGEAR:

- **Two disintegrator cannons** (pg 137)
- **Four monoscythe missiles** (pg 137)
- **Twin-linked splinter rifle** (pg 137)

SPECIAL RULES:

- **Night Vision**
- **Supersonic**

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Razorwing Jetfighters.....130 pts/model
- Any model may replace its two disintegrator cannons with two dark lances (pg 137)10 pts/model
- Any model may replace its twin-linked splinter rifle with a splinter cannon (pg 137)10 pts/model
- Any model may replace any of its monoscythe missiles with one of the following:
 - Necrotoxin missile (pg 137)free
 - Shatterfield missile (pg 137)5 pts each
- Any model may take night shields (pg 137)15 pts/model



VOIDRAVEN BOMBERS

160
POINTS



The pilots of the Voidraven Scythe Flights look scornfully upon the self-centred theatrics of their Razorwing counterparts. There is a tacit agreement between Voidraven crews that they are the true elite, the embodiment of silent death and the supreme airborne killers. This shared sense of superiority sees the sleek bombers fly as one, turning all their venom and scorn against those who share the aeroscape with them or scurry like vermin on the ground below. It is a point of pride to the Voidraven crews that their victims do not even know danger threatens them until the sudden, horrifying shock as a Scythe Flight shears them apart with void lances or blows them apart with void mines. Just the knowledge that such an attack may come at any moment is a terror weapon in its own right, one the Dark Eldar exploit to its fullest.

[Armour]

	BS	F	S	R	HP	Unit Type	Combat Role	Pursuit	Agility	Unit Composition
Voidraven Bomber	4	10	10	10	3	Vehicle (Flyer)	Bomber	5	4	1 Voidraven Bomber

WARGEAR:

- **Two void lances** (pg 137)
- **Void mine** (pg 137)

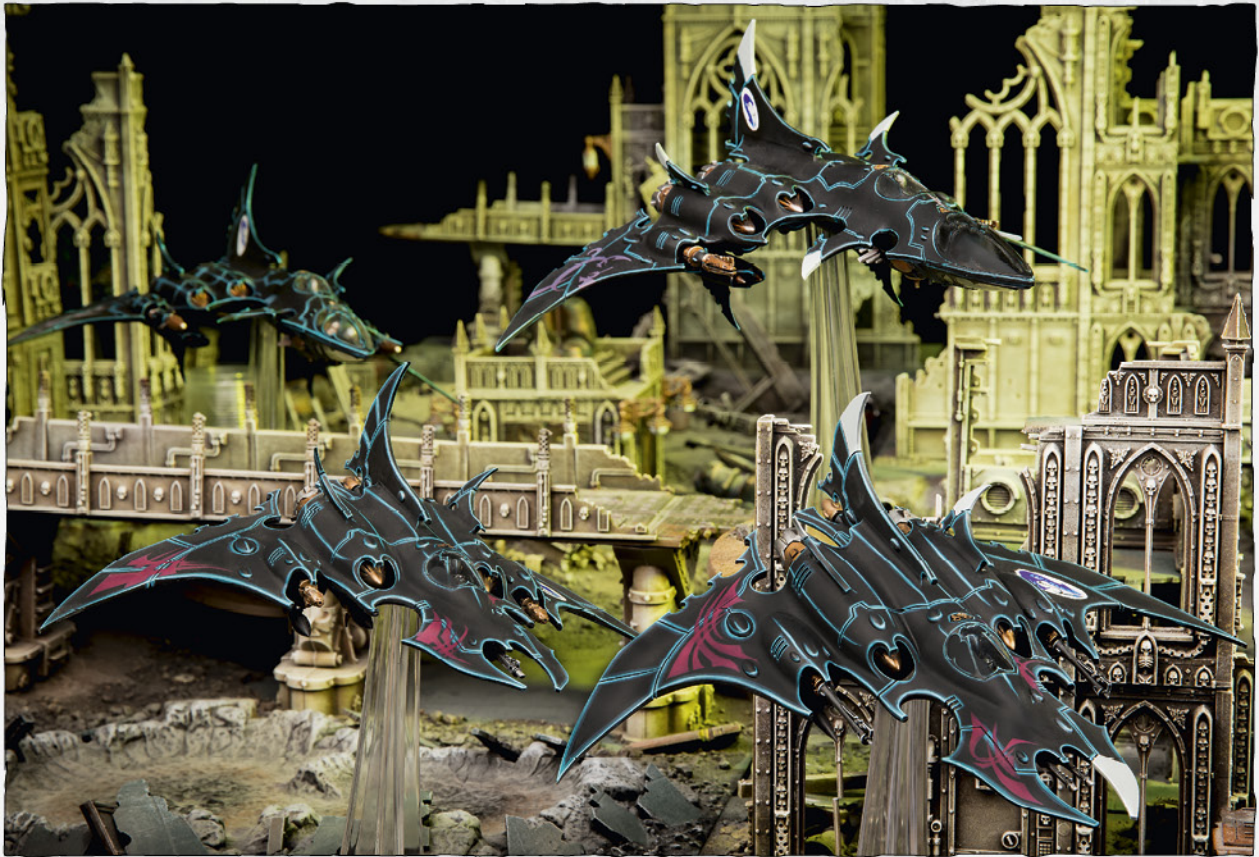
SPECIAL RULES:

- **Night Vision**
- **Supersonic**

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Voidraven Bombers.....160 pts/model
- Any model may take one of the following:
 - Four shatterfield missiles (pg 137).....40 pts/model
 - Two shatterfield missiles and two implosion missiles (pg 137).....50 pts/model
 - Four implosion missiles (pg 137).....60 pts/model
- Any model may replace its two void lances with two dark scythes (pg 137)free
- Any model may take night shields (pg 137).....15 pts/model

BLACKHEART TALON



Controlled desperation lends the pilots of the Blackheart Talon a loyalty normally lacking amongst the Scions of Vileth. Blackheart Talons are formed from those who have failed to live up to the expectations of their current paymaster and been too arrogant or unlucky to make good their escape. Handed over to the ministrations of the Haemonculi, each pilot is surgically fitted with a device known as a blackheart, lethal poison reservoirs that their vengeful employer can trigger at will. They are then sent out on a do-or-die mission, charged with slaying a priority target within the time allotted by their master. Forced into cooperation or death, the Razorwing pilots fly pinpoint escort for their Voidraven comrades, blasting the enemy viciously from their path in their determination to avoid an agonising death.

FORMATION:

- 1 Flyer Wing consisting of:
 - 2 Razorwing Jetfighters (pg 134)
 - 2 Voidraven Bombers (pg 135)

RESTRICTIONS:

One of the Voidraven Bombers must be the Wing Leader.

