

SKIES OF SLAUGHTER

High above the fantastical landscapes of the Mortal Realms, wars are being waged in the aetherspheres. Mighty Stardrakes do battle with lumbering Maw-krushas, while Kharadron Ironclads engage in desperate duels with Bloodthirsters. This is Skies of Slaughter.



Across the Mortal Realms, wars are waged on a daily basis, huge armies clashing over vast, fantastical landscapes. Yet high above those armies, wreathed in the fog of war and magic-laden storm clouds, flying monsters are engaged in duels of their own. Lords of Change swoop through the sky on magical pinions, bolts of sorcerous energy leaping from their taloned hands. Idoneth Leviadons and Allopexes swim through the air as if it were water, their riders launching barbed harpoons at distant foes. Zombie Dragons and Terrorgheists ambush Stardrakes and Griffons in midair, their rotting carcasses held aloft by their undead masters. Kharadron ships ply the aethersphere, their deadly cannons loaded and ready for action. And all the while, far below, the denizens of the Mortal Realms watch on in wonder as these mighty beasts whirl and swoop, clash and dive. And, eventually, fall ...

LORDS OF THE SKIES

Did you know there are close to thirty flying monsters in Warhammer Age of Sigmar that can be used in Skies of Slaughter? These include Arknaut Ironclads, Idoneth Leviadons, Lords of Change, Phoenixes, Mawkrushas, and many more besides.



A WHOLE NEW GAME

Skies of Slaughter is a new set of rules for using your Warhammer Age of Sigmar flying monsters in games of aerial combat. The core rules of the game are based on Stormcloud Attack, which came out a few years ago for Warhammer 40,000. This time, however, the lascannons and heavy bolters have been traded in for lightning hammers and skybolt bows, not to mention gnashing jaws and razor-sharp claws.

In this issue you'll find the core rules for Skies of Slaughter, which explain how to set up a battle, how to fight with your units, and how to perform daredevil midair manoeuvres. January's issue of *White Dwarf* continues the airborne entertainment with additional warscrolls, scenarios, and a campaign system for you to play through. So chocks away (or the dragon equivalent of chocks), and prepare yourself for aerial combat!

SKIES OF SLAUGHTER

Skies of Slaughter is a game of aerial combat in the Age of Sigmar, in which winged leviathans and gun-laden flying machines engage in thrilling airborne duels amidst the clouds high above the Mortal Realms.

THE MODELS

Skies of Slaughter is played using large flying models from the Warhammer Age of Sigmar range, referred to in the game as **flying monsters**. When playing the game, dice are placed beside each model's base to show how fast the flying monster is moving (called its velocity), and to record any wounds it has suffered.

FACING AND ARCS

A flying monster's facing is important for determining how it turns, and which weapons it can bring to bear on a target. Turns and weapon arcs are split into 45-degree segments which are measured from the centre of the model's base, as shown in the diagrams below-right. You can mark the segments on the edge of your flying monster's base if you wish.

THE IMPULSE TABLE

Turns in Skies of Slaughter are split into three 'mini-turns' called **impulses**. Each flying monster has a velocity, which determines the order in which they act in each impulse and the number of manoeuvres they must make.

