

WARHAMMER
40,000
COMPENDIUM



DEATH
FROM THE SKIES™



DEATH FROM THE SKIES

BRUTAL AERIAL COMBAT IN THE 41ST MILLENNIUM

AIR WAR MISSIONS

Flyers are an integral part of almost every army that fights on the battlefields of the 41st Millennium, where their combination of high speed, mobility and ferocious firepower makes them an invaluable asset for certain types of missions. Flyers can be used to establish bridgeheads in enemy territory, launch flank attacks, and blast enemy defence lines.

The *Warhammer 40,000* rulebook already includes a set of Eternal War missions, and when you multiply that by the different armies you might face, and the myriad different ways you can set up the terrain for your battle, there are hundreds, probably thousands of different ways to play.

However, we feel that you can never have too much variety, so this book has four new Air War missions that you can use to explore the kind of missions that Flyers excel at. The new missions illustrate the different sorts of strategies used by armies that include Flyers, and they will provide new tests of your tactical ability as a commander.

We've gone to some pains to make sure that each mission is as balanced as possible and that they provide both sides with a new set of tactical problems to overcome. This means that, in order to win, you will need to be prepared to think on your feet and quickly adapt to the new circumstances the missions will throw at you. You may be called on to launch an aerial offensive or fight to hold a defensive bridgehead deep behind enemy lines. Tried and trusted tactics will need to be re-thought in the face of these new challenges, and you will need to be ready to think outside the box in order to win.

HOW TO USE AIR WAR MISSIONS

It is very straightforward to use an Air War mission – it only requires a handful of minor modifications to the Fighting a Battle rules in the *Warhammer 40,000* rulebook. These changes are explained in detail next, but they boil down to: roll-off if you want to use an Air War mission; if you win you can roll on the Air War Mission table instead of the Eternal War Mission table. And that's it!

THE MISSION

If either you or your opponent wish to use an Air War mission, then you must roll-off at the start of the Mission step (see the *Warhammer 40,000* rulebook).

The winner of the roll-off can choose to either roll on the Eternal War Mission table, or instead roll on the Air War Mission table below. The deployment map, deployment zones and deployment instructions for each Air War mission are included with the mission itself; do not use the deployment maps in the *Warhammer 40,000* rulebook.

Note that the Air War missions are most interesting if both sides have Flyers in their army and, although Flyers are by no means required, we recommend the missions only be used if both armies include at least one Flyer.

AIR WAR MISSION TABLE

D6	Mission
1	Deadly Bridgehead
2	Scramble!
3-4	Aerial Assault
5-6	Death From the Skies!



THE BATTLE FOR CARDRIM

The new Air War missions can be linked together to fight a campaign based on the Battle for Cardrim. In two of the battles, one side must include an allied detachment chosen from a specified army list. For example, the first battle is fought using Space Marines with Necron allies, fighting against an Ork army.

DETERMINING THE WINNER OF THE CAMPAIGN

The player that wins the most missions also wins the campaign. If both players win the same number of missions, the campaign is a draw.

THE MISSIONS

Fight the four Air War missions in the following order.

Mission 1: Deadly Bridgehead. Space Marines with Necron allies versus Orks. The Space Marines are the Attackers. All Necron units have the Outflank special rule, but must all start in reserve and may not arrive from Reserves on turn 2.

Mission 2: Scramble! Space Marines versus Orks. There are no allies in this mission. The Space Marines are the Attackers.

Mission 3: Aerial Assault. Necrons versus Orks with Space Marine allies. The Necrons are the Attackers. The Ork player may only deploy Space Marines units at the start of the battle; all Ork units must be left in Reserve. All Space Marine units, and any emplaced weapons on the Defender's fortifications, must shoot at the closest Ork or Necron target unit. This may result in the Space Marines shooting at their own allies!

Mission 4: Death from the Skies! Necrons versus Space Marines. There are no allies in this mission. The Necrons are the Attackers. Starting with the fifth game turn, Space Marine units may exit the table from their own board edge. At the end of the game, the Space Marines player scores 1 Victory Point for each unit that has exited the table, and the Necrons player scores 1 Victory Point for each Space Marine unit that remains on the table.

DEADLY BRIDGEHEAD

Forces carried by aircraft are often used to establish a landing zone inside enemy territory. The flyers and the troops they have transported must hold out against enemy counter-attacks and artillery bombardments until friendly ground forces can break through to reinforce them.

THE ARMIES

Both players select forces to an agreed points limit. Before setting up the battlefield, roll-off. The winner of the roll-off is the Attacker, and the other player is the Defender.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map on the right.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the Attacker places D3 Primary Objectives.



DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender then deploys first and the Attacker deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map on the right.

During deployment, the Defender may only deploy Troops choices and any Dedicated Transports they may have. A unit may be deployed in either of the Defender's deployment zones, as long as all of its models are in the same zone.

During deployment, the Attacker may only deploy Flyers (including any units embarked upon them). They do not have to be placed in reserves and may be deployed in the Attacker's deployment zone.

All units that cannot be deployed due to the conditions above must be placed in reserves.

The normal limit of only being able to keep up to half of an army in reserve does not apply to either army.

FIRST TURN

The Defender goes first unless the Attacker can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

The mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

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 Primary Objective is worth 3 Victory Points to the player who controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives, Reserves.

Delayed Reserves: The Attacker does not begin rolling for the arrival of their Reserves until the start of turn three. At the start of turn five, any units still remaining in reserve arrive automatically.

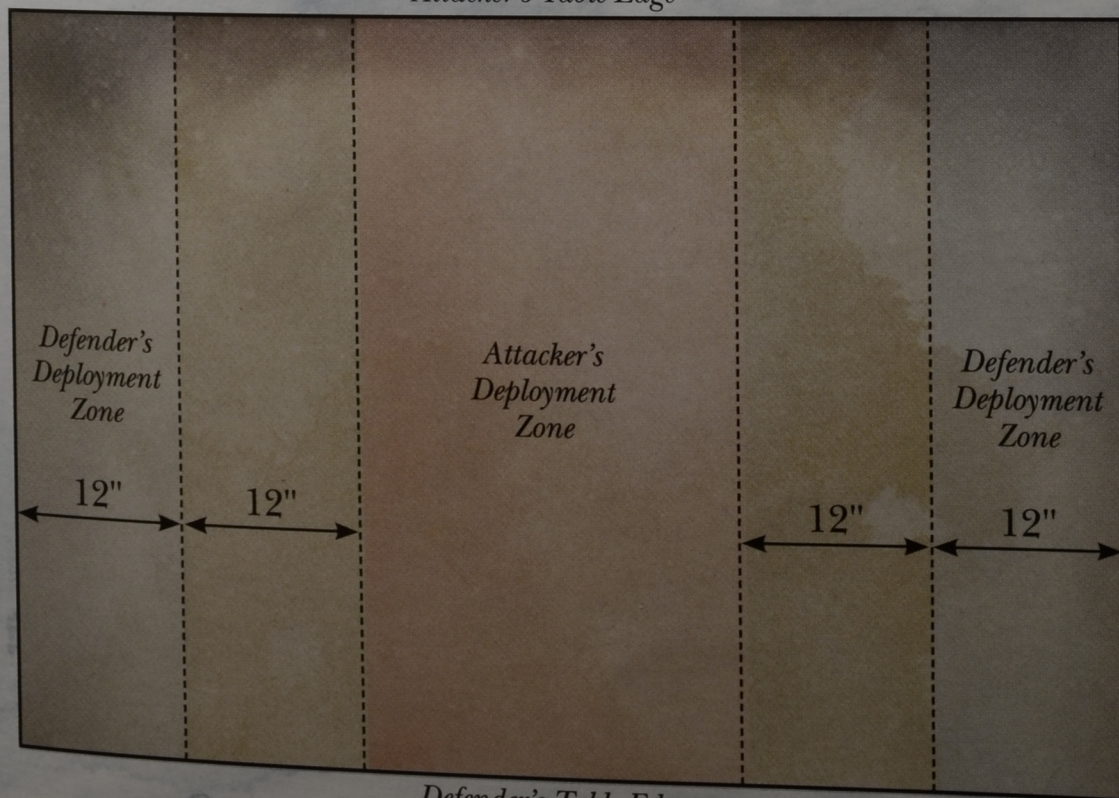
Preemptive Barrage: Any emplaced weapons on the Defender's fortifications may only fire Snap Shots on the first turn of the battle.

'The beast of metal endures longer than the flesh of men. Those that tend the beasts of metal must labour long to learn its ways, for a single beast must suffer the mastership of many men until ready to shed its vorpal coils. Those that seek apprenticeship must attend closely to the rites of mobilisation, the rites of maintenance, and the words-of-power that describe the parts of a beast. Nor must they neglect the tutelage of the Adeptus Prefects, nor the casting of the proper roboscopes.'

- *Runic Mechanics: An Introduction*



Attacker's Table Edge



Fortifications: When setting up the table, any fortifications that are purchased as part of an army list must be placed wholly within their owning player's deployment zone.





SCRAMBLE!

To ensure domination of the skies, an attacker must strike first and attack the enemy's airfields before he has the chance to launch his own aircraft. By controlling the heavens, an attacker can cut off the enemy from resupply and reinforcement, whilst launching his own aerial strikes against ground-based forces.

THE ARMIES

Both players select forces to an agreed points limit. Before setting up the battlefield, roll-off. The winner of the roll-off is the Attacker, and the other player is the Defender.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map on the right.

LAUNCH PADS

Before either side sets up fortifications, the Defender must designate three points anywhere in their deployment zone to act as their launch pads (Skyshield Landing Pads are ideal). The Defender then places one Flyer chosen from their codex on each of the launch pads, to represent their grounded craft – these do not count towards their army's points total.

If the Defender does not have enough Flyers to represent all of the grounded aircraft, he must place as many as possible and leave the remaining launch pads empty.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender then deploys first and the Attacker deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map on the right.

The Attacker's Flyers do not have to be placed in reserve and may be deployed in his deployment zone.

FIRST TURN

The Attacker has the first turn.

GAME LENGTH

The mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).



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 1 Victory Point for each enemy unit that has been completely destroyed. The Attacker receives D3 additional Victory Points for each of the grounded aircraft he destroys, whether they have launched or not. The Defender receives D3+1 Victory Points for each of the grounded aircraft that were launched and are not Immobilised or destroyed at the end of the game. Units that are falling back, or are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed in this mission.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

Reserves.

Press the Attack: Any of the Attacker's Flyers that are destroyed are placed in Ongoing Reserve and return to play with full Hull Points and a full compliment of any missiles or other One Use Only items they started play with (not including any units that were embarked upon them). Note that Victory Points are scored each time a unit is destroyed; if a Flyer is destroyed, returned to play and destroyed again, then the Defender receives 2 Victory Points.