SPECIAL RULES:

Close Escort: If the Formation is in an Attack Pattern then the Razorwing Jetfighters receive the Interceptor special rule until the start of their next turn, in addition to the other benefits that the Attack Pattern confers. In addition, enemy Flyers cannot engage the Voidraven Bombers from this Formation in a Dogfight if any of the Razorwing Jetfighters from this Formation are also in Reserve.

Priority Target: After deployment is complete, pick one enemy unit as the Priority Target for this Formation. All of the Flyers in this Formation have the Preferred Enemy rule when they attack the Priority Target.

DARK ELDAR APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Dark Eldar Flyers for use in your games of Warhammer 40,000.

DARKLIGHT WEAPONS

Spitting out void-black beams of impossible energy, darklight weaponry blasts its targets with the captive energies of a black hole. Victims are blown apart with catastrophic force.

	Range	S	AP	Type
Dark scythe	24"	8	2	Heavy 1, Blast, Lance
Dark lance	36"	8	2	Heavy 1, Lance

DISINTEGRATOR CANNON

The disintegrator cannon fires particles of unstable matter harnessed from a stolen sun, each shot capable of blasting through an aircraft fuselage, atomising a wing or scouring a cockpit of life.

Range	S	AP	Type
36"	5	2	Heavy 3

IMPLOSION MISSILE

These horrific ground-attack warheads cause their target to implode, collapsing in upon themselves and leaving nothing but a scorched silhouette to mark their passing.

Range	S	AP	Type
48"	6	2	Assault 1, Blast, One Use Only

MONOSCYTHE MISSILE

Few weapons even come close to the lethality of monoscythe missiles against tightly packed groups of enemy infantry. When detonated, they hurl out a horizontal sheet of force that decapitates or chops in half anyone in the blast zone.

Range	S	AP	Type
48"	6	5	Assault 1, Large Blast, One Use Only

NECROTOXIN MISSILE

When a necrotoxin missile detonates it splinters into a million whizzing shards, each impregnated with a lethal poison that rapidly necrotises flesh and causes a truly horrific death.

Range	S	AP	Type
48"	1	-	Assault 1, Fleshbane, Large Blast, One Use Only

SHATTERFIELD MISSILE

A shatterfield missile actually houses two separate detonator cores. On impact, the first of the cores sucks away all warmth, turning those caught within its blast into brittle statues. An instant later, the second core sends out a blast of percussive force that shatters its frozen victims into a thousand pieces.

Range	S	AP	Type
48"	7	-	Assault 1, Large Blast, Shred, One Use Only

SPLINTER WEAPONS

Splinter weapons spit streams of crystal shards covered in incredibly potent toxins, causing spectacular damage against infantry.

	Range	S	AP	Type
Splinter rifle	24"	1	5	Rapid Fire, Poisoned (4+)
Splinter cannon	36"	1	5	Salvo 4/6, Poisoned (4+)

VOID LANCE

The void lance fires pulses of highly destructive eldritch energy harvested from beyond the shattered spars of the webway.

Range	S	AP	Type
36"	9	2	Assault 1, Lance

VOID MINE

This munition has a two-stage detonation, the first establishing a force field to contain the utter annihilation loosed by the second. Anything trapped within the force bubble ends in utter silence.

Range	S	AP	Type
-	9	2	Bomb 1, Large Blast, Lance, One Use Only

NIGHT SHIELDS

These strange shields wreath their aircraft in a pall of inky blackness, a swirling anti-nebula through which it is almost impossible to target the speeding craft.

A vehicle with night shields has the Stealth special rule.



CRIMSON HUNTERS

140
POINTS



So sleek and swift are the Crimson Hunters that only their dark kin have any hope of keeping pace. Piloted by aerial Aspect Warriors with an absolute mastery of the combat pilot's art, and fitted with the incredible techno-sorcery of the craftworld Eldar, Crimson Hunters dance lithely around aerial opponents like a skilled swordsman around a lumbering beast. As with all their race, Crimson Hunters are not numerous and so must strike hard and fast against carefully chosen targets. Squadrons of Crimson Hunters first eliminate enemy air power, sweeping in at incredible speeds to shoot down winged horrors and armoured fighters before the enemy even realises they are under attack. With that done, the Crimson Hunters pick off enemy command elements with impunity, leaving ground forces reeling.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Crimson Hunter	4	10	10	10	3	Vehicle (Flyer)	Fighter	5	5	1 Crimson Hunter
Crimson Hunter Exarch	5	10	10	10	3	Vehicle (Flyer, Character)	Fighter	5	5	

WARGEAR:

- **Two bright lances** (pg 141)
- **Pulse laser** (pg 141)

SPECIAL RULES:

- **Precision Shots** (Exarch Only)
- **Vector Dancer**

Marksman's Eye (Exarch only): This model makes Precision Shots on a 5+, rather than a 6.

Skyhunter: When shooting at a vehicle with the Flyer type, a model with this special rule re-rolls armour penetration rolls that do not cause a glancing or penetrating hit.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Crimson Hunters.....140 pts/model
- One model may be upgraded to a Crimson Hunter Exarch. In a Flyer Wing, this model must be the Wing Leader20 pts
- A Crimson Hunter Exarch may replace both of its bright lances with starcannons (pg 141).....free



HEMLOCK WRAITHFIGHTERS

185
POINTS



The mere existence of these aberrations is proof of how desperate the Eldar war of survival has become. The necromantic nature of the Hemlock Wraithfighter fills all who see it with horror, and to unleash entire squadrons of these macabre craft in battle is a tactic of last resort. It is also undeniably effective; the Spiritseer pilots share a psychic bond with their wingmen, flying with eerie precision and reacting as one to any threat. The appalling destruction conjured by the Wraithfighters' heavy D-scythes makes them exceptional ground attack craft, allowing them to more than make up for the lack of a dedicated bomber in the craftworld Eldar arsenal. The few foot soldiers who survive their attacks are driven quite mad by the monstrous howl of the Hemlocks' mindshock pods.

[Armour]						Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Hemlock Wraithfighters	4	10	10	10	3	Vehicle (Flyer)	Attack Flyer	5	4	1 Hemlock Wraithfighter

WARGEAR:

- Two heavy D-scythes (pg 141)
- Mindshock pod (pg 141)
- Spirit stones (pg 141)

SPECIAL RULES:

- Psychic Pilot (Mastery Level 2)
- Vector Dancer

PSYKER:

A Hemlock Wraithfighter generates powers from the **Daemonology (Sanctic)**, **Runes of Battle** (see *Codex: Craftworlds*) and **Telepathy** disciplines.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Hemlock Wraithfighters.....185 pts/model

SHROUD OF KURNOUS



The battlefields of the 41st Millennium roil with psychic energies, the powers of the Warp unleashed by mutants and Daemons to tear the fabric of reality apart. This is as true in the skies as it is upon the ground, brave pilots having their minds shredded by monstrous energies and their craft crushed or blasted by eldritch powers. The Eldar know only too well the dangers of the Warp. When such hazards threaten, the craftworld Eldar deploy aircraft flights known as the Shroud of Kurnous. Essentially a flight of Crimson Hunters accompanied by a supporting Hemlock Wraithfighter, these flights couple speed and lethality with the psychic blessings and wards of the Hemlock Wraithfighter's pilot, allowing them to strike down their targets while shrugging off the foul warpcraft of their foes.