IMPULSE TABLE

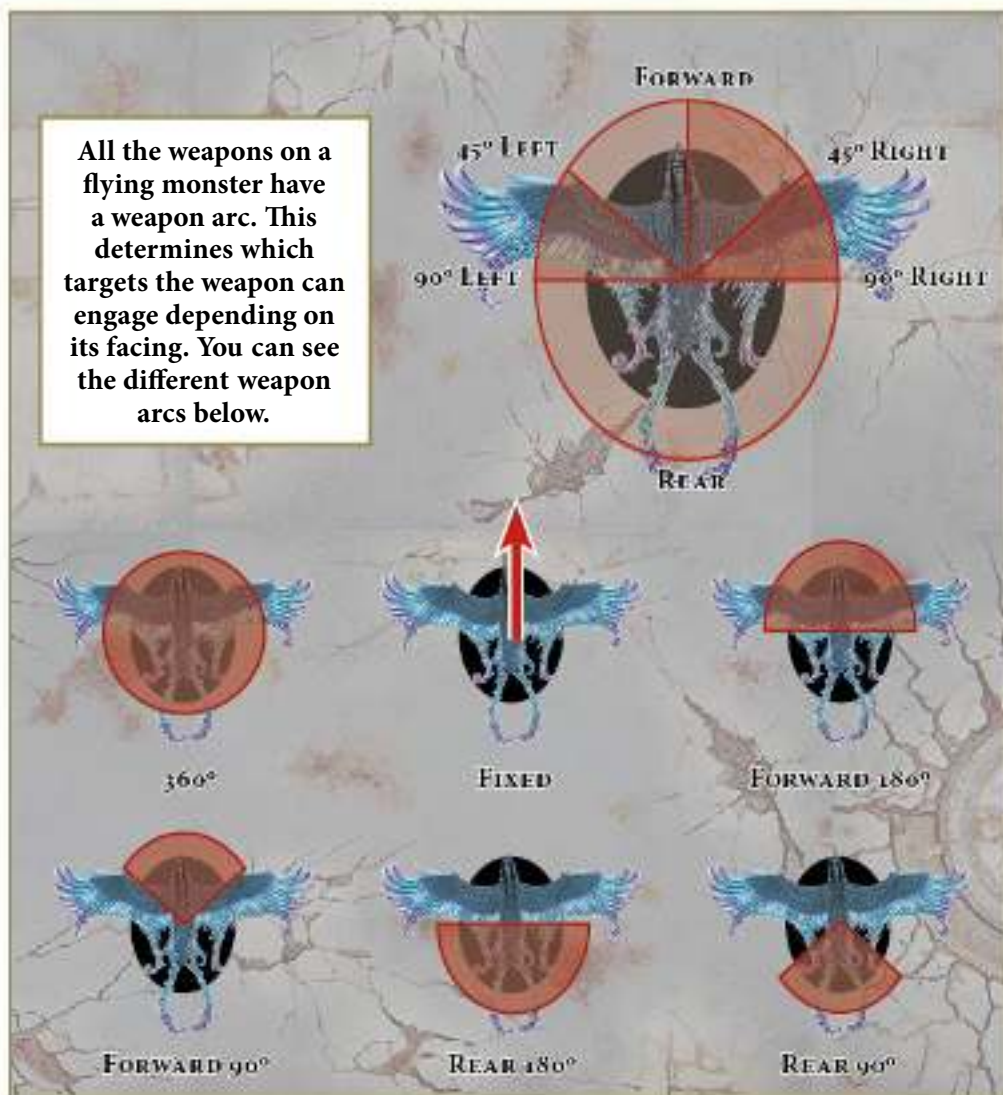
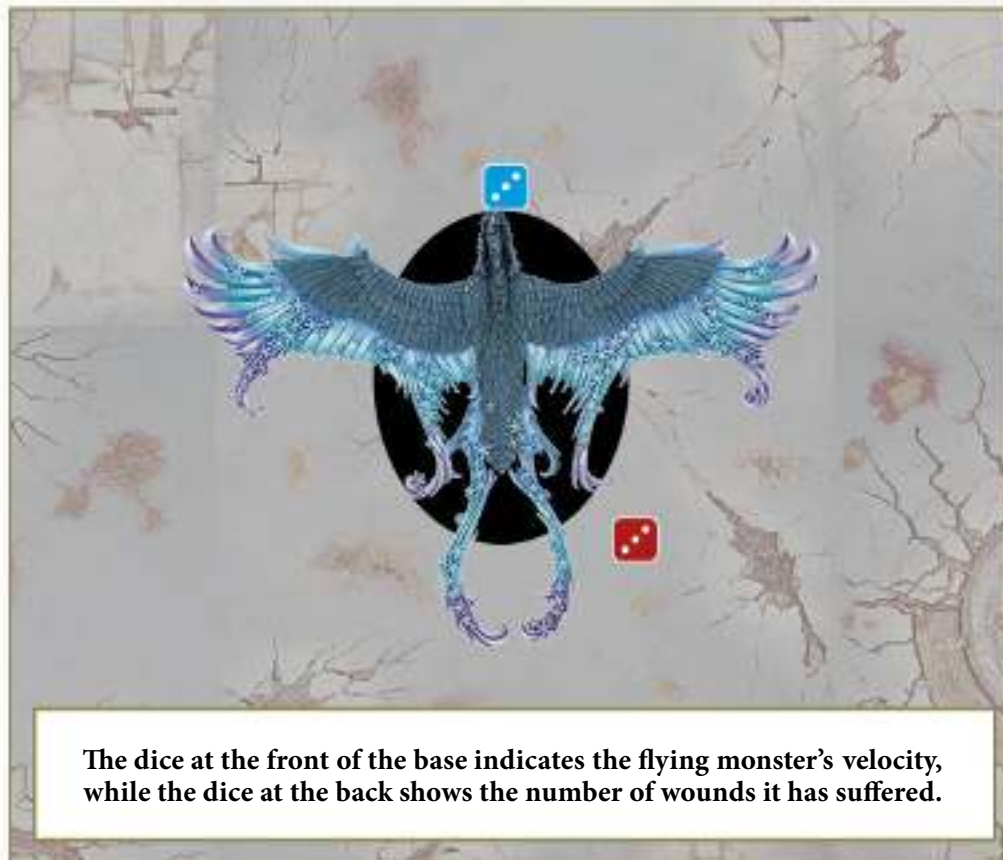
Velocity	First Impulse	Second Impulse	Third Impulse
6	Zoom!	Zoom!	Zoom!
5	Zoom!	Zoom!	Cruise
4	Zoom!	Cruise	Cruise
3	Cruise	Cruise	Cruise
2	Cruise	Cruise	Attack
1	Spin	Spin	Spin