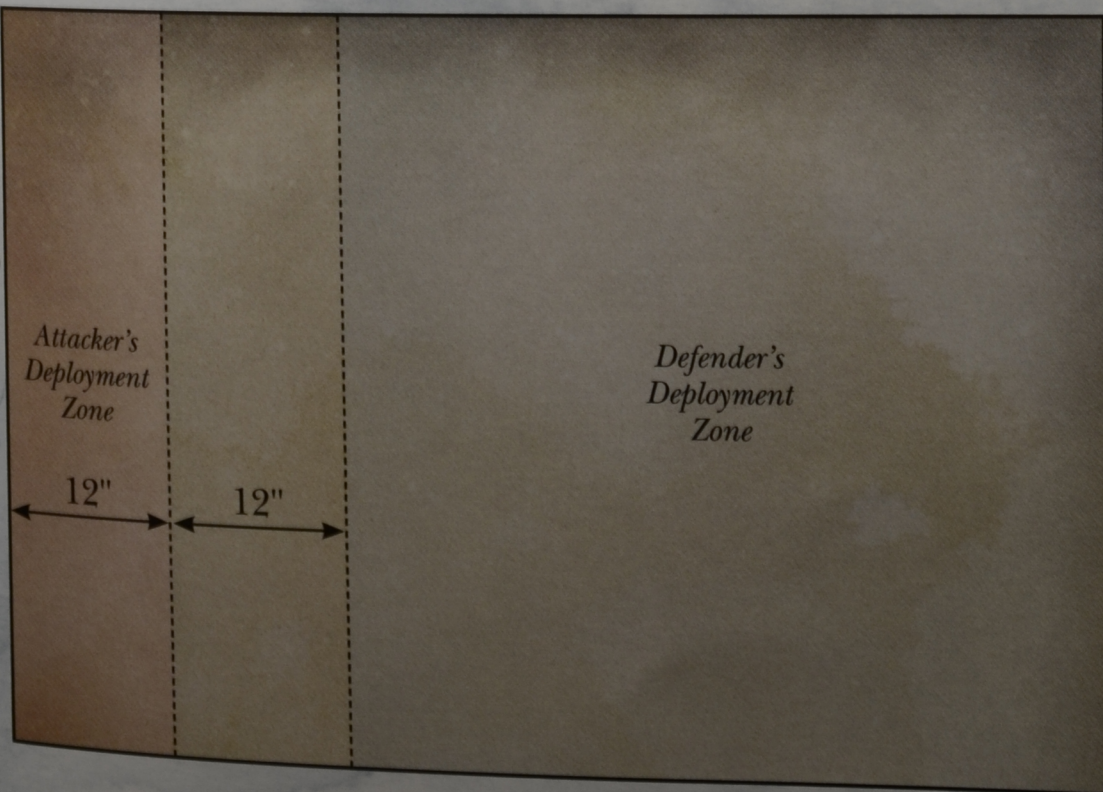
Scramble!: At the start of the game, the grounded aircraft on the launch pads are still being refuelled and rearmed. They count as Immobilised vehicles that do not have the Flyer type and cannot shoot.

At the start of each of his Movement phases, the Defender must roll a D6 and add the turn number for each grounded aircraft. An aircraft launches if its total is 6 or more; it is no longer considered grounded and immediately gains the Flyer type.

As soon as an aircraft launches, it becomes fully operational and may move and shoot normally. Any damage inflicted earlier in the game still applies, however, so a grounded aircraft might have a weapon destroyed or have lost Hull Points before it launches. If a Flyer suffers an Immobilised result before launching, it is Wrecked.



Attacker's Table Edge



Defender's Table Edge

Fortifications: When setting up the table, any fortifications that are purchased as part of an army list must be placed wholly within their owning player's deployment zone.



AERIAL ASSAULT

A flyer's mobility and high speed makes it ideal for interdicting enemy troops. The craft swings round the flank of the enemy force, timing its arrival to coincide with the main attack. The sudden appearance of the aircraft and any troops it is transporting inevitably sows fear and confusion in the enemy ranks.

THE ARMIES

Both players select forces to an agreed points limit. Before setting up the battlefield, roll-off. The winner of the roll-off is the Attacker, and the other player is the Defender.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map below.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the players take it in turns to place a total of D3+2 Primary Objectives, as described in the *Warhammer 40,000* rulebook. No objective may be set-up in the Attacker's deployment zone.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Attacker then deploys first and the Defender deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map below.

FIRST TURN

The Attacker has the first turn.

GAME LENGTH

The mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

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 Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

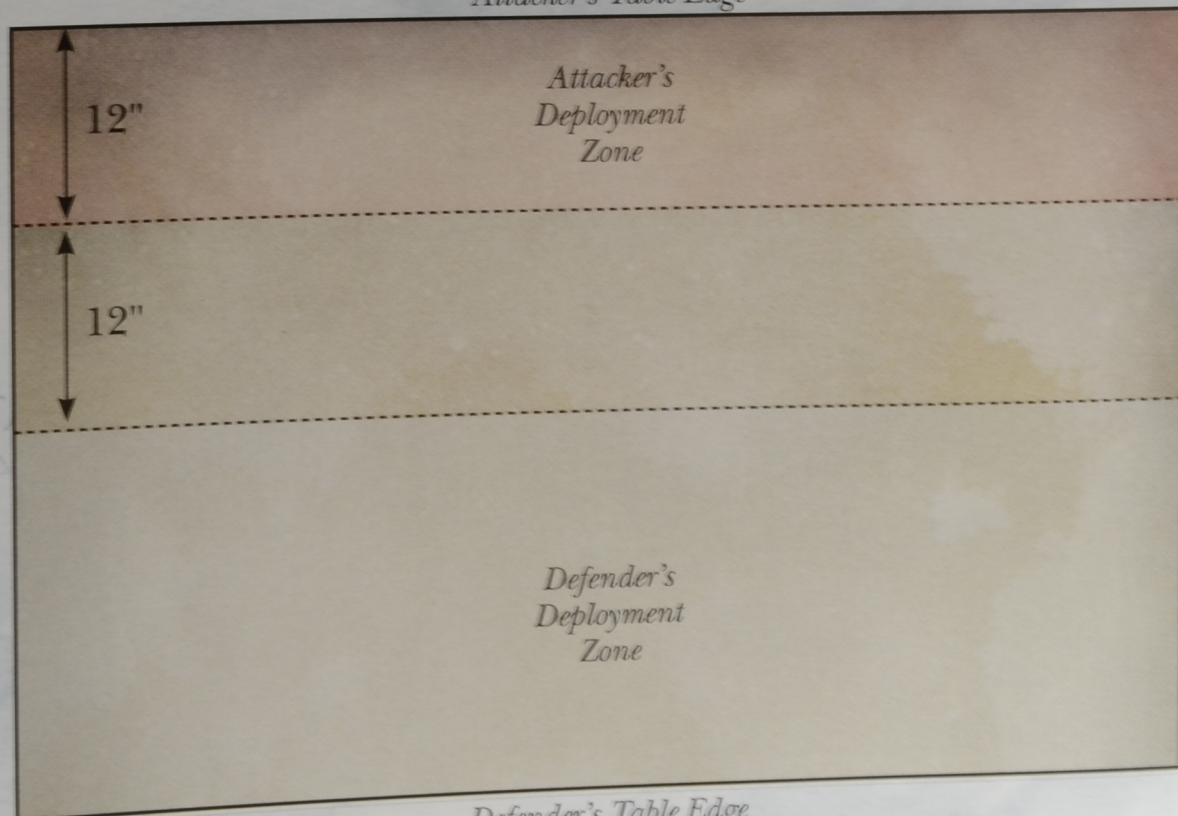
MISSION SPECIAL RULES

Reserves.

Lateral Envelopment: The Attacker's Flyers have the Outflank special rule.

Fear and Confusion: If a Flyer belonging to the Attacker enters play using the Outflank special rule, it has the Strafing Run special rule.

Attacker's Table Edge



Fortifications: When setting up the table, any fortifications that are purchased as part of an army list must be placed wholly within their owning player's deployment zone.

Defender's Table Edge

DEATH FROM THE SKIES!

Often, the first warning of an attack that troops receive is the scream of jet engines as hostile aircraft pounce on them. Cowering from this aerial onslaught, the defending force will be hard-pressed to stop the ground troops that follow in the flyers' wake.

THE ARMIES

Both players select forces to an agreed points limit. Before setting up the battlefield, roll-off. The winner of the roll-off is the Attacker, and the other player is the Defender.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map from the Aerial Assault mission (left).

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the players take it in turns to place a total of D3+2 Primary Objectives, as described in the *Warhammer 40,000* rulebook. No objective may be set-up in the Attacker's deployment zone.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender then deploys first and the Attacker deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map (left).

During deployment, the Attacker may only deploy units composed entirely of Infantry models, their Dedicated Transports and Flyers (including any units embarked upon them). The Flyers do not have to be placed in reserves and may be deployed in the Attacker's deployment zone. All of the Attacker's other units must be placed in reserves.

The normal limit of only being able to keep up to half of an army in reserve does not apply to either army.

FIRST TURN

The Attacker goes first unless the Defender can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

The mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).



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 Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Mysterious Objectives, Reserves.

Planned Assault: All of the Attacker's units that were held in reserve must arrive at the start of the Attacker's second turn.



BURNING SKIES

Flyers have become a super exciting part of the latest edition of Warhammer 40,000, and we decided to create a set of in-depth Flyer rules that allow you to have even more fun with these amazing miniatures. These add-on rules have been designed to allow you to recreate the intensity and excitement of air to air combat in the 41st Millennium.

DOGFIGHTING

In the skies above the battlefields of the 41st Millennium, human and xenos battle to gain air superiority. With control of the skies, a victory on land beneath is assured.

You may use these dogfighting rules in any game of Warhammer 40,000. Simply agree with your opponent and get ready to enjoy the new tactical challenge of dogfighting in the 41st Millennium.

INITIATING A DOGFIGHT

At the end of your Movement phase, choose **one** of your Flyers (the Attacker) that is within 12" of an enemy Flyer (the Defender), to attempt to initiate a Dogfight.

To initiate a Dogfight, you and your opponent roll-off to determine whether you have successfully engaged. You may modify your dice roll dependant on the following conditions:

- Attacker is in the Defender's front arc..... +0
- Attacker is in the Defender's side arc..... +1
- Attacker is in the Defender's rear arc +2

DESIGNER'S NOTE:

Whilst attempting to outwit your opponent is a fun part of the game, you can always try trusting your pilots' instincts and roll the dice to decide your tactic. Let fate decide the fortunes of your loyal minions!

If the Attacker's score is equal to or greater than the Defender's, then he has successfully engaged. The two models perform a Dogfight in the following Shooting phase. If the Attacker's score is less than the Defender's, then he has failed to engage and the Attacker may not shoot in the following Shooting phase.

THE DOGFIGHT

A Dogfight adds three additional sub-phases to the Shooting phase: Pursuit, Lock-on and Destroy.

In each sub-phase, the Attacker and Defender secretly select their tactic from the appropriate table by placing a dice face up under their hands or dice cup. Once both have chosen, they reveal the dice and resolve the effects immediately.

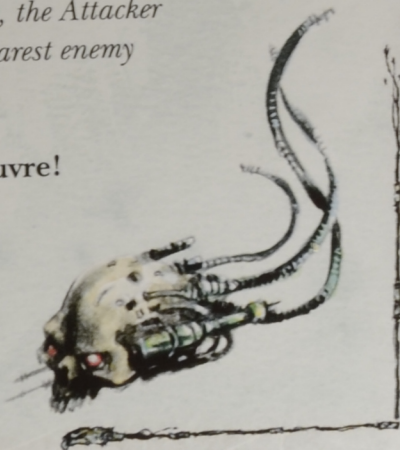
Once effects are resolved, move on to the next sub-phase.

PURSUIT SUB-PHASE

The Attacker moves into position, attempting to get the Defender in his sights. The early stages of any Dogfight are cagey affairs as both hunter and prey vie to gain the upper hand; only time will tell who will be victorious.