FORMATION:

- 1 Flyer Wing consisting of:
 - 2-3 Crimson Hunters (pg 138)
 - 1 Hemlock Wraithfighter (pg 139)

RESTRICTIONS:

None.

SPECIAL RULES:

Psychic Shield: Any Crimson Hunter from this Wing that is within 8" of the Wing's Wraithfighter adds 2 to any Deny the Witch rolls. In addition, the pilot of the Hemlock Wraithfighter has the *Shrouding* psychic power from the **Telepathy** discipline, in addition to the other psychic powers it normally has.

ELDAR APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Eldar Flyers for use in your games of Warhammer 40,000.

BRIGHT LANCE

The bright lance is a particularly potent example of the sublime laser technology of the craftworld Eldar. Filtered through psychoreactive crystalline structures, the energies of the bright lance are focussed ever tighter before finally being loosed against the foe. The resultant laser beams stab out with such pinpoint fury that even the thickest armour plate presents only a laughable modicum of protection against it. A direct hit from a bright lance will rip clean through a Space Marine Land Raider, or punch stem to stern through even the heaviest enemy aircraft and send them tumbling to the ground in flames.

Range	S	AP	Type
36"	8	2	Heavy 1, Lance

HEAVY D-SCYTHE

Victims of the heavy D-scythe are flung screaming into the Warp as the weapon's blast collapses the material universe around them. Even those not consumed whole are torn to shreds, their forms buckled and torn by the titanic forces unleashed as the universe is turned upon itself.

Range	S	AP	Type
18"	D	2	Assault 1, Blast, Distort Scythe

Distort Scythe: When rolling on the Destroyer Weapon Attack table for a weapon that has this special rule, subtract 1 from the result of the D6 roll (to a minimum of 1). Furthermore, a weapon with this special rule is assumed to have a Strength of 4 for the purposes of determining if a hit has the Instant Death special rule.

PULSE LASER

A high powered, tightly focussed energy weapon, the pulse laser fires in rapid staccato bursts. These pummelling volleys of firepower collapse shields and rip through armour plates with ease. Pulse lasers are especially popular with craftworld Eldar combat pilots as their high rate of fire ensures even evasive targets are caught amid the stream of lethal blasts.

Range	S	AP	Type
48"	8	2	Heavy 2

STARCANNON

Starcannons harness a fraction of the roaring fury that burns at the heart of a star. Generated deep within the starcannon and guided carefully through its workings by harmonic containment fields, potent gouts of plasma energy are chambered ready for firing. A mental command looses the weapon's full fury, its range, rate of fire and stopping power sufficient to burn a hole through a marauding winged beast or an enemy aircraft.

Range	S	AP	Type
36"	6	2	Heavy 2

MINDSHOCK POD

The multi-finned pod under the cockpit of a Hemlock Wraithfighter allows the psyker within to project the cold aura of the dead.

Enemy models within 12" of a model equipped with a mindshock pod subtract 2 from their Leadership when taking Morale, Pinning and Fear tests.

SPIRIT STONES

Some Eldar vehicles incorporate large spirit stones with a captive animus that can take control of the vehicle at need.

A vehicle with this upgrade ignores Crew Shaken results on a roll of 2+ and Crew Stunned results on a roll of 4+ (but still loses a Hull Point). Roll immediately when the result is suffered.



NIGHT SCYTHES

130
POINTS



Like a rain of falling ash, squadrons of Night Scythes descend upon the battlefield in relentless waves. In their primary role as invasion craft, Night Scythes use their comparatively small size and impressive manoeuvrability to bypass orbital defences built to shoot down full-sized warships. Thanks to their captive wormhole technology, even a handful of these craft slipping through a world's defences can spell the beginning of the end as they open portals through which rank upon rank of Necrons march to the attack. Thanks to their lack of physical passengers, large squadrons of Night Scythes are free to fly air interdiction missions, overwhelming superior enemy aircraft with weight of numbers and tesla fire and allowing following waves to begin the invasion unmolested.

Armour

	BS	F	S	R	HP	Unit Type	Combat Role	Pursuit	Agility	Unit Composition
Night Scythe	4	11	11	11	3	Vehicle (Flyer, Transport)	Attack Flyer	4	2	1 Night Scythe

WARGEAR:

- **Twin-linked tesla destructor** (pg 145)

SPECIAL RULES:

- **Living Metal** (pg 145)
- **Supersonic**

Invasion Beams: A unit that begins its Movement phase embarked upon a Night Scythe can disembark either before or after it has moved (including pivoting on the spot), even though it is Zooming, so long it has not moved more than 36" in that Movement phase. If a unit disembarks from a Night Scythe after it has moved 24" or more, models in the unit can only fire Snap Shots until the start of their next turn. Units embarked on a Night Scythe ignore all effects of damage on passengers. If a Night Scythe is destroyed, the units embarked upon it suffer no damage or ill effects – instead they are immediately placed into Ongoing Reserves.

TRANSPORT:

- **Transport Capacity:** Fifteen models.
- **Fire Points:** None.
- **Access Points:** A Night Scythe has one Access Point on the underside of its hull.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Night Scythes.....130 pts/model



DOOM SCYTHES

160
POINTS



Necron Overlords hurl vast numbers of Doom Scythes at their enemies, gladly expending these deadly attack craft in order to utterly terrorise and shatter their enemy's strength on the ground. As they sweep overhead, squadrons of Doom Scythes fire their death rays as one, projecting a forest of searing energy beams that rip parallel trails of carnage through the enemy ranks. Tanks explode, or are vaporised entirely. Infantry scream for a split second before bursting apart in clouds of ash. Strongholds collapse in flames while ammo dumps and generatorums explode, sowing further chaos and confusion. As wave upon wave of these attack runs hit the enemy lines, terror and despair spread like wildfire until all semblance of resistance is utterly crushed.

[Armour]						Unit Type	Combat Role	Pursuit	Agility	Unit Composition
BS	F	S	R	HP						
Doom Scythe	4	11	11	11	3	Vehicle (Flyer)	Attack Flyer	4	2	1 Doom Scythe

WARGEAR:

- **Death ray** (pg 145)
- **Twin-linked tesla destructor** (pg 145)

SPECIAL RULES:

- **Living Metal** (pg 145)
- **Supersonic**

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Doom Scythes.....160 pts/model

OPPRESSOR FLIGHT



Gliding through contested skies comes the Oppressor Flight, weaving between flights of Necron invasion craft and hammering volleys of enemy flak. Ignoring lesser targets they analyse force deployments and communications signals, pinpointing command assets or weak points in the enemy line. Sweeping down in tight formation, the Doom Scythes annihilate their target's defenders with raking beams of fire. Meanwhile the Night Scythe draws reserve energy from its wingmen, sapping their power sources to supercharge its own invasion beam. The resultant captive wormhole allows deployment not of mere foot soldiers, but of a mighty armoured war machine, most often an Annihilation Barge with its cannon ready to obliterate its target utterly and pave the way for total Necron victory.