Zoom!: Carry out 2 manoeuvres, then attack, then accelerate or brake.

Cruise: Carry out 1 manoeuvre, then attack, then accelerate or brake.

Attack: Attack, then accelerate or brake.

Spin: Spin.



PREPARING FOR PLAY

Skies of Slaughter can be played by two or more players. The game works equally well between two players or a large group of players taking part in one massive aerial battle!

Each player will need at least one flying monster and the warscroll to go along with it. The player controls the actions of that flying monster during the game, and is referred to as the **controlling player** in the following rules.

Players can choose to field a **wing** of two or more flying monsters if they wish, controlling the actions of all of the models in their wing. As well as the flying monsters and their warscrolls, every player will need a tape measure or ruler to measure weapon ranges, and enough dice to record each flying monster's velocity any wounds it may have suffered, and to carry out the attacks that the monster makes during the battle.

Sometimes you will need to roll **2D6**; to do so, roll 2 dice and add them together to generate the dice roll.

Games of Skies of Slaughter need a flat playing area to represent the **combat zone** where the battle takes place. A dining table makes an excellent combat zone for 2 to 6 flying monsters. Larger games will need a bigger table, or can be played on the floor (just be extra careful not to kick over any of your models in the heat of battle!).

Finally, you will need to pick a **skybattle** to play (we've included one skybattle on page 52 to get you started, but keep your eyes peeled on future issues of *White Dwarf* for more). **Duels** are battles between one flying monster on each side, and **Encounters** are battles between more than two flying monsters. Once you've picked a skybattle and followed its set-up instructions, you are ready to start playing the game!

VELOCITIES

At the start of the game, flying monsters are given a velocity of 1 to 6. This setting may change as the game goes on. The players show the velocity for each of their flying monsters by placing a dice at the front of the flying monster's base.

A flying monster's velocity can never be less than 1 or more than the maximum velocity on its warscroll. Changes to the flying monster's velocity that would cause this to happen are ignored.

SPINS

Should a flying monster's velocity ever fall to 1, then it will go into a spin (pg 49). This can be an effective way to get away from the enemy, but if the flying monster doesn't pull out of the spin in time it may crash into the ground!