ATTACKER

- 1-2 **Tactic 1 – Look for a target!**
Scanning the area for threats, the Attacker looks for any easy targets.
- 3-4 **Tactic 2 – Start shooting!**
Trigger-happy as always, the Attacker starts shooting at the nearest enemy he can see!
- 5-6 **Tactic 3 – Outmanoeuvre!**
Carefully manoeuvring, the Attacker tries to get behind the Defender before beginning his attack run.



DEFENDER

- 1-2 **Tactic 1 – Head for the clouds!**
Sensing danger, the Defender seeks to lose his pursuer amongst the clouds.
- 3-4 **Tactic 2 – Stay level...**
Rather than be drawn into rash action, the Defender stays calm and waits to see the action unfold.
- 5-6 **Tactic 3 – Dive, dive, dive!**
Trusting to his instincts, the Defender heads low, seeking refuge amongst the debris of the battlefield.





PURSUIT RESOLUTION

	ATTACKER TACTIC 1 LOOK FOR A TARGET!	ATTACKER TACTIC 2 START SHOOTING!	ATTACKER TACTIC 3 OUTMANOEUVRE!
DEFENDER TACTIC 1 HEAD FOR THE CLOUDS!	The Attacker may fire any one weapon at a non-Flyer unit within 4D6". Then move on to the next sub-phase.	No effect this sub-phase. Neither player takes any action; move immediately on to the next sub-phase.	The Attacker may pivot up to 90° and move up to 6", but must remain within 12" of the Defender . He may then fire any one weapon at the Defender .
DEFENDER TACTIC 2 STAY LEVEL...	The Attacker may fire any one weapon at the Defender .	The Attacker may fire any one weapon at the Defender .	The Defender may fire any one weapon at a non-Flyer unit within 4D6".
DEFENDER TACTIC 3 DIVE, DIVE, DIVE!	No effect this sub-phase.	The Attacker may fire any one weapon at the Defender .	The Attacker may pivot up to 90° and move up to 6", but must remain within 12" of the Defender .

LOCK ON SUB-PHASE

With his target in sight, the Attacker moves in for the killing shot. Manoeuvring his flying war-machine into position, he engages whatever targeting arrays he may have and gets ready to pull the trigger, knowing his glory is but moments away.

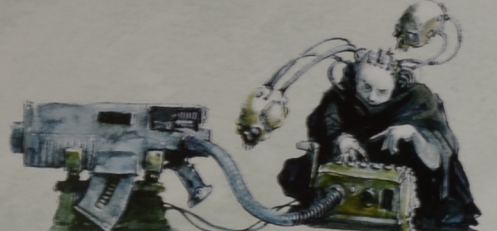
ATTACKER

- 1-2 Tactic 1 – Keep shooting!**
Never one for subtlety, the Attacker continues to press down on his trigger, filling the skies with lead.
- 3-4 Tactic 2 – Aim for the weak spot!**
Searching out the weak points in the enemy's armour, the Attacker takes careful aim.
- 5-6 Tactic 3 – Target acquired!**
Using sophisticated targeting matrices or keen fighter instincts, the Attacker tries to get his crosshairs over the Defender.

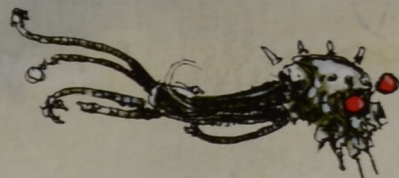


DEFENDER

- 1-2 Tactic 1 – Break out!**
Rather than fight on the Attacker's terms, the Defender attempts to break free of pursuit.
- 3-4 Tactic 2 – Let them come!**
There is no braver soul on the battlefield than the Defender, who welcomes the pursuing Attacker on.
- 5-6 Tactic 3 – Dodge!**
Jinking left and right, the Defender tries to shake pursuit and maybe get a chance for a shot of his own.



LOCK ON RESOLUTION

	ATTACKER TACTIC 1 KEEP SHOOTING!	ATTACKER TACTIC 2 AIM FOR THE WEAK SPOT!	ATTACKER TACTIC 3 TARGET ACQUIRED!
DEFENDER TACTIC 1 BREAK OUT!	The Attacker may fire all of his weapons at the Defender at BS1.	No effect this sub-phase. The Defender may try to escape the Dogfight by rolling 4 or more on a D6.	The Attacker's BS is increased by 1 for the duration of this Dogfight. He may then fire any one weapon at the Defender .
DEFENDER TACTIC 2 LET THEM COME!	The Attacker may fire all of his weapons at the Defender at BS1.	The Defender's AV is reduced by 1 on each facing for the duration of the Dogfight.	The Attacker's BS is reduced by 1 for the duration of the Dogfight.
DEFENDER TACTIC 3 DODGE!	No effect this sub-phase.	The Attacker may fire any one weapon at the Defender .	The Attacker may increase his BS by 1 for the duration of this Dogfight.

DESTROY SUB-PHASE

In the final stages of a Dogfight, only the courageous will succeed. Holding your nerve can lead to glory, but one twitch of a finger at the inopportune moment can lead to a fiery death for pilot and all those caught in the ensuing explosion.

ATTACKER

- 1-2 **Tactic 1 – Stay calm!**
Act rashly and the quarry may bolt, but if the Attacker can remain steady the prize will be his.
- 3-4 **Tactic 2 – Clip his wings!**
Rather than go for the kill, the Attacker taunts the enemy with his superior skills.
- 5-6 **Tactic 3 – Take him down!**
Pressing home the attack, the Attacker moves in for the kill.



DEFENDER

- 1-2 **Tactic 1 – Break left!**
Banking to the left, the Defender tries to break free of his pursuer's grasp.
- 3-4 **Tactic 2 – Counter-attack...**
Risking all, the Defender attempts to turn the tables on the Attacker.
- 5-6 **Tactic 3 – Break right!**
Heading to the right, the Defender spots a chance to escape the claws of the Attacker.



DESTROY RESOLUTION

	ATTACKER TACTIC 1 STAY CALM!	ATTACKER TACTIC 2 CLIP HIS WINGS!	ATTACKER TACTIC 3 TAKE HIM DOWN!
DEFENDER TACTIC 1 BREAK LEFT!	The Attacker may fire any one weapon at the Defender .	No effect this round.	The Attacker may fire all his weapons at the Defender .
DEFENDER TACTIC 2 COUNTER-ATTACK...	The Attacker may fire any one weapon at the Defender .	The Defender takes no damage but may not shoot or initiate a Dogfight in his next turn.	The Defender may fire any one weapon at the Attacker .
DEFENDER TACTIC 3 BREAK RIGHT!	No effect this sub-phase.	The Defender takes no damage but may not shoot or initiate a Dogfight in his next turn.	The Attacker may fire all his weapons at the Defender .

CONCLUDING A DOGFIGHT

At the end of the Destroy sub-phase, the Attacker and Defender stop being engaged and the Dogfight is over. Both models act normally in the following phases. If you have managed to kill your opponent in a Dogfight, you score an additional Victory Point on top of any other ones you may have generated during the Dogfight. This means that it is much more valuable to bring down your opponent's Flyers in a Dogfight than from regular shooting. An extra Victory Point for every enemy Flyer is nothing to be sniffed at!

SPECIAL MANOEUVRES

Special Manoeuvres are actions that Flyers can make during a game of Warhammer 40,000 that uses the rules for Burning Skies. To find out what Special Manoeuvres a model can make, look up the table relevant to the codex that the Flyer has been chosen from. The table also includes the characteristics for your pilot, allowing you to make various Characteristic tests if called upon to do so by the Special Manoeuvre.

ELDAR

LD-8

I-5

T-3

DANCE LIKE THE BANSHEE

WHEN: At the start of the Movement phase.

TEST: Toughness

MANOEUVRE: Before moving, you may turn the model up to 180°.

SIGHT OF THE SEER

WHEN: At the end of a Dogfight sub-phase, immediately after the dice have been revealed but before the action is resolved (once per Dogfight).

TEST: Initiative

MANOEUVRE: You and your opponent must choose different tactics this sub-phase.

SPACE MARINES

LD-8

I-4

T-4

WINGS OF IRON

WHEN: At the start of the Movement phase.

TEST: Toughness

MANOEUVRE: The Flyer inflicts a single Strength 8 hit on each enemy Flyer that it moves over in the Movement phase this turn.

ADAMANTIUM SHIELD

WHEN: At the beginning of a Dogfight sub-phase before any dice are revealed (once per Dogfight).

TEST: Initiative

MANOEUVRE: The Flyer receives a 5+ cover save this sub-phase.

BLOOD ANGELS

LD-8

I-4

T-4

THE BLACK RAGE

WHEN: At the start of the Shooting phase.

TEST: Toughness

MANOEUVRE: The Flyer may fire all of its weapons, regardless of how far it moved this turn, but it must fire at the closest enemy unit.

FLIGHT OF THE ANGELS

WHEN: At the start of the Movement phase.

TEST: Initiative

MANOEUVRE: Remove the Flyer from the board and replace it anywhere within 2D6 x 3", facing any direction. The Flyer must then move as normal.

SPACE WOLVES

LD-8

I-4

T-4

JAWS OF THE WOLF

WHEN: At the start of any Destroy sub-phase.

TEST: Toughness

MANOEUVRE: At the end of the Dogfight you may force an additional Destroy round to be played.

STRENGTH OF THE RUSS

WHEN: At the start of the Movement phase (one use only)

TEST: Initiative

MANOEUVRE: If engaged in a Dogfight, all of the Flyer's weapons have +2 Strength until the end of the Dogfight.

GREY KNIGHTS

LD-8

I-4

T-4

SOUL BLAZE

WHEN:

At the start of the Shooting phase.

TEST:

Leadership

MANOEUVRE:

Place the large blast marker over any Flyer within 12", then scatter it 2D6". Roll a dice for each vehicle model hit.

1 No effect.

2-5 The vehicle suffers a glancing hit.

6 The vehicle suffers a penetrating hit.

HAMMER OF THE EMPEROR

WHEN:

At the start of the Assault phase.

TEST:

Leadership

MANOEUVRE:

In the Assault phase, the Flyer causes a single Strength 8 hit on a single Flyer model within 6". The hit is resolved against the enemy Flyer's closest facing.

DARK ELДАР

LD-8

I-5

T-3

PLEASURE FROM PAIN

WHEN:

At the start of the Assault phase.

TEST:

Initiative

MANOEUVRE:

If the Flyer caused a glancing or penetrating hit on an enemy Flyer in the Shooting phase, it may pivot up to 90° and then move up to 24".

SLASH ATTACK

WHEN:

At the start of the Movement phase.

TEST:

Initiative

MANOEUVRE:

At the end of the Movement phase, nominate one non-vehicle unit that the Flyer passed over that turn. That unit takes D6 Strength 6 AP- hits.



TAU EMPIRE

LD-7

I-2

T-3

FOR THE GREATER GOOD

WHEN:

At the start of the enemy's Shooting phase (once per turn).

TEST:

Leadership

MANOEUVRE:

Until the end of the phase, any damage suffered by Flyers within 12" of this Flyer is inflicted on this Flyer instead. Range, Line of Sight, Armour Value, etc. are still measured against the target. Should this Flyer be destroyed, any subsequent shooting is resolved as normal.

POWERS COMBINED

WHEN:

At the start of the Shooting phase

TEST:

Initiative

MANOEUVRE:

All friendly Flyers within 12" of this Flyer may use it for determining Range and Line of Sight for Shooting purposes. All Flyers using this rule must shoot at the same target.