FORMATION:

- 1 Flyer Wing consisting of:
 - 1 Night Scythe (pg 142)
 - 2-3 Doom Scythes (pg 143)

RESTRICTIONS:

The Night Scythe must be the Wing Leader.

SPECIAL RULES:

Command Asset Located: You can re-roll To Wound rolls of 1 and Armour Penetration rolls of 1 for units from this Formation if the target is an enemy HQ unit.

Energy Transference: If the Formation is in an Attack Pattern at the start of your turn, pick a single friendly Necron vehicle that is in Reserve. That vehicle can Deep Strike to the battlefield within 6" of the Night Scythe from this Formation and will not scatter. Then roll for any remaining Reserves normally.

NECRON APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Necron Flyers, along with rules for using them in your games of Warhammer 40,000.

LIVING METAL

Necron vehicles are composed of a semi-sentient alloy capable of incredible feats of resilience and auto-reconstitution.

A model with this special rule ignores the effects of Crew Shaken (but still loses a Hull Point).

DEATH RAY

The death ray perfectly embodies the Necron approach to warfare. It is a direct and overwhelmingly powerful tool of destruction, an unsubtle statement of superior might against which there are few forms of defence. This heavy crystalline array projects an unstoppable beam of laser energy against ground target, ripping through tanks, infantry, walkers and defensive structures with contemptuous ease. Nothing is left in the wake of the death ray save billowing ash and a blackened, blazing trail of total annihilation.

Range	S	AP	Type
24"	10	1	Heavy 1, Blast, Lance

TESLA DESTRUCTOR

Tesla destructors spit arcs of living lightning. In aerial combat, these weapons fill the sky with an indiscriminate storm of destruction that leaps between the hulls of enemy craft. Systems short out in showers of sparks and crewmen convulse as they burn alive inside their cockpits. What such weapons lack in accuracy they more than make up for with the sheer volume of lightning they spew into the aeroscape, lashing enemy craft again and again until they are naught but blackened husks tumbling from the air.

Range	S	AP	Type
24"	7	-	Heavy 4, Tesla

Tesla: When firing a weapon with this special rule, a To Hit roll of a 6 causes 2 additional hits on the target. Snap Shots never cause additional hits as a result of this special rule.





BLITZA-BOMMERS

135
POINTS



As the enemy's armoured fighting vehicles advance across the battlefield, the sound of plunging Blitz-bomber engines grows to a deafening scream. Often seen flying in a ragtag approximation of the Unmerciful Attack Pattern, these mobs strike their targets in quick succession, performing suicidal nose-dives before wrenching back on their controls and letting their boom bombs fly from point-blank range. Should some Blitz-bombers lose control and slam into the ground, or be shot down by the panicked fire of their unfortunate victims, this only adds to the rain of destruction crashing down upon their targets. Even in the case of such unfortunate accidents, however, the rest of the mob's Flyboyz get a damn good laugh out of it as they roar skywards once again.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
Blitza-bommer	2	10	10	10	3	Vehicle (Flyer)	Bomber	3	2	1 Blitz-bommer

WARGEAR:

- **Two boom bombs** (pg 152)
- **Big shoota**
- **Twin-linked supa shoota** (pg 153)

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Blitz-bombers135 pts/model
- Any model may have a red paint job (pg 153).....5 pts/model

SPECIAL RULES:

- **Grot Gunner** (pg 152)
- **Supersonic**
- **Waaagh! Plane** (pg 152)



BURNA-BOMMERS

115
POINTS



Burna-bommer mobs hurtle into battle at breakneck speeds, jostling madly to be the first to immolate an enemy. Wild-eyed and panting, the Ork pilots barely even notice flak whipping around them as they thunder low over the battlefield. They line up their crosshairs on the biggest concentration of enemy infantry they can see, then howl with glee as they open fire. Skorch missiles corkscrew wildly away, explosions of flame blossoming where they slam home. Through the madness swoop the Burna-bombers, staying low enough to scorch their undercarriages as they hit their release levers and send massive incendiary bombs plummeting into their panicked, burning foes. As the Burna-bommer mob roars away, nothing but a vast, swirling firestorm is left in its wake.

[Armour]						Unit Type	Combat Role	Pursuit	Agility	Unit Composition
BS	F	S	R	HP						
Burna-bommer	2	10	10	10	3	Vehicle (Flyer)	Bomber	3	2	1 Burna-bommer

WARGEAR:

- **Twin-linked big shoota** (pg 153)
- **Two burna bombs** (pg 152)
- **Twin-linked supa shoota** (pg 153)

SPECIAL RULES:

- **Grot Gunner** (pg 152)
- **Supersonic**
- **Waaagh! Plane** (pg 152)

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Burna-bombers.....115 pts/model
- Any model may take up to six skorch missiles (pg 152).....10 pts each
- Any model may have a red paint job (pg 153).....5 pts/model



DAKKAJETS

110
POINTS



Dakkajet mobs scream through the skies like shells from a supa shoota. Trailing thick black smoke from their roaring ramjets, the Dakkajets spin and spiral madly around one another, one moment raggedly dispersed and the next almost colliding in midair. This wild unpredictability makes these ramshackle aircraft hard to target or outmanoeuvre, as locking on to such erratic targets is an exercise in futility. The Flyboyz steer their craft toward the enemy at insane speeds, heading straight for the nearest victim with all guns blazing and absolutely no thought for their own safety. From Armageddon to the Eastern Fringe it is a tactic that has seen even the most mighty enemy targets blown apart, unable to fend off the wildly unpredictable attack of the Dakkajet mobs.

[Armour]

	BS	F	S	R	HP	Unit Type	Combat Role	Pursuit	Agility	Unit Composition
Dakkajet	2	10	10	10	3	Vehicle (Flyer)	Fighter	4	2	1 Dakkajet

WARGEAR:

- **Two twin-linked supa shootas** (pg 153)

SPECIAL RULES:

- **Strafing Run**
- **Supersonic**
- **Waaagh! Plane** (pg 152)

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Dakkajets110 pts/model
- Any model may have a red paint job (pg 153)5 pts/model
- Any model may take an additional twin-linked supa shoota (pg 153)20 pts/model
- One model may be upgraded to a Flyboss (pg 153). In a Flyer Wing, this model must be the Wing Leader15 pts



WAZBOM BLASTAJETS

140
POINTS



When the blocky silhouettes of a Wazbom Blastajet mob fills the skies, any sane enemy knows to run for cover. Kustom-built airborne death-machines bristling with humming force fields and crackling, madcap weaponry, Wazbom Blastajets are ferociously shooty and surprisingly resilient to enemy fire. Their demented Mekboy pilots band together in like-minded mobs, competing to see whose invention can blow up the most stuff the fastest, and in the most hilariously spectacular of ways. Such deranged rivalry is somewhat less entertaining for the enemy, who find themselves teleported into oblivion, vaporised by searing energies, or picked up and hurled through the skies to their deaths. The Mekboyz welcome each messy demise, for with more destruction comes more scrap to salvage at battle's end.