1 Name and Overview : The name of the skybattle and a brief description of it.

2 Combatants : The flying monsters that can be used in the skybattle.

3 Set-up : Where the flying monsters are set up at the start of the skybattle.

4 Victory Conditions : How the winner of the skybattle is determined.

5 Map : The map illustrates how to set up the flying monsters at the start of the skybattle, and anything else that may affect the skybattle's combat zone.

SEQUENCE OF PLAY

After set-up is complete, the game can start. The game is played in turns, each of which is split into 3 impulses followed by a **recovery** step.

Sequence of Play

First Impulse
Second Impulse
Third Impulse
Recovery

IMPULSES

Each turn has three impulses, which are carried out one after the other. Flying monsters take an **action** in each impulse. They do so in an order determined by their velocities, from high to low. So, any flying monsters with a velocity of 6 will go first in each impulse, and so on.

INITIATIVE ROLLS

Initiative rolls are made to determine the order in which flying monsters take actions when they have the same velocity. Each tied player rolls 2D6. The player that rolled lowest must carry out their action first. Players tied for the lowest roll must roll again, and so on until there is only one player with the lowest roll.

After the player that rolled lowest has taken their action, the remaining tied players roll for initiative again, with the player with the lowest roll taking their action, and so on until all the flying monsters have acted.

ACTIONS

A flying monster's action is resolved in the following steps:

- 1 The flying monster carries out its manoeuvres.
- 2 The flying monster attacks.
- 3 Enemy flying monsters can retaliate.
- 4 The flying monster accelerates or brakes.

ONE ACTION PER IMPULSE

A flying monster cannot carry out more than one action per impulse. Once it has carried out its action, place the velocity dice at the back of the flying monster rather than the front to show that it has had its go. Return all of the flying monsters' velocity dice to the front at the start of the next impulse.

MANOEUVRES

Depending on its velocity, a flying monster may have to make up to two **manoeuvres** when it takes an action. Look up the flying monster's velocity on the Impulse Table to determine how many manoeuvres it must carry out:

- A flying monster that is Zooming *must* carry out 2 manoeuvres.
- A flying monster that is Cruising *must* carry out 1 manoeuvre.
- A flying monster that is Attacking or Spinning cannot carry out *any* manoeuvres.

DECLARING MANOEUVRES

You must declare the manoeuvre that a flying monster will carry out before executing it. If the flying monster is carrying out more than one manoeuvre, declare and carry

out the first one, then declare and carry out the second one.

AVAILABLE MANOEUVRES

The manoeuvres a flying monster can carry out are shown on its warscroll. Look up the flying monster's velocity on its Manoeuvre Table to see which manoeuvres it can perform. Manoeuvres marked 'N/A' cannot be carried out at that velocity. All other manoeuvres can be attempted, though some may require you to make a danger roll.

DANGER ROLLS

Manoeuvres can cause wounds if the flying monster is moving too quickly. This is represented by a making a **danger roll** before each manoeuvre is carried out. Danger rolls are made by rolling 2D6, then cross-referencing the roll with the flying monster's velocity and the manoeuvre being carried out.

If the roll is equal to or greater than the number listed on the chart, the manoeuvre has been carried out safely. If the roll is less than the number listed on the chart, the flying monster still carries out the manoeuvre, but suffers 1 wound (pg 49), and 1 is subtracted from its current velocity (this may cause it to spin in its next impulse).

Depending on a flying monster's velocity, it will be able to carry out certain manoeuvres on a '2+'. Such manoeuvres are always carried out safely unless a negative modifier applies. Some other manoeuvres are noted as being 'Always Safe' – you never have to make a danger roll for such a manoeuvre.

CARRYING OUT A MANOEUVRE

Each manoeuvre requires a flying monster to carry out a certain number of Moves, Turns, Reversals and Sideslips. The number and order of the Moves, Turns, Reversals and Sideslips that must be carried out is listed in the Execution column of the flying monster's Manoeuvre Table. For example, a manoeuvre might require a flying monster to make 2 Moves followed by 1 Turn.

MOVES

A Move is made by picking the flying monster up, moving it straight ahead, and placing it back down so that the velocity dice is at the back of the base. The velocity dice is then replaced at the front of the base.

TURNS