ORKS

LD-7

I-2

T-4

BASH 'EM

WHEN:

At the start of the Assault phase.

TEST:

Toughness

MANOEUVRE:

Nominate one enemy Flyer with 12". Your Flyer immediately loses one Hull Point; the enemy Flyer suffers D3 penetrating hits.

SMASH 'EM

WHEN:

At the start of your Movement phase

TEST:

Leadership

MANOEUVRE:

If the Flyer has only one Hull Point remaining then, at the end of the Movement phase, place a large blast marker anywhere in contact with its base. Units suffer one Strength 8 AP2 hit per model fully or partially under this blast template. The Flyer is then removed as a casualty.

DARK ANGELS

LD-8

I-4

T-4

DOGGED PURSUIT

WHEN: At the start of any Destroy round of a Dogfight.

TEST: Toughness

MANOEUVRE: At the end of a Dogfight, you may force an additional Destroy round to be played.

IN CLEANSING FLAME

WHEN: At the start of your Movement phase.

TEST: Leadership

MANOEUVRE: If the Flyer has only one Hull Point remaining, then, at the end of the Movement phase, place a large blast marker anywhere in contact with the model's base. Units suffer one Strength 8 AP2 hit per model fully or partially under this template. The Flyer is then removed as a casualty.

IMPERIAL GUARD

LD-7

I-3

T-3

ENDLESS ASSAULT

WHEN: At the start of the Movement phase.

TEST: Leadership

MANOEUVRE: Remove the Flyer from play; it may then immediately re-enter play from the controlling player's table edge as if it was arriving from Reserves.

SPOTTER PLANE

WHEN: At the start of the Shooting phase.

TEST: Leadership

MANOEUVRE: Any friendly tank wishing shooting at a target within 12" of the Flyer may re-roll To Hit. If the weapon does not roll To Hit, it may re-roll the scatter dice instead.



CHAOS SPACE MARINES

LD-8

I-4

T-4

DAEMONIC ZEAL

WHEN:

At the start of the Assault phase.

TEST:

Toughness

MANOEUVRE: If the Flyer caused a glancing or penetrating hit on an enemy Flyer in the Shooting phase, it may pivot up to 90° and then move up to 24".

CHAOS REIGNS

WHEN:

At the start of your Movement phase.

TEST:

Leadership

MANOEUVRE: If the Flyer has only one Hull Point remaining, then, at the end of the Movement phase, place a large blast marker anywhere in contact with its base. Units suffer one Strength 8 AP2 hit per model fully or partially under this template. The Flyer is then removed as a casualty.

NECRONS

LD-8

I-2

T-4

MANOEUVRING PROTOCOLS

WHEN:

At the start of the Movement phase.

TEST:

Toughness

MANOEUVRE: You may immediately pivot the Flyer up to 180°.

FIRING PROTOCOLS

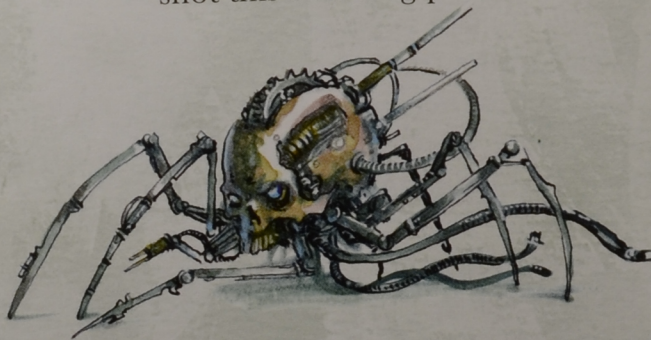
WHEN:

At the start of the Shooting phase.

TEST:

Initiative

MANOEUVRE: The Flyer's weapons all fire one extra shot this Shooting phase.



FIGHTER ACES

In the far future, heroes dominate the skies above the war-torn earth, controlling the heavens with their aircraft and raining down death upon their enemies below. Their notoriety defeats as many foes as their guns, as the mere mention of their name inspires terror in their rival pilots.

Fighter Aces are upgrades for Flyers in Warhammer 40,000. Any model with the Flyer type may be upgraded to be a Fighter Ace for the appropriate points cost. At the start of any game, immediately after rolling for your Warlord Trait,

roll on the appropriate table for the codex your Flyer was chosen from to determine his special abilities. Any number of Flyers may be upgraded to be a Fighter Ace and they may have the same abilities.

ELDAR / DARK ELDAR

50 pts

For the Eldar and their Dark kin, the path of the pilot is all consuming. One who has achieved the end of this path is truly a fearsome foe in the skies, controlling his plane as if it were an extension of his own body.

1-2 Dance of the Dawn

The Fighter Ace may add a further +2 to his roll when determining if he is successful at engaging Defenders in a Dogfight.

3-4 Dance of the Dusk

The Fighter Ace may pivot up to 180° before moving each turn.

5-6 Symbol of Khaine

All units chosen from your codex (either *Codex: Eldar* or *Codex: Dark Eldar*) within 12" of the Fighter Ace have +1 Attack.

SPACE MARINES

50 pts

The Techmarines of the Adeptus Astartes are responsible for piloting the Chapter's flying warmachines, an honour they savour in the heat of combat.

1-2 Arcane Target System

The Fighter Ace may re-roll To Hit rolls of 1 in the Shooting phase.

3-4 Defensive Flying

The Fighter Ace gains +1 Armour Value in its front arc.

5-6 Spirit of the Emperor

Whilst within 12" of the Fighter Ace, all units chosen from *Codex: Space Marines* have the Relentless special rule.

BLOOD ANGELS

50 pts

The sight of a Blood Angels warplane arcing across the sky will cause the Sons of Sanguinius to fight all the harder.

1-2 Angel of Vengeance

The Fighter Ace may add a further +2 to his roll when determining if he is successful at engaging Defenders in a Dogfight.

3-4 Grace of Angels

The Fighter Ace may pivot up to 180° before moving each turn.

5-6 Aura of Sanguinius

One use only. At the start of one of your turns declare you are using this power. For this turn, all units chosen from *Codex: Blood Angels* within 12" of the Fighter Ace re-roll failed To Hit rolls in the Shooting and Assault phases.

SPACE WOLVES

50 pts

The Iron Priests of the Space Wolves Chapter enter battle with the same frenzy and battlelust as their brethren seeking glory where the fighting is thickest.

1-2 Saga of Majesty

Any unit chosen from *Codex: Space Wolves* within 12" of the Fighter Ace may re-roll failed Morale Tests.

3-4 Saga of the Beastslayer

The Fighter Ace may re-roll To Hit rolls against Walkers, Monstrous Creatures, Flying Monstrous Creatures and models with Toughness 5 or more.

5-6 Saga of the Iron Wolf

At the start of each of your turns, roll a D6 for each Hull Point the Fighter Ace has lost during the battle. On a 4+ the Hull Point is regained.

DARK ANGELS

50 pts

Unlike their Space Marine brethren, the Dark Angels' pilots hail from the Chapter itself. These members of the fearsome Ravenwing fly more ruthlessly than any of their comrades.

1-2 Hunt the Heretic

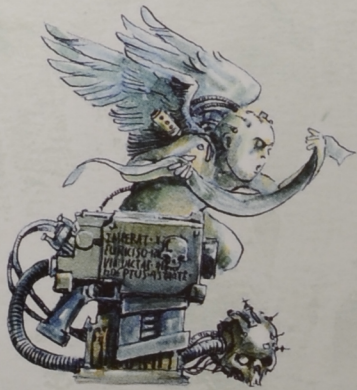
The Fighter Ace may re-roll To Hit rolls of 1 in the Shooting phase.

3-4 Expert Redeployment

The Fighter Ace may move on from any table edge when arriving from Ongoing Reserves.

5-6 Teleport Beacon

Any unit selected from *Codex: Dark Angels* which attempts to enter play from Deep Strike with 12" of this Fighter Ace will not scatter.

**GREY KNIGHTS**

50 pts

The pilots of the Grey Knights are gifted beyond the abilities of any other Space Marine pilot. A potent psyker in his own right, the pilot is as likely to fire mind bullets as he is missiles at his enemies.

1-2 Mental Challenge

The Fighter Ace may add a further +2 to his roll when determining if he is successful at engaging Defenders in a Dogfight.

3-4 Third Eye

The Fighter Ace has +1 Ballistic Skill.

5-6 Psychic Pilot

Instead of shooting one of the Flyer's weapons each turn the Fighter Ace may instead unleash the *Vortex of Doom* psychic shooting attack. Treat the pilot as Ld 8 with two Warp Charge points.



IMPERIAL GUARD 50 pts

The pilots of the Imperial Guard train for months to fly the archaic flying machines of the Imperial Navy. Those who survive more than a few minutes are considered heroes.

1-2 Covert Deployment

The Fighter Ace may move on from any table edge when arriving from Ongoing Reserves.

3-4 Extra Protection

The Fighter Ace gains +1 AV in its front arc.

5-6 Inspiring Presence

All units from *Codex: Imperial Guard* within 12" of the Fighter Ace gain the Fearless special rule.

TAU EMPIRE 50 pts

The super-technology of the Tau features heavily in the aircraft of the Air Caste. In fact, it is unclear where technology ends and pilot begins.

1-2 Targeting Array

The Fighter Ace may re-roll To Hit rolls of 1 in the Shooting phase.

3-4 Defensive Arrays

The Fighter Ace may add +1 to any Cover Save it is entitled to (up to a maximum of 2+).

5-6 Marker Plane

Instead of firing its weapons this turn, the Fighter Ace may instead add D3 Markerlight markers to every enemy unit within 12".

ORKS 50 pts

An Ork fighter ace is far more likely to be lucky than skilled, their preferred flying tactics being style over substance and noise over planning.

1-2 Armour Plates

The Fighter Ace gains +1 Armour Value in its front arc.

3-4 Extra Shooty

The Fighter Ace may fire an additional weapon each turn.

5-6 Idol of Gork

All units from *Codex: Orks* within 12" gain the Feel No Pain (6+) special rule.



BLACKTEMPLARS 50 pts

Black Templars pilots hail from the same origins as those of any Codex Chapter. In combat, though, the zeal of their brethren inevitably spills over to the Techmarine pilots.

1-2 Challenge the Heretic

The Fighter Ace may add a further +2 to his roll when determining if he is successful at engaging Defenders in a Dog-fight.

3-4 Cleanse the Heretic

The Fighter Ace may re-roll To Hit rolls of 1 in the Shooting phase.

5-6 Inspire with Faith

All units from *Codex: Black Templars* within 12" of the Fighter Ace gain the Crusader special rule.

CHAOS SPACE MARINES 50 pts

50 pts

Fusions of man, Daemon and machine, the pilots of Chaos Space Marine craft are bereft of sanity.

1-2 Death Incarnate

The Fighter Ace has the Daemonforge special rule and may use it every turn, not just once per game.

3-4 Fuelled by Murder

If the Fighter Ace has caused at least one enemy model to be removed as a casualty, it re-rolls failed It Will Not Die rolls for the rest of the game.

5-6 Icon of Slaughter

All units from *Codex: Chaos Space Marines* within 12" of the Fighter Ace gain the Rage special rule.

NECRONS

50 pts

Complex protocols and decision circuits determine the quality and precision of a Necron pilot. Every so often, a particularly able pilot awakens to again control the skies.

1-2 Firing Subroutines

The Fighter Ace may re-roll To Hit rolls of 1 in the Shooting phase.