[Armour]

	BS	F	S	R	HP	Unit Type	Combat Role	Pursuit	Agility	Unit Composition
Wazbom Blastajet	2	10	10	10	3	Vehicle (Flyer)	Attack Flyer	4	3	1 Wazbom Blastajet

WARGEAR:

- **Twin-linked kustom mega-kannon** (pg 152)
- **Smasha gun** (pg 153)
- **Stikkbomb flinga** (pg 153)

SPECIAL RULES:

- **Supersonic**
- **Waaagh! Plane** (pg 152)

Gitbusta Turret: Weapons in the gitbusta turret have the Interceptor special rule.

Rokkit Boostaz: Once per game, at the start of a Dogfight phase or your Movement phase, a Wazbom Blastajet can trigger its Rokkit Boostaz. When it does, it has a Pursuit value of 6 and an Agility value of 1 until the end of the turn or Dogfight.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Wazbom Blastajets.....140 pts/model
- Any model may replace its twin-linked kustom mega-kannon with twin-linked tellyport mega-blasta (pg 153).....5 pts/model
- Any model may take a gitbusta turret with twin-linked supa shoota (pg 153).....20 pts/model
- Any model may replace its stikkbomb flinga with a kustom force field (pg 153).....25 pts/model
- Any model may have a red paint job (pg 153).....5 pts/model

ORK SKWADRON



When an Ork Skwadron thunders into battle, it is as though a storm of scrap metal, smoke and hammering gunfire has broken upon the enemy. In seconds, the aeroscape fills with speeding greenskin aircraft, their pilots all intent on being the fastest, shootiest and killiest of the lot. At the heart of such anarchic formations soar the veteran Flyboyz, those Orks who have shown the ability to think beyond just pointing their planes in the direction of the enemy and pulling their triggers. Known by a variety of ridiculously overblown nicknames, these veterans are the most dangerous of their kind by far, and are usually the ones to lead the bellows of 'Waaagh!' as the skwadron hurtles into battle. Feeding off one another's excitement, the Flyboyz push their craft hard to cause as much carnage as they possibly can.

FORMATION:

- 3 Flyer Wings chosen in any combination from the following list:
 - Blitza-bommer Flyer Wing (pg 146)
 - Burna-bommer Flyer Wing (pg 147)
 - Dakkajet Flyer Wing (pg 148)

RESTRICTIONS:

None.

SPECIAL RULES:

Best of Da Best!: The life of an Ork Flyboy is usually brutal and short, but the handful in every skwadron that survive the first few missions go on to become skilled and deadly pilots. Before deployment takes place, pick one Wing from this formation. All of the Flyers in that Wing have 1 added to the Ballistic Skill and Agility values on their profile and have the Skilled Rider special rule.

Da Big Wing: When a skwadron of Ork Flyers swoop down together on the attack, the Ork Flyboyz become caught up in the wild thrill of breakneck speed, blasting weapons, and the loud cries of "ERE WE GO!" echoing over the comms network. If all three Flyer Wings are in Attack Patterns at the start of the Shooting phase, and each Wing is within 24" of at least one Flyer from each other Wing, then all of the Flyers in this formation can move Flat Out and shoot.



KUSTOM WAZMOB



Enemy gunners gape in amazement as their fire rebounds from the energy shield that crackles around the Kustom Wazmob. With a Wazbom Blastajet projecting its force field out to relay-gubbinz nailed onto the hulls of its wingmen, this formation is lent incredible resilience. Racing headlong through the skies like some insane flying fortress, the Flyboyz roar with laughter as missiles explode and laser beams fizzle to nothing around them. Kustom Wazmobs fly gladly into the most deadly skies, braving canyons bristling with flak-emplacements or great swarms of enemy aircraft, sure in the knowledge that Mork is watching over them. There is a kernel of truth to this, as Kustom Wazmobs have a reputation for taking an unbelievable amount of punishment and still having enough dakka left to krump their target twice over.

FORMATION:

- 1 Flyer Wing consisting of:
 - 1 Wazbom Blastajet (pg 149)
 - 3 other Ork Flyers of any type (including Wazbom Blastajets) and in any combination

RESTRICTIONS:

The Wing Leader must be the pilot of a Wazbom Blastajet and must take a kustom force field.

SPECIAL RULES:

Mega Kustom Force Field: The Wing Leader and the other Flyers in the Wing receive a 3+ invulnerable save if the Wing is in a Fortitude Attack Pattern.

ORKS APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Ork Flyers, along with rules for using them in your games of Warhammer 40,000.

GROT GUNNER

Hapless grots are often jammed into the gunner's seats of Ork aircraft and given strict instructions to shoot anything that moves.

When a model with this special rule fires a big shoota or a twin-linked big shoota, these shots are resolved at Ballistic Skill 3.

WAAAGH! PLANE

When the Waaagh! energy is flowing, Ork pilots pile on the dakka.

During a turn in which a Waaagh! is called, each of this model's Assault weapons fires one more shot than normal.



BOOM BOMB

Hurled into the foe using a Blitzza-bommer's momentum, boom bombs are deadly weapons, so long as the aircraft deploying them doesn't smash itself to bits in the process.

Range	S	AP	Type
-	7	2	Bomb 1, Armourbane, Large Blast, Skreamin' Descent, One Use Only

Skreamin' Descent: Roll 2D6 and refer to the table below when making a Bombing Run attack with a boom bomb. The roll is made after the Blast marker is placed but before it scatters.

2D6 Result

2 Faster! Waaagh! Uh oh... No bomb is dropped. The Flyer making the attack is wrecked and suffers a Crash and Burn result, with the large blast marker centred on the position occupied by the target model – the marker then scatters 2D6" as described in the Crash and Burn! rule (see *Warhammer 40,000: The Rules*).

3 Clipped 'im! No bomb is dropped. The Flyer making the attack, and its target, each suffer a single Strength 9 AP2 hit. All hits on vehicles strike the vehicle's side facing.

4-9 Just like dis! Execute the Bombing Run attack normally.

10-12 Dakka-dakka-boom! Execute the Bombing Run attack normally. In addition, the Flyer making the attack may shoot any of its Assault weapons at the target model's unit. All hits on vehicles strike the vehicle's rear facing. Any unit that suffers one or more unsaved Wounds from any of the attacks must take a Pinning test. Note that the Flyer may shoot its Assault weapons again in the Shooting phase and it can target a different unit.

FLAMER WEAPONS

The following are Flamer weapons for the purposes of any special rules that interact with Flamer weapons as described in *Warhammer 40,000: The Rules*.

BURNA BOMB

A burna bomb is a large metal canister with an internal fuse, filled to the gunwales with sloshing rokkit fuel and squig-oil. When the bomb is dropped, its fuse burns down rapidly, at which point the bomb explodes with terrifying force. Whether it detonates in mid-air or crashes to the ground, the resultant blast consumes a swathe of the battlefield in a ferocious conflagration.

Range	S	AP	Type
-	5	4	Bomb 1, Large Blast, Ignores Cover, One Use Only

SKORCHA MISSILE

Skorcha missiles are 'fire and forget' weapons used by Burna-bommer pilots to flush enemy infantry out of cover. Their warheads explode in sprays of chemical flame that burns white hot and makes a mockery of the mightiest fortifications.

Range	S	AP	Type
24"	5	4	Heavy 1, Blast, Ignores Cover, One Use Only

KUSTOM MEGA-KANNON

A potent, if unpredictable, weapon, the kustom mega-kannon spits streams of searing power at the enemy, blasting them to ash.

Range	S	AP	Type
36"	8	2	Heavy 1, Blast, Gets Hot

SHOOTA WEAPONS

Shootas are deafeningly loud machine guns of prodigious size that are crude but often surprisingly effective.

	Range	S	AP	Type
Big shoota	36"	5	5	Assault 3
Supa shoota	36"	6	4	Assault 3

SMASHA GUN

The smasha gun snatches its target in a localised force field before squashing it like a grot's skull under a Runtherd's boot. It is an equally dangerous weapon against vehicles and infantry, as it crushes armour with horrifying ease, leaving the bodies within as only a mangled mess.

Range	S	AP	Type
36"	D6+4*	1	Heavy 1

* Roll once each Shooting phase to determine the Strength of the weapon, after the target unit has been chosen.

TELLYPORT MEGA-BLASTA

The tellyport mega-blasta folds its target in a Warp-space bubble and displaces it at random. Victims will only travel a short distance before they reappear, but this is usually sufficient to rematerialise them high in the air, or inside a solid object. Mek never know exactly what will happen when they pull the trigger, but can be sure that the results will always be entertaining.

Range	S	AP	Type
18"	8	2	Assault 1, Blast, Tellyported

Tellyported: Any To Wound roll of a 6 made with this weapon has the Instant Death special rule. If this weapon rolls a 6 for armour penetration, it causes a penetrating hit, regardless of whether the armour penetration result was higher than the target's armour value or not.

FLYBOSS

Scarred and hulking, Flybosses are the biggest, meanest Flyboyz around, and are impressively passable shots.

A vehicle with a Flyboss has +1 Ballistic Skill when shooting at Air Targets (pg 58).

KUSTOM FORCE FIELD

These bizarre devices project invisible bubbles of energy that protect nearby Orks from incoming fire. In airborne combat, this proves especially useful, shielding Ork aircraft from streams of incoming fire long enough for them to 'get their eye in' and blow their attacker out of the sky.

The model, and all models within 6", receive a 5+ invulnerable save against any shooting attacks.

RED PAINT JOB

Orks believe that a vehicle painted red can outstrip a similar vehicle that isn't. As odd as it may seem, they're not wrong.

Ork vehicles with red paint jobs add 1" to their move when they move Flat Out.

STIKKBOMB FLINGA

Some Mekboyz kit their aircraft out with crude 'counta-measures' to give them a fightin' chance against anti-air fire.

A model can use its stikkbomb flinga once in each enemy Shooting phase and once in each Dogfight phase, giving it a 5+ invulnerable save against one glancing or penetrating hit each phase.





AX3 RAZORSHARK STRIKE FIGHTERS

145
POINTS



Razorshark Strike Fighters prowl the skies in tightly ordered teams, target-locks scanning constantly for their enemies. Razorsharks serve the dual role of eliminating enemy aircraft and blasting apart ground forces, and they will brave the most dangerous or unnatural conditions to achieve this. The faith these teams have in their technology and in the righteousness of the Tau'va lends them a rare courage and focus. Razorshark teams will weave through plummeting waves of Tyrannocyte spores or take wings of Stormhawk Interceptors head on, willingly dying in the process if it means accomplishing their mission. Razorshark teams are especially lethal in dogfights, locking onto the tails of their targets in perfect formation and eliminating one threat at a time until nothing remains airborne but Tau craft.

	[Armour]					Unit Type	Combat Role	Pursuit	Agility	Unit Composition
	BS	F	S	R	HP					
AX3 Razorshark Strike Fighter	3	11	10	10	3	Vehicle (Flyer)	Attack Flyer	3	3	1 AX3 Razorshark Strike Fighter

WARGEAR:

- **Burst cannon** (pg 157)
- **Quad ion turret** (pg 157)
- **Two seeker missiles** (pg 157)

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional AX3 Razorshark Strike Fighters.....145 pts/model
- Any model may exchange its burst cannon for a missile pod (pg 157).....5 pts/model
- Any model may take items from the **Vehicle Battle Systems** list (pg 159).



AX39 SUN SHARK BOMBERS

160
POINTS



Enemy ground troops dash for cover or fire frantically skyward as the silhouettes of Sun Shark Bombers sweep down upon them. In blinding flares of light, the high-tech craft generate their pulse bombs, then fire them groundward while they race overhead. Explosions roar skyward in their wake, ferocious energies racing out to consume vital command bunkers, artillery positions and hulking armoured war machines with equal hunger. Meanwhile, the Sun Sharks' Interceptor Drones race through the skies around their parent craft, forming a fast-moving screen like outriders around an armoured column. With flickering ion rifle fire driving off any marauding enemy fighters, the Sun Shark team are free to circle and pass, circle and pass, dropping pulse bombs until nothing remains of their target zone but craters.

[Armour]											Unit Type	Combat Role	Pursuit	Agility	Unit Composition
BS	F	S	R	HP											
AX39 Sun Shark Bomber	3	11	10	10	3						Vehicle (Flyer)	Bomber	2	2	1 AX39 Sun Shark Bomber

											Unit Type		Unit Composition
WS	BS	S	T	W	I	A	Ld	Sv					
MV17 Interceptor Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)		2 MV17 Interceptor Drones	

WARGEAR:

AX39 SUN SHARK BOMBER

- **Missile pod** (pg 157)
- **Two seeker missiles** (pg 157)
- **Networked markerlight** (pg 158)
- **Pulse bomb generator** (pg 158)

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional AX39 Sun Shark Bombers160 pts/model
- Any model may upgrade its missile pod to a twin-linked missile pod (pg 157).....5 pts/model
- Any model may take items from the **Vehicle Battle Systems** list (pg 159).