3-4 Duel Subroutines

The Fighter Ace may add a further +2 to his roll when determining if he is successful at engaging Defenders in a Dog-fight.

5-6 Resurrection Vessel

Units within 12" of the Fighter Ace will pass their Reanimation Protocols rolls on a 4+.



STORMRAVEN GUNSHIPS

The Stormraven Gunship is an extremely versatile vehicle that combines the role of orbital dropship, armoured transport and strike aircraft. It is not only smaller than a Thunderhawk Gunship but, thanks to its array of vectored thrusters, is also considerably more agile. This, combined with the precise skill and incredible reaction time of its Space Marine crew, allows it to jink effortlessly through enemy interceptor fire and manoeuvre at full thrust through the cluttered spires of a hive city or the mega-fauna of a jungle-covered death world.

The Stormraven Gunship is a relatively recent introduction to the armouries of the Adeptus Astartes. Indeed, as befits a bureaucracy as labyrinthine and cliquish as that of the Imperium, there are no official records to explain the vehicle's emergence. Certainly, the Stormraven began service and proved its worth within the Grey Knights and Blood Angels Chapters, and some records suggest that it was not meant to see broader use until the Adeptus Mechanicus were fully satisfied with its performance. However, in such dire times as these, when the fate of Humanity itself rests on a knife's edge, the Adeptus Astartes need every weapon they can find, sanctioned or not, and many Space Marine Chapters now field a handful of the aircraft alongside their more traditional strike vehicles.

Twelve power-armoured Space Marines can be held within the Stormraven's adamantium belly, ready to charge down the assault ramp or make an aerial descent. Furthermore, it can also carry a Dreadnought in its rear cargo grapples. Then there is the craft's own formidable weapons. Whilst the load-out varies from gunship to gunship, the Stormraven's firepower easily equals the most potent tanks, capable of wreaking untold destruction upon a foe.

Armour

	BS	F	S	R	HP
Stormraven Gunship	4	12	12	12	3

UNIT TYPE: Vehicle (Flyer, Hover, Transport).

WARGEAR: Twin-linked assault cannon, twin-linked heavy bolter, four stormstrike missiles (pg 65), ceramite plating (pg 66).

SPECIAL RULES: Assault Vehicle, Power of the Machine Spirit.

Skies of Fury: 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, as per a Terrible Accident result on the Deep Strike Mishap table. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.

TRANSPORT:

Transport Capacity: The Stormraven can carry two separate units: one unit of up to 12 models in its cabin, plus a single Dreadnought in its rear grapples. If a Zooming Stormraven is Wrecked or Explodes!, the Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven is Hovering, the hit is Strength 4 instead. The Stormraven can also 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.

Designer's note: Blood Angels and Grey Knights armies use the rules printed here, though their Stormravens have additional wargear options and special rules – see the army list for details.



STORMTALON GUNSHIPS

The Stormtalon Gunship serves the armies of the Adeptus Astartes as both an interceptor and ground-attack aircraft. It is fast enough to engage all but the swiftest of enemies, and sufficiently well-armed to reduce the chosen foe to a mangle of twisted wreckage and ruined flesh. The tide of many a desperate battle has been turned with the swift descent of a Stormtalon Gunship from the war-torn skies.

A Stormtalon is often assigned to escort other mission-critical units. In this role, the Stormtalon is all but unmatched. At one moment it can be screaming across the battlefield at death-defying speeds; at the next, its pilot can switch over to repulsor systems, trading raw speed for agility, all the while strafing enemy positions with a thunderous barrage of shells and missiles.

Such were the tactics employed by the Ultramarines at the Battle of Cold Steel Ridge. Here, Stormtalon pilots pushed their craft to the limit, afterburners propelling the aircraft to bone-jarring speeds to intercept the monstrous Harpies and flocks of Gargoyles whose winged bodies were darkening the skies. No sooner had the Stormtalons regained air-superiority than the pilots hovered above their battle-brothers on the ground, holding great swarms of charging Tyranids at bay with withering salvos of firepower.

A few Space Marine Chapters, notably the White Scars, Raven Guard and Hawk Lords, believe that close support and interdiction duties do not fully exert the Stormtalon's potential. To such Chapters, the Stormtalon Gunship excels as a vanguard strike-craft, able to keep pace with their Assault Marines and Land Speeders. In these missions, the Stormtalon's role is reversed: here, it is the principal attack vehicle. The remainder of the Chapter's rapid moving elements act as escorts and outriders, clearing the attack corridor of anti-aircraft fire as the Stormtalon roars in to obliterate its designated target with devastating effect.

「Armour」

	BS	F	S	R	HP
Stormtalon Gunship	4	11	11	11	2

UNIT TYPE: Vehicle (Flyer, Hover).

WARGEAR: Twin-linked assault cannon, twin-linked heavy bolter, ceramite plating (pg 66).

SPECIAL RULES: Strafing Run.

Escort Craft: A Stormtalon Gunship can be assigned to escort any friendly unit in reserve from the same detachment, with the following exceptions:

- A Stormtalon cannot escort a unit that enters play using the Deep Strike or Outflank special rules.
- One Stormtalon cannot escort another Stormtalon.
- A maximum of one Stormtalon can escort each unit. If multiple units are defined by the Reserves rules as arriving 'together', they are considered, for the purposes of this special rule only, to be a single unit and thus may only have a maximum of one Stormtalon Gunship assigned to them as a whole. A maximum of one Stormtalon Gunship may be assigned to each unit or group of units for which you make a single Reserves Roll.

If this is done, do not make Reserve Rolls for the Stormtalon. Instead, it arrives at the same time as the unit it is escorting. The Stormtalon must move onto the board within 6" of the point that the unit it is escorting entered from.

'It matters not if the foe faces us on the ground or strikes from the skies. With such craft at these, none shall escape our wrath.'

-Joghaten Khan, Captain of the White Scars 4th Company



VALKYRIES & VENDETTAS

The Valkyrie Assault Carrier and its sister gunship, the Vendetta, are well-armed, twin-engine attack craft. The durable armour and versatile payload of the Valkyrie chassis combine with the aircraft's powerful engines and stable handling to make it a popular choice for a broad spectrum of battlefield roles.

Sporting a troop transport capacity on par with the ubiquitous Chimera, both craft provide an excellent way to swiftly redeploy squads of infantry from one battlefield to another. Strikes at key targets by cadres of Storm Troopers, reinforcement of buckling battle-lines by grim faced bands of Veterans, even swift transportation for ranking officers – all of these and more are the duty of the popular Valkyrie. The Vendetta Gunship supplements the Valkyrie's transport capacity with additional fuel cells and servo-capacitors. Though these bulky modifications subject the gunship's unfortunate passengers to waves of noise and heat, this is more than made up for by the ability to substantially up-gun the aircraft itself. A battery of lascannons jut aggressively from the Vendetta's wings and muzzle, a fearsome payload for an aircraft of its size and one that permits the airborne hunting of heavy armour and monstrous beasts with equal ease, in addition to the transit roles for which both patterns of craft are rightly famous.

With a few notable exceptions, most Imperial Guard formations will have small numbers of Valkyries and Vendettas attached to them on a temporary basis; such craft are, first and foremost, the property of the Imperial Navy. During extended ground operations, however, Valkyries and Vendettas will often be repainted to match the regiments to whom they have been attached, their pilots reporting directly to that regiment's senior officer.

With vectored engines for vertical take-off and landing, these versatile craft can twist and turn through low-altitude dogfights or hover above while troops rappel from their holds. Alternatively, each Valkyrie and Vendetta has sufficient grav-chutes for all passengers, allowing expedient, if hazardous, high-speed deployment. Both aircraft see regular service alongside Imperial infantry and armour regiments, and among the ranks they are commonly referred to as the wings of the Emperor. Certainly, those Guardsmen who have seen a ravening Carnifex cut apart by a Vendetta's lascannons, or been lifted from the path of an onrushing Ork horde by the timely arrival of a Valkyrie, have nothing but praise for these versatile craft.

	[Armour]				
	BS	F	S	R	HP
Valkyrie	3	12	12	10	3
Vendetta	3	12	12	10	3

UNIT TYPE: Vehicle (Flyer, Hover, Transport).

WARGEAR:

Valkyrie: Multi-laser, two hellstrike missiles (pg 64), extra armour, searchlight.

Vendetta: Three twin-linked lascannons, extra armour, searchlight.

TRANSPORT:

Transport Capacity: Twelve models.

Fire Points: None

Access Points: Valkyries and Vendettas have one Access Point on each side of the hull and one at the rear.

SPECIAL RULES:

Grav Chute Insertion: If a Valkyrie or Vendetta has moved more than 6", passengers may still disembark, but they must do so as follows. Nominate any point over which the Valkyrie or Vendetta moved that 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.



RAZORWING JETFIGHTERS

Razorwing Jetfighters scream into realspace alongside Dark Eldar raiding parties. Exceptionally sleek and aerodynamic, they descend upon their foes with the speed of a murderous thought; by the time the enemy realises they are under attack, the weapons of the Razorwings are already tearing through their ranks. Artillery batteries and massed infantry can pose a significant threat to Dark Eldar raiding parties, so it is the task of the Razorwings to destroy such foes before they can fight back. Piloted with vicious glee by veterans of the Reaver arenas, Razorwings excel in the slaughter of ground-based targets, leaving little but scattered offal to mark where their victims once stood.

「Armour」
BS F S R HP

Razorwing Jetfighter 4 10 10 10 3

UNIT TYPE: Vehicle (Flyer).

WARGEAR: Two dark lances, four monoscythe missiles (pg 65), twin-linked splinter rifle.

SPECIAL RULES: Night Vision, Supersonic.

VOIDRAVEN BOMBERS

Though the Dark Eldar consider the Voidraven Bomber to be the ultimate in heavy weapons deployment, it is still capable of outstripping even the most agile fighter craft of the Imperium with ease. The Voidraven shares many similarities with the Razorwing Jetfighter, having distinctive sickled wings and comparable aerodynamic design, but it carries a far larger and more deadly payload than its smaller cousin – the dreaded void mine.

At the fore of each Voidraven is a crystal pod housing a saddle much like that upon a Reaver's jetbike, surrounded by targeting holographs and crosshair runes. From this lavishly appointed cocoon the Voidraven's gunner will unleash searing fusillades from the craft's void lances. Unlike the Razorwing Jetfighter, whose pilots rejoice in the earsplitting crack-boom of its passage, the Voidraven Bomber mounts complex sonic dampers that completely obscure the sound of its engines. Often, the first an enemy emplacement will know of a Voidraven's presence is when twin beams of ruby-red light sear great scars into whatever defensive artillery they might have employed against it. And yet, as lethal as it is, the void lance is not the most feared or devastating of the Voidraven Bomber's weapons.

Once the gunner has ensured that he can work without interruption, he will deploy the craft's void mine. This detonates not one but two warheads, one a split second before the other. The first merely establishes a sphere of force, a bubble in reality that protects everything outside. The second contains a particle of purest darklight, released from its containment field by the primary detonation. The effects of introducing even a tiny amount of darklight into realspace are catastrophic. Were it not for the force sphere established by the primary detonation, the resultant implosion would destroy friend and foe alike. Instead, anything trapped inside the crackling sphere is annihilated. All that is left is a smoking crater scooped out of the earth and the contrails of the rapidly disappearing Voidraven.

「Armour」

BS F S R HP

Voidraven Bomber 4 11 11 10 3

UNIT TYPE: Vehicle (Flyer).

WARGEAR: Two void lances (pg 66), void mine (pg 66).

SPECIAL RULES: Night Vision, Supersonic.



DOOM SCYTHES

Doom Scythes are heralds of terror and dismay, supersonic fighter craft that range far ahead of a Necron invasion. Unlike many of the forces employed by the Necrons, Doom Scythes can, and often do, function in a highly independent manner. Much of the craft's superstructure houses datastacks that are heavily laden with strike plans, stratagems, evasion patterns and tactical variants. When faced with a situation outside of known parameters, the pilot can sift through and retrieve the correct response from these datastacks. Thanks to the ruthless precision of his android brain, the pilot can simulate billions of possible strategies in the span of a few nanoseconds.

Doom Scythes are often deployed to sap the resolve from the enemy before the battle proper begins, for their presence induces an almost irrational terror in the minds of living creatures. The Doom Scythe's primary propulsion system is a scaled up and augmented version of the dimensional repulsor drive employed on Tomb Blades. On those smaller craft, the whine of the drive is piercing and discomfiting. On a Doom Scythe, the scale and amplitude of the sound is many hundreds of times greater; it resonates deep within the primitive core of living brains, playing havoc with memory, perception and sanity. Victims collapse into catatonia, slump into slack-jawed vacuity and

suffer hallucinations of their dead comrades returned to worm-eaten life. It is little wonder that entire armies of battle-tested veterans have been known to throw down their weapons and flee at a Doom Scythe's onset, or else gouge out their own eyes in futile attempts to stem the images scratching at their senses.

Should the enemy be foolish enough to not yield after the Doom Scythe's first pass, its pilot will unleash the full fury of his craft's firepower. Tesla destructors explode into life, raking the battlefield with arcs of eldritch lightning, instantly incinerating any infantry not cowering in cover. Armoured targets can perhaps weather this sizzling storm, but they cannot hope to stand against the fury of the Doom Scythe's main weapon – the aptly named and rightly feared death ray.

There is seldom any warning before the death ray strikes, for any sound it makes is lost under the wailing of the Doom Scythe's engines. A particularly alert foe might recognise the nimbus of energy building up around the focussing crystal, or perhaps feel the abrupt change in air pressure, but few recognise the significance in time. The nimbus pulses one final time and a beam of blinding white light bursts from the Doom Scythe's underside, vaporising infantry and tanks alike, leaving only charred and rutted terrain in its wake. A single Doom Scythe can carve its way through an entire armoured column so long as its death ray remains operational, and a full squadron can reduce the sprawling spires of a hive city to fulminating slag in less than an hour.

「Armour」

BS F S R HP

Doom Scythe

4 11 11 11 3

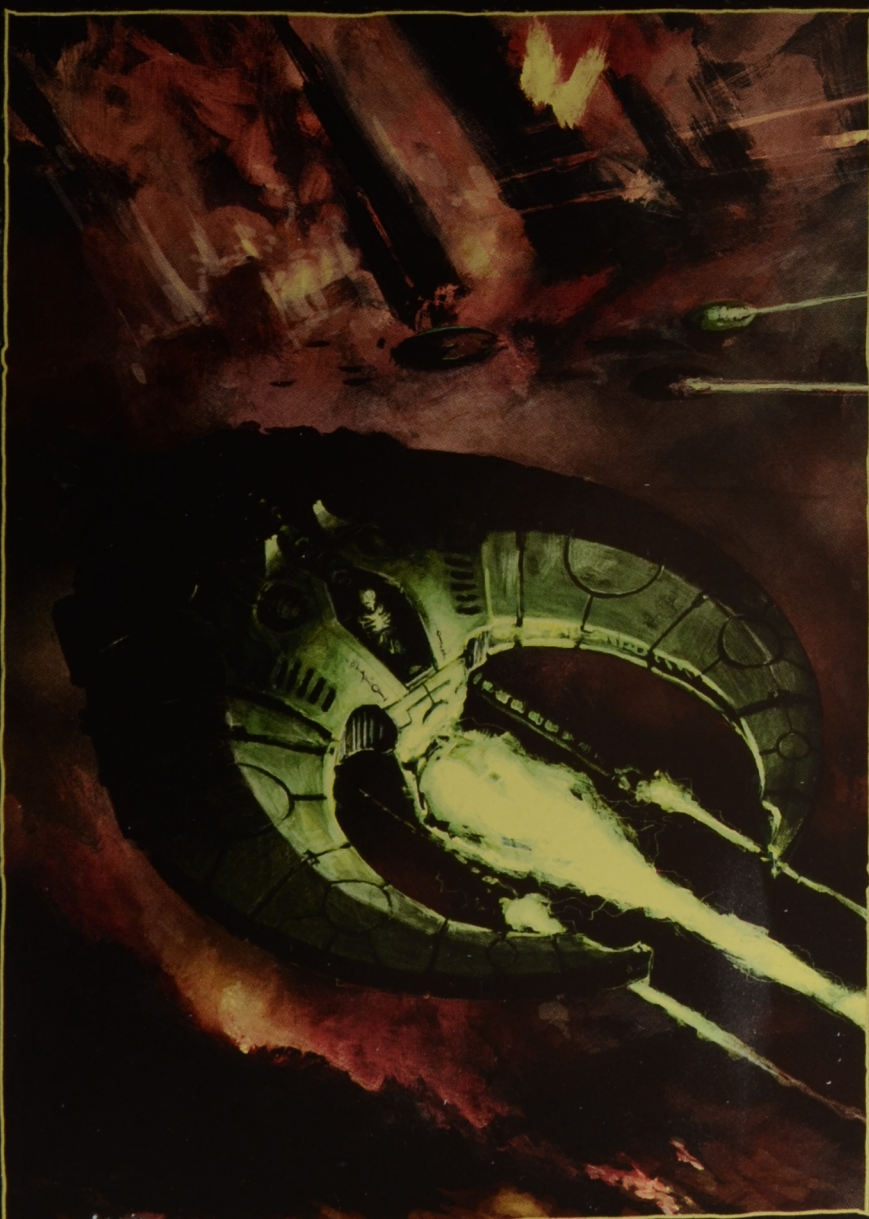
UNIT TYPE: Vehicle (Flyer).

WARGEAR: Death ray (pg 64), twin-linked tesla destructor.

SPECIAL RULES: Living Metal, Supersonic.

GUARDIANS OF THE TOMB

As the Orks poured up the obsidian steps of Khamatek, the Doom Scythes struck. Black, scintillant sands sluiced from gleaming hulls as the craft rose from submerged hiding places. Repulsor drives lit with a howl, and the Doom Scythes converged upon the greenskin horde. Tesla blasts hurled Orks through the air, flesh blackening as they burned alive. A lurid glare lit the steps as the swooping craft unleashed their death rays. In moments, the Ork offensive had collapsed into a horrified rout.



NIGHT SCYTHES

The Night Scythe is the Necrons' favoured tool of invasion, a variant of the Doom Scythe that surrenders some of the fighter's heaviest weaponry in favour of a troop transport capacity. This is not to say that the Night Scythe is in any way defenceless – quite the opposite. With its underslung tesla destructor, and the nerve-shredding shriek of its engines, the Night Scythe is still a formidable fighter craft in its own right.

Should a Phaeron wish to reach out his hand and reclaim one of the Sundered planets, his first wave of attack inevitably includes a fleet of Night Scythes. Manoeuvrable enough to evade incoming fire from orbital defence platforms and swift enough to outpace mustering defenders, Night Scythes can ghost through a defence perimeter to deploy invasion forces directly at the heart of key enemy installations and strategic locations. Once a foothold has been established, coordinates are relayed to the main army, enabling Monoliths and other forces to teleport into position and the invasion to begin.

Unlike the armoured carriers employed by other races, the Night Scythe does not have a transport compartment as such. Instead, it deploys troops by means of a captive wormhole whose far end is anchored on a distant Tomb

World. Though this is less flexible than the Monolith's eternity gate, it does allow the Night Scythe to mimic more conventional transport vehicles without jeopardising its assigned squad: if the Night Scythe is destroyed, its payload squad is simply isolated from the battle until an alternate means of deployment can be established.

Night Scythes are often employed as far-ranging scout ships, tasked with making contact with other Tomb Worlds or searching out lost Necron planets suitable for reclamation. On worlds where the interlopers are either few in number or primitive in nature, the Night Scythe spearheads a ruthless subjugation. On worlds where other life forms have taken strong root, the pilot clandestinely performs probes and biopsies of the inhabitants, searching for clues to identify the inhabiting race's suitability for apotheosis. Such tests are long and exhaustive, and the pilot must often dissect entire townships to harvest sufficient data. On a particularly promising planet, the Night Scythe's pilot may even transport living samples back to its Tomb World for further inspection by Crypteks. Most such subjects do not survive the scientific method, but a few are returned to their homes, implanted with mindshackle scarabs or other control mechanisms, functioning as unsuspecting spies and saboteurs who will pave the way for imminent invasion.



┌ Armour ┐

BS F S R HP

Night Scythe

4 11 11 11 3

UNIT TYPE: Vehicle (Flyer, Transport).

WARGEAR: Twin-linked tesla destructor.

TRANSPORT:

Transport Capacity: 15 models. A Night Scythe can also carry Jump Infantry and Jetbikes. If the Night Scythe is destroyed, the embarked unit suffers no damage, but is not allowed to disembark, and instead enters Reserve (when they arrive, they cannot Deep Strike).

Fire Points: None.

Access Points: Treat the wormhole gateway on the underside of the Night Scythe as its Access Point.

SPECIAL RULES: Living Metal, Supersonic.

Invasion Beams: A unit that begins its Movement phase embarked upon a Night Scythe can disembark before or after the vehicle has moved (including pivoting on the spot, etc.) so long as the vehicle has not moved more than 36". If the Night Scythe moves more than 24" in the same turn, the disembarking unit can only fire Snap Shots.

DAKKAJETS

The Dakkajet is a blur of colour and noise amidst the smoke and clamour above a battle. Propelled by a single massive jet engine, it roars through the sky, guns blazing a near-constant stream of bullets as the pilot laughs manically to himself.

Dakkajet pilots believe firmly in quantity over quality when it comes to their armament, and commonly bolt as many big shootas as possible to their aircraft. This makes Dakkajet pilots unusually effective shots; with so many bullets fired, some are bound to hit the target. However, the Dakkajet also excels as a ground-attack plane, assuming the target is something good an' squishy, like 'umies. Indeed, the only thing that cheers an Ork pilot more than watching the bullet-riddled and smoking wreckage of an enemy aircraft tumble from the sky, is watching an infantry formation scatter and flee as the hail of shoota-fire ploughs bloody furrows through their ranks.

From the outside, Dakkajets share many common features – not least the Orky disdain for the laws of aerodynamics and mind-boggling defiance of lift/thrust ratios. Under the hammered and welded exterior, however, things are quite different from jet to jet. Here, no two Dakkajets are precisely the same, as no Mek worth his teeth would ever

consider using another's design without making a few 'improvements'. No matter the different designs, dents and odd fixing, all Dakkajets carry countless thousands of rounds of ammunition. Once they've opened fire, Orks tend to keep shooting until their guns overheat or run out of ammo – doubly so if their veins are running thick with Waaagh! fever.