MV17 INTERCEPTOR DRONE

(pg 159)

- **Twin-linked ion rifle** (pg 157)

AIR CASTE SUPPORT CADRE



Diving down upon the battlefield, the pilots of the Air caste Support Cadre brave the foe's onslaughts to aid their Fire caste comrades. Guns hammering, they blast lines of fire through the enemy ranks, plasma and ion rounds tearing infantry to bloody pieces while seeker missiles scream down to slam into bunkers and tanks. The pilots' commitment to the Greater Good keeps them firing to full effect even with severe damage to their craft, their guns trained on priority ground targets and all power diverted to their weapon systems. The Tau do not believe in senseless sacrifice, and so these craft are fitted with advanced repair systems that ensure casualties are kept to a minimum, no matter how dangerous the cadre's mission may prove to be.

FORMATION:

- 1 Flyer Wing consisting of:
 - 2 AX3 Razorshark Strike Fighters (pg 154)
 - 1-2 AX39 Sun Shark Bombers (pg 155)

RESTRICTIONS:

None.

SPECIAL RULES:

Advanced Repair Systems: Roll a dice at the start of your turn for each Hull Point lost by models from this Formation. On a roll of 6 the Hull Point is restored.

Commitment to the Greater Good: If the Formation is in an Attack Pattern, then the Flyers in the Formation receive the Commitment to the Greater Good special rule until the start of your next turn in addition to the other benefits that the Attack Pattern confers. Roll a dice if a Crew Shaken or Crew Stunned result is inflicted on a model with this special rule. On a roll of 2-6 the result is ignored and has no effect. Note that if the model lost any Hull Points as a result of the attack, these are deducted as normal.

TAU EMPIRE APPENDIX

This section of *Death from the Skies* lists all of the equipment used by Tau Empire Flyers, along with rules for using them in your games of Warhammer 40,000.

SUPPORTING FIRE

The Drones employed in battle by the Tau Empire are programmed to protect each other, and the warriors of the Fire caste, whenever a threat draws too near. An oncoming foe will have to charge through overlapping fields of fire to reach their target.

When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Note that a unit can still only fire Overwatch once each phase.

BURST CANNON

Burst cannons use pulse induction technology to fire directed bursts of plasma energy. They maintain a high rate of fire thanks to their multiple barrels which, coupled with their impressive stopping power, makes them excellent dogfighting weapons. Countless enemies of the Tau Empire have been sent plunging down to their fiery doom after being riddled with burst cannon fire.

Range	S	AP	Type
18"	5	5	Assault 4

ION RIFLE

Ion rifles fire high-energy streams of particles that react catastrophically with their targets, vaporising flesh and metal with every blast. When faced with especially resilient ground targets whose fire threatens their parent craft, Interceptor Drones will overcharge their ion rifles and risk destruction to ensure they obliterate the threat with optimal speed.

	Range	S	AP	Type
Standard	30"	7	4	Rapid Fire
Overcharge	30"	8	4	Heavy 1, Blast, Gets Hot

MISSILE POD

A simple but effective delivery system for multiple missiles, these weapon pods spit out self-guiding warheads at an impressive rate, and are effective against light vehicles and heavy infantry at medium range.

Range	S	AP	Type
36"	7	4	Assault 2



PULSE BOMB

The pulse bomb generator creates a deadly sphere of plasma, cradled within a controlled force field. At the pilot's command, the pulse induction field hurls the searing energy ball towards targets on the battlefield below. This is an incredibly efficient weapon, for even as the pulse bomb detonates with incandescent fury amidst its targets the generator is already creating a fresh sphere of energy for its pilot to deploy on their next bombing run. Thus, Sun Shark Bombers can continue to pound their targets into ruin with no consideration of ammunition expenditure until their fuel runs low and forces them to disengage.

Range	S	AP	Type
-	5	5	Bomb 1, Large Blast, One Use Only

QUAD ION TURRET

The quad ion turret is a versatile and devastating weapon that annihilates its targets with multiple streams of ionised particles. Capable of blasting aircraft from the sky with its high-powered shots, or obliterating hardened ground targets with overcharged bursts of fire, this airborne artillery piece is feared by all who face the Tau in battle.

	Range	S	AP	Type
Standard	30"	7	4	Heavy 4
Overcharge	30"	8	4	Heavy 1, Gets Hot, Large Blast

SEEKER MISSILE

These drone-guided missiles lock onto the signals of markerlights in order to strike unerringly, even against those targets their firer cannot see. Typically they are used to knock out enemy battle tanks or punch through the thick walls of command bunkers. Should an enemy aircraft find itself picked out by markerlight fire, it may soon find a seeker missile closing swiftly on its tail.

Range	S	AP	Type
72"	8	3	Heavy 1, One Use Only

MARKERLIGHT

A markerlight is a device that projects a simple beam onto a target. Once an enemy has been 'painted' by such a beam, a torrent of targeting data is fed to the Cadre tactical network, relaying ranges, calculating optimum firing trajectories and transmitting aiming vectors to other Tau units.

Markerlights are ranged weapons with the following profile:

Range	S	AP	Type
36"	-	-	Heavy 1, Target Acquired

Target Acquired: Markerlights cannot directly cause damage or Wounds. Instead, each time a unit suffers a hit with this special rule, place a markerlight counter next to it (no saves can be taken against these hits). Markerlight counters remain next to their unit until the end of the current phase or until they are used (whichever comes first).

Immediately before a unit with the Tau Empire Faction shoots at a target that has any markerlight counters, it can declare it is using one or more of the markerlight abilities listed to the right. Each ability costs a number of markerlight counters – remove this number of counters from the target immediately when the ability is declared. A unit can combine any number of markerlight abilities – providing that there are enough counters.

Note that a unit cannot benefit from its own markerlights.

- **Destroyer:**Markerlight cost: 1+
For each markerlight counter expended on this ability, a single destroyer missile fired by the unit at the target changes its Strength from 8 to D.

- **Pinpoint:**Markerlight cost: 1+
All models firing at the target as part of this shooting attack gain a bonus to their Ballistic Skill for the duration of the shooting attack. The size of this bonus is equal to the number of markerlight counters expended on this ability. Pinpoint can increase the Ballistic Skill of Snap Shots and Overwatch.

- **Scour:**Markerlight cost: 2
All wounds, glancing hits and penetrating hits allocated to the target as part of this Shooting attack gain the Ignores Cover special rule.

- **Seeker:**Markerlight cost: 1+
For each markerlight counter expended on this ability, the unit immediately fires a single seeker missile (if it has one) in addition to any other weapons it is permitted to fire. A seeker missile fired in this way:

- does not need line of sight.
- must be fired at the same target as the vehicle's other weapons.
- is resolved at Ballistic Skill 5.
- has the Ignores Cover special rule.
- does not reduce the number of weapons a vehicle can fire at its full Ballistic Skill.