There are a few rare individuals amongst Dakkajet pilots who are a true cut above their erstwhile peers. These fighters, often called flybosses, are veterans of scores of sorties and hundreds of successful dogfights (and no small amount of mechanical failures besides). Flybosses celebrate their success with lofty titles, such as 'da Krimson Barun', 'da Sky Shredda' and 'da Blue Mek'. To Ork pilots, they are true heroes, well-deserving of their outlandish and self-appointed titles. To other Orks, who prefer to smash 'umies face-to-face, and with both feet on the ground, the flybosses are simply the maddest of a particularly crazed breed.

「Armour」

BS F S R HP

Dakkajet

2 10 10 10 3

UNITTYPE: Vehicle (Flyer).

WARGEAR: Two twin-linked supa shootas (pg 65).

SPECIAL RULES: Strafing Run, Supersonic.

Waaagh! Plane: During a turn in which a Waaagh! is called, this model's Assault weapons fire twice as many shots as normal.

UPGRADE:

Flyboss: When shooting at Flyers, Jetbikes, Skimmers, or Zooming Flying Monstrous Creatures, a Dakkajet with the Flyboss upgrade is treated as being Ballistic Skill 3.

GIVE 'EM SOME DAKKA!

Razblag hauled at his steerin' stikk, his Dakkajet screaming under an ancient, cyclopean archway. The Necron tomb lay dead-ahead, Skrag'z ladz streaming down its steps as they fled the attacking Necron fighters. Sighting on the nearest enemy craft, Razblag squeezed his triggers. Muzzle-flare strobed the Ork's cockpit as a wall of bullets hammered his victim out of the sky. Barrelling into the midst of the scattering Necron craft on a dirty plume of smoke, the Flyboss bellowed with laughter as his target detonated amid the fleeing Orks below. This was the life!



BURNA-BOMMERS

Orks love fire – almost as much as they love fightin'. It was, therefore, inevitable that a Mek would attach canisters of promethium to a bomber – creating the first Burna-bommer. Only when the enemy is suitably bunched up do Burna-bombers drop their fiery payloads from as low an altitude as possible, allowing the pilot to yell abuse directly at the enemy. Such antics aren't without their hazards; it is not uncommon for them to return to base with a scorched undercarriage or the remains of an enemy in the fuselage.

「Armour」

BS F S R HP

Burna-bommer

2 10 10 10 3

UNIT TYPE: Vehicle (Flyer).

WARGEAR: Twin-linked big shoota, twin-linked supa shoota (pg 65), two burna bombs (pg 64).

SPECIAL RULES: Supersonic, Waaagh! Plane (pg 62).

Grot Gunner: Shots with this weapon are resolved at BS 3.



BLITZA-BOMMERS

Ork pilots consider trajectories, wind speeds, parabolas and the like to be dead boring. So, Blitzza-bombers 'aim' their bombs by diving at their targets. The pilot's well-known addiction to speed comes into play here and, as every flyboy knows, you go faster when plummeting downwards. Some forget to pull out of their dives at all, or come so close to the ground that they clip the target with the undercarriage. Only at the last possible moment is the bomb grot thrown and the pilot pulls up out of the dive. Each Blitzza-bommer also mounts a pair of supa shootas with a Grot gunner so the pilot doesn't get bored after he's dropped his payload.

「Armour」

BS F S R HP

Blitza-bommer

2 10 10 10 3

UNIT TYPE: Vehicle (Flyer).

WARGEAR: Big shoota, twin-linked supa shoota (pg 65), two boom bombs (pg 65).

SPECIAL RULES: Grot Gunner (see above), Supersonic, Waaagh! Plane (pg 62).



WARGEAR

Profiles for the following ranged weapons are listed on the reference page (pg 72). Their full rules can be found in the *Warhammer 40,000* rulebook or the relevant codex.

Assault cannon	Multi-laser
Big shoota	Multi-melta
Dark lance	Plasma cannon
Disintegrator cannon	Splinter cannon
Heavy bolter	Splinter rifle
Hurricane bolter	Tesla destructor
Lascannon	Typhoon missile launcher

BLOODSTRIKE MISSILES

The missiles of Blood Angels Stormravens have a two-stage solid fuel booster designed to deliver a punishing blow to an enemy tank.

Range	S	AP	Type
72"	8	1	Heavy 1, One use only

BURNA BOMB*

When these weighty Ork bombs explode they blanket vast swathes of the battlefield in burning promethium.

Range	S	AP	Type
-	5	4	Heavy 1, Bomb, Large Blast, Ignores Cover, One use only

Bomb: The rules for Bombing runs are found in the *Warhammer 40,000* rulebook.

*This is a flamer weapon (see the *Warhammer 40,000* rulebook).

DEATH RAY

The Death Ray that hangs beneath a Doom Scythe annihilates its victims in a beam of pure, piercing light.

Range	S	AP	Type
12"(special)	10	1	Heavy 1, Ray

Ray: To fire the death ray, nominate a point on the battlefield anywhere within the weapon's range, then nominate a second point within 3D6" of the first. Then, draw a straight line (considered to be 1mm wide) between the two points. Every unit (friendly or enemy, but excluding Zooming Flyers and Swooping Flying Monstrous Creatures) underneath the line suffers a number of hits equal to the number of models underneath the line in that unit. If the vehicle's other weaponry is fired in the same shooting phase, it must be fired at one of the units hit by the death ray.

HELLFURY MISSILES

Hellfury missiles are packed with incendiary submunitions to drive enemy troops from cover ahead of an Imperial Guard assault.

Range	S	AP	Type
72"	4	5	Heavy 1, Ignores Cover, Large Blast, One use only

HELLSTRIKE MISSILES

The standard armament of many Imperial Navy aircraft, these missiles combine a solid fuel core with an explosive payload.

Range	S	AP	Type
72"	8	3	Ordnance 1, One use only



IMPLOSION MISSILES

Implosion missiles, exclusively wielded by Voidraven Bombers, emit a field of molecular dissonance which instantly collapses its victims in upon themselves, leaving only a scorched silhouette.

Range	S	AP	Type
48"	-	2	Assault 1, Blast, Implosion, One use only

Implosion: Determine hits caused by an implosion missile as normal for a Blast weapon. The unit takes a number of Wounds tests (use their profile, not their current number of Wounds) equal to the number of models at least partially under the blast marker. For each failed test, a model (determined as for a normal shooting attack) suffers Instant Death regardless of their Toughness. Cover saves and invulnerable saves may be taken as normal. Vehicles are unaffected by implosion missiles.

MINDSTRIKE MISSILES

The mindstrike missiles employed by the Grey Knights contain clusters of psi-reactive munitions.

Range	S	AP	Type
72"	4	5	Heavy 1, Blast, Psi-shock, One use only

Psi-shock: Any Psyker hit by a mindstrike missile incurs Perils of the Warp in addition to any other effects.

BOOM BOMB

These huge bombs are crude and unsubtle, a perfect match for the Blitz-bombers they hang beneath. The trick for deploying such a weapon effectively, as any flyboy will explain, is getting so close that it's impossible to miss.

Range	S	AP	Type
Special	7	4	Heavy 1, Armourbane, Blast, Skreamin' Descent, One use only

Skreamin' Descent: During the Blitz-bomber's Movement phase, it may drop one boom bomb. To do so, stop the Blitz-bomber 1" in front of its target, roll 2D6 and consult the table below. If it survives the Skreamin' Descent, it can complete its move. A Blitz-bomber cannot drop a boom bomb and move Flat Out in the same turn. A Blitz-bomber that dropped a boom bomb counts as having already fired one weapon in its following Shooting phase, however, any additional weapons it fires that turn can choose a different target to that of the boom bomb.

2D6 Effect

- 2 **Faster! Waaagh! Uh oh...** No bomb is dropped. The Blitz-bomber smashes into the ground and is Wrecked (see Crash and Burn in the Warhammer 40,000 rulebook).
- 3-4 **Zogging 'eck!** The pilot manages to pull up, clipping his target. No bomb is dropped. Instead, the bomber and its target each suffer a single Strength 9, AP2 hit.
- 5-9 **Just like dis!** Centre the small blast marker over any model in the target unit and scatter it D6". Any model (excluding the Blitz-bomber itself) at least partially under the blast marker's final position takes one hit, resolved using the profile above.
- 10-12 **Dakka-Dakka-Boom!** The Blitz-bomber not only drops a bomb on the target (resolved as 'just like dis', above) but also makes an out-of-sequence shooting attack against the target with its supa shootas! Any unit that suffers one or more unsaved Wounds from the bomb or the supa shootas must immediately take a Pinning test. Note that it is permitted to shoot its supa shootas again during the Shooting phase and it can target a different unit.

**MONOSCYTHE MISSILES**

The signature armament of the Razorwing Jetfighter, monoscythe missiles produce a planar blast that decapitates those unfortunate enough to be caught by the pilot's crosshair runes.

Range	S	AP	Type
48"	6	5	Assault 1, Large Blast, One use only

MULTIPLE ROCKET POD

The multiple rocket pods borne by some Valkyrie Assault Carriers contain a cluster of short-fused super-frag missiles which are fired in a salvo.

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

NECROTOXIN MISSILES

At the heart of a Dark Eldar necrotoxin missile is a large reservoir of virulent neuropoisons. When the missile explodes, it splinters into knife-like shards of jagged shrapnel, each of which carries thick gobbets of its deadly payload.

Range	S	AP	Type
48"	X	5	Assault 1, Large Blast, Poisoned (2+), Pinning, One use only

SHATTERFIELD MISSILES

This cruel missile, often glimpsed beneath the wings of Razorwing Jetfighters, has two separate cores: on impact, the first sucks away all warmth, turning those caught within its blast into brittle statues, only to be shattered into frozen pieces by the percussive force of the second.

Range	S	AP	Type
48"	7	-	Assault 1, Large Blast, Shred, One use only

SKYHAMMER MISSILE LAUNCHER

The volleys of missiles fired by skyhammer missile launchers are perfect for turning armoured vehicles into smoking scrap metal, allowing Stormtalons so armed to wreak havoc against enemy tanks, softening up the opposition for the inevitable advance of the Adeptus Astartes.

Range	S	AP	Type
60"	7	4	Heavy 3

SKORCHA MISSILES*

These 'fire and fergit' rokkits corkscrew wildly towards their targets before exploding into great balls of flame, incinerating anyone unlucky enough to be hit by them.

Range	S	AP	Type
24"	5	4	Heavy 1, Blast, Ignores Cover, One use only

*This is a flamer weapon (see the Warhammer 40,000 rulebook).

STORMSTRIKE MISSILE

When this missiles detonates, it leaves its victims reeling and dazed.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One use only

SUPA SHOOTA

These raucous shootas provide all the dakka a flyboy could wish for.

Range	S	AP	Type
30"	6	4	Assault 3

VOID LANCE

Void lances fire pulses of eldritch energy from beyond the webway.

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

VOID MINE

The void mine is a triumph of Dark Eldar weapons technology.

Range	S	AP	Type
-	9	2	Assault 1, Blast, Bomb, Lance, One use only

Bomb: The rules for Bombing Runs are found in the *Warhammer 40,000* rulebook.

VEHICLE EQUIPMENT

Rules for the following wargear can be found in the *Warhammer 40,000* rulebook or the relevant codex.