NETWORKED MARKERLIGHT

These markerlights are networked directly into weapon systems, allowing them to deliver their payload with pinpoint accuracy.

Networked markerlights are a specialised version of the standard markerlight system (see above). When a unit with one or more networked markerlights makes a Shooting attack, the networked markerlights are always fired first. Once the shots from the networked markerlights are resolved, the unit can then fire their other weapons. This means that they can expend their own markerlights in order to benefit their other weapons.

PULSE BOMB GENERATOR

This mechanism produces and contains a ball of incandescent plasma which hangs beneath the bomber, ready to be dropped when a suitable target is reached.

Immediately after the Sun Shark makes a bombing run, roll a D6. On a score of 2+, another pulse bomb is created and the Sun Shark can make another bombing run later in the game. On a roll of a 1, the pulse bomb generator's power fails – no more bombs can be created, and no more bombing runs can therefore be performed.

VEHICLE DRONES

Some vehicles include two Drones – these start the game attached to the vehicle.

ATTACHED DRONES

Whilst attached to the vehicle, Drones are treated as embarked passengers. This means that while they are attached, they can make shooting attacks as if they were passengers shooting from Fire Points, using their location on the vehicle to determine line of sight, range etc. They must shoot at the same target as the vehicle they are attached to. Target Acquired abilities used by a Tau vehicle also apply to any attached Drones in the unit.

If a vehicle is destroyed before it has detached its Drones, the Drones are automatically destroyed along with it.

DETACHING DRONES

During any friendly Movement phase, Drones may detach from their vehicle in the same way as Infantry disembarking from an Open-topped Transport. All Drones from a vehicle must detach at the same time – they then form a single new, non-scoring, unit.

After detaching, Drones cannot re-attach to any vehicle, but they can embark on Transport vehicles in the same manner as other Drones. Drones do not have the Bulky special rule.

Drones that started the game attached to a vehicle do not award Victory Points when destroyed. In addition, your opponent only needs to destroy the vehicle, and not that vehicle's detached Drones as well, to be awarded any Victory Points it is worth.

MV17 INTERCEPTOR DRONES

MV17 Interceptor Drones have the Interceptor, Skyfire and Supporting Fire (pg 157) special rules, and can Turbo-boost as if they were Jetbikes. In addition, they can detach at any point during the Sun Shark's move (even if it is Zooming). A Sun Shark Bomber that moves before its Interceptor Drones detach can continue its move immediately after.

Interceptor Drones can also detach from a Sun Shark at the start of the Attack sub-phase in a Dogfight, before either Flyer attacks. The Drones immediately attack the enemy Flyer taking part in the Dogfight, using the range between the Sun Shark and its opponent for the attacks. The Drones have the Skyfire special rule regardless of the angle of attack. The Drones reattach themselves to the Flyer after the Dogfight is complete, but they are immediately destroyed if the Sun Shark is destroyed.



VEHICLE BATTLE SYSTEMS

- Blacksun filter1 pt
- Decoy launchers.....3 pts
- Automated repair system.....5 pts
- Advanced targeting system.....10 pts
- Disruption pod.....15 pts

AUTOMATED REPAIR SYSTEM

Tiny maintenance drones swarm over damaged systems to repair them in the midst of battle.

At the end of each friendly turn, roll a D6 for each vehicle with an automated repair system that has suffered an Immobilised or Weapon Destroyed result. On the roll of a 6, one Immobilised or Weapon Destroyed result of the owning player's choice is repaired and no longer has any effect. Note, this does not restore any Hull Points.

ADVANCED TARGETING SYSTEM

An advanced targeting system assists the aircraft's gunner by identifying targets of particular value or danger and plotting fire plans to counter them.

A vehicle with an advanced targeting system has the Precision Shots special rule.

BLACKSUN FILTER

This optical filtering suite allows aircraft sensors to target enemies at full efficiency and range, even during night fighting operations.

A vehicle equipped with a blacksun filter has the Night Vision special rule.

DECOY LAUNCHERS

Decoy launchers are mounted near the engines of Tau craft and fire clouds of reflective strips and tiny emitter drones to protect the aircraft from enemy missiles.

A vehicle with decoy launchers has a 4+ invulnerable save against glancing and penetrating hits caused by weapons with the Interceptor special rule.

DISRUPTION POD

A disruption pod throws out distorting images in both visual and magnetic spectra, making it hard to target the aircraft at range.

A vehicle with a disruption pod has +1 cover save. This means that they have a 6+ cover save even in the open.

ATTACK PATTERN REFERENCE

VIGILANCE ATTACK PATTERN

Attack Flyers: +1 Ballistic Skill vs Ground Targets and +1 to Jink saves (front Flyer only).

Bombers: +1 Strength with Bombs and +1 to Jink saves (front Flyer only).

Fighters: +1 Ballistic Skill vs Air Targets and +1 to Jink saves (front Flyer only).



VEHEMENCE ATTACK PATTERN

Attack Flyers: Tank Hunters special rule vs Ground Targets.

Bombers: Can re-roll failed or glancing armour penetration rolls with Bombs.

Fighters: Tank Hunters special rule vs Air Targets.



INTOLERANCE ATTACK PATTERN

Attack Flyers: Ignores Cover special rule vs Ground Targets.

Bombers: Bombs have Ignores Cover special rule.

Fighters: Ignores Cover special rule vs Air Targets.



FORTITUDE ATTACK PATTERN

All: 4+ invulnerable save, It Will Not Die and Interceptor special rules.



INDOMITABLE ATTACK PATTERN

All: Front Flyer receives the benefits of the Vigilance Attack Pattern. All Flyers receive the benefits of the Vehemence and Intolerance Attack Patterns.



OMNISCIENCE ATTACK PATTERN

All: Pick an enemy unit in line of sight of all Flyers at start of Shooting phases. All Flyers have the Preferred Enemy special rule against that unit and all others with the same datasheet for the rest of battle.



UNMERCIFUL ATTACK PATTERN

Attack Flyers: Double Pursuit Value when moving Flat Out. Can use four weapons when moving Flat Out, but must attack same Ground Target. Second Flyer to attack has +1 Ballistic Skill. Third Flyer has +2 Ballistic Skill.

Bombers: Double Pursuit Value when moving Flat Out. Can make Bombing Run when moving Flat Out (if they did not do so in Movement phase), but must bomb same target. Second Bomb scatters 1" less, third Bomb scatters 2" less, to a minimum of 0".

Fighters: Double Pursuit Value when moving Flat Out. Can use four weapons when moving Flat Out, but must attack same Air Target. Second Flyer to attack has +1 Ballistic Skill. Third Flyer to attack has +2 Ballistic Skill.



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