Extra armour	Night shields
Flickerfield	Psybolt ammunition
Red paint job	Teleport homer
Searchlight	Truesilver armour
Locator Beacon	Warp stabilisation field

CERAMITE PLATING

Used to clad the hulls of many Space Marine craft, from the mighty Thunderhawk Gunship to the agile Stormtalon, these multi-layered plates are thrice blessed by the Chapter's Techmarines and anointed with the seven sacred unguents of thermic warding to protect against the extreme conditions engendered by orbital re-entry. Such precautions also serve to thwart the fury of many of the energy weapons employed by the enemies of the Champions of Mankind: by absorbing and dispersing even the most extreme temperatures and microwave emissions, this ablative plate allows the aircraft of the Adeptus Astartes to shrug off fire which would cripple many Imperial tanks in seconds.

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



ARMY LIST

The Flyers in this section may only be included in detachments chosen from the associated codex(es), as indicated by the icons in their profile. The force organisation choice they occupy is also listed in the profiles, next to the names of the units.



Space Marines



Black Templars



Blood Angels



Grey Knights



Imperial Guard



Dark Eldar



Necrons



Orks



STORMRAVEN GUNSHIP (Heavy Support)

200 Points

┌ Armour ┐

BS	F	S	R	HP
4	12	12	12	3

Unit Type

Vehicle (Flyer, Hover, Transport)

Unit Composition

Stormraven Gunship

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56

Wargear:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Four stormstrike missiles
- Ceramite plating

Special Rules:

- Assault Vehicle
- Power of the Machine Spirit
- Skies of Fury

Transport Capacity:

- Twelve models and/or one Dreadnought

Options:

- Replace twin-linked assault cannon with one of the following:
 - twin-linked plasma cannon free
 - twin-linked lascannon free
- Replace twin-linked heavy bolter with one of the following:
 - twin-linked multi-melta free
 - typhoon missile launcher 25 pts
- May take a pair of side sponsons with hurricane bolters 30 pts
- May take any of the following:
 - Searchlight 1 pt
 - Extra armour 5 pts
 - Locator beacon 10 pts



Grey Knights Stormraven Gunship

Stormravens in detachments chosen from *Codex: Grey Knights* **must** replace their stormstrike missiles with mindstrike missiles (pg 64). Additionally, they have The Aegis and Psychic Pilot special rules, as well as the psychic power *Fortitude*, at an additional cost of 5 points. They may also take additional options, as listed in *Codex: Grey Knights*. They otherwise follow all of the rules listed above.



Blood Angels Stormraven Gunship

Stormravens in detachments chosen from *Codex: Blood Angels* **must** replace their stormstrike missiles with bloodstrike missiles (pg 64) for free. They otherwise follow all of the rules listed above.



STORMTALON GUNSHIP (Fast Attack)

110 Points

┌ Armour ┐

BS	F	S	R	HP
4	11	11	11	2

Unit Type

Vehicle (Flyer, Hover)

Unit Composition

1 Stormtalon Gunship

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57

Wargear:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Ceramite plating

Special Rules:

- Escort Craft
- Strafing Run

Options:

- May exchange twin-linked heavy bolter for one of the following:
 - Skyhammer missile launcher 15 pts
 - Twin-linked lascannon 30 pts
 - Typhoon missile launcher 35 pts



VALKYRIE ASSAULT CARRIER SQUADRON (Fast Attack)

100 Points

[Armour]

BS F S R HP
3 12 12 10 3

Unit Type

Vehicle (Flyer, Hover, Transport)

Unit Composition

1 Valkyrie

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58

Valkyrie

Wargear:

- Multi-laser
- Two hellstrike missiles
- Extra armour
- Searchlight

Special Rules:

- Grav Chute Insertion

Transport Capacity:

- Twelve models

Options:

- The squadron may include up to two additional Valkyries 100 pts/model
- Any Valkyrie may replace its multi-laser with a lascannon 15 pts/model
- Any Valkyrie may exchange both of its hellstrike missiles for two multiple rocket pods 30 pts/model
- Any Valkyrie may take a pair of sponsons with heavy bolters 10 pts/model



VENDETTA GUNSHIP SQUADRON (Fast Attack)

130 Points

[Armour]

BS F S R HP
3 12 12 10 3

Unit Type

Vehicle (Flyer, Hover, Transport)

Unit Composition

1 Vendetta

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58

Vendetta

Wargear:

- Three twin-linked lascannons
- Extra armour
- Searchlight

Special Rules:

- Grav Chute Insertion

Transport Capacity:

- Twelve models

Options:

- The squadron may include up to two additional Vendettas 130 pts/model
- Any Vendetta may exchange two twin-linked lascannons for two hellfury missiles free
- Any Vendetta may take a pair of sponsons with heavy bolters 10 pts/model





RAZORWING JETFIGHTER (Heavy Support)

145 points

Razorwing

[Armour]				
BS	F	S	R	HP
4	10	10	10	3

Unit Type
Vehicle (Flyer)

Unit Composition
1 Razorwing Jetfighter

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59

Wargear:

- Two dark lances
- Four monoscythe missiles
- Twin-linked splinter rifle

Special Rules:

- Night Vision
- Supersonic

Options:

- May replace both dark lances with disintegrator cannonsfree
- May replace twin-linked splinter rifle with a splinter cannon10 pts
- May replace any monoscythe missile with:
 - Necrotoxin missile.....5 pts each
 - Shatterfield missile.....5 pts each
- Take any of the following:
 - Night shields10 pts
 - Flickerfield.....10 pts



VOIDRAVEN BOMBER (Heavy Support)

145 points

Voidraven

[Armour]				
BS	F	S	R	HP
4	11	11	10	3

Unit Type
Vehicle (Flyer)

Unit Composition
1 Voidraven Bomber

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59

Wargear:

- Two void lances
- One void mine

Special Rules:

- Night Vision
- Supersonic

Options:

- Take up to four missiles, of any of the following types:
 - Monoscythe missiles10 pts each
 - Necrotoxin missiles10 pts each
 - Shatterfield missiles.....10 pts each
 - Implosion missiles30 pts each
- Take any of the following:
 - Night shields10 pts
 - Flickerfield.....10 pts



DOOM SCYTHER (Heavy Support)

175 Points

Doom Scythe

[Armour]				
BS	F	S	R	HP
4	11	11	11	3

Unit Type
Vehicle (Flyer)

Unit Composition
1 Doom Scythe

Page
60

Wargear:

- Death ray
- Twin-linked tesla destructor

Special Rules:

- Living Metal
- Supersonic



NIGHT SCYTHER (Dedicated Transport)

100 Points

Night Scythe

[Armour]				
BS	F	S	R	HP
4	11	11	11	3

Unit Type
Vehicle (Flyer, Transport)

Unit Composition
1 Night Scythe

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61

Wargear:

- Twin-linked tesla destructor

Special Rules:

- Living Metal
- Supersonic
- Invasion Beams

Transport Capacity:

- 15 models



DAKKAJET (Fast Attack)

110 Points

Dakkajet

[Armour]					
BS	F	S	R	HP	
2	10	10	10	3	

Unit Type
Vehicle (Flyer)

Unit Composition
1 Dakkajet

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62

Wargear:

- Two twin-linked supa shootas

Special Rules:

- Strafing Run
- Supersonic
- Waaagh! Plane

Options:

- May take an additional twin-linked supa shoota 10 pts
- May take red paint job 5 pts
- May upgrade the pilot to a Flyboss..... 10 pts



BURNA-BOMMER (Fast Attack)

125 Points

Burna-bommer

[Armour]					
BS	F	S	R	HP	
2	10	10	10	3	

Unit Type
Vehicle (Flyer)

Unit Composition
1 Burna-bommer

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63

Wargear:

- Twin-linked big shoota
- Twin-linked supa shoota
- Two burna bombs

Special Rules:

- Grot Gunner
- Supersonic
- Waaagh! Plane

Options:

- May take up to six skorcha missiles 10 pts each
- May take red paint job 5 pts



BLITZA-BOMMER (Fast Attack)

135 Points

Blitza-bommer

[Armour]					
BS	F	S	R	HP	
2	10	10	10	3	

Unit Type
Vehicle (Flyer)

Unit Composition
1 Blitza-bommer

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63

Wargear:

- Big shoota
- Twin-linked supa shoota
- Two boom bombs

Special Rules:

- Grot Gunner
- Supersonic
- Waaagh! Plane

Options:

- May take red paint job 5 pts



REFERENCE

VEHICLES

	[Armour]					Unit Type	Pg
	BS	F	S	R	HP		
Burna-bommer	2	10	10	10	3	Fl	63
Blitza-bommer	2	10	10	10	3	Fl	63
Dakkajet	2	10	10	10	3	Fl	62
Doom Scythe	4	11	11	11	3	Fl	60
Night Scythe	4	11	11	11	3	Fl, T	61
Razorwing Jetfighter	4	10	10	10	3	Fl	59
Stormraven Gunship	4	12	12	12	3	Fl, H, T	56
Stormtalon Gunship	4	11	11	11	2	Fl, H	57
Valkyrie	3	12	12	10	3	Fl, H, T	58
Vendetta	3	12	12	10	3	Fl, H, T	58
Voidraven Bomber	4	11	11	10	3	Fl	59

RANGED WEAPONS

	Range	S	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Big shoota	36"	5	5	Assault 3
Bloodstrike missile	72"	8	1	Heavy 1, One use only
Boom bomb	special	7	4	Heavy 1, Armourbane, Blast, Skreamin' Descent, One use only
Burna bomb	-	5	4	Heavy 1, Bomb, Large Blast, Ignores Cover, One use only
Dark lance	36"	8	2	Heavy 1, Lance
Death ray	special	10	1	Heavy 1, Ray
Disintegrator cannon	36"	5	2	Heavy 3
Heavy bolter	36"	5	4	Heavy 3
Hellfury missile	72"	4	5	Heavy 1, Ignores Cover, Large Blast, One use only
Hellstrike missile	72"	8	3	Ordnance 1, One use only
Implosion missile	48"	-	2	Assault 1, Blast, Implosion, One use only
Lascannon	48"	9	2	Heavy 1
Mindstrike missile	72"	4	5	Heavy 1, Blast, Psi-shock, One use only
Monoscythe missile	48"	6	5	Assault 1, Large Blast, One use only
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1, Melta

UNIT TYPES

Flyer = Fl, Hover = H, Transport = T

'A man may die yet still endure if his work enters the greater work. Time is carried upon a current incepted by forgotten deeds. Events of great moment are but the culmination of a single carefully placed thought. As all men must thank progenitors obscured by the past, so we must endure the present that those who come after may continue the greater work.'

- The Chime of Eons,
Garba Mojarro Prefectus of Adeptus Mechanicus

	Range	S	AP	Type
Multiple rocket pod	24"	4	6	Heavy 1, Large Blast
Necrotoxin missile	48"	X	5	Assault 1, Large Blast, Poisoned (2+), Pinning, One use only
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Shatterfield missile	48"	7	-	Assault 1, Large Blast, Shred, One use only
Skorcha missile	24"	5	4	Heavy 1, Blast, Ignores Cover, One use only
Skyhammer missile launcher	60"	7	4	Heavy 3
Splinter cannon	36"	X	5	Assault 4 or Heavy 6, Poisoned (4+)
Splinter rifle	24"	X	5	Rapid Fire, Poisoned (4+)
Stormstrike missiles	72"	8	2	Heavy 1, Concussive, One use only
Supa shoota	30"	6	4	Assault 3
Tesla destructor	24"	7	-	Assault 4, Arc, Tesla
Typhoon missile launcher				
- Frag missile	48"	4	6	Heavy 2, Blast
- Krak missile	48"	8	3	Heavy 2
Void lance	36"	9	2	Assault 1, Lance
Void mine	-	9	2	Assault 1, Blast, Bomb, Lance, One use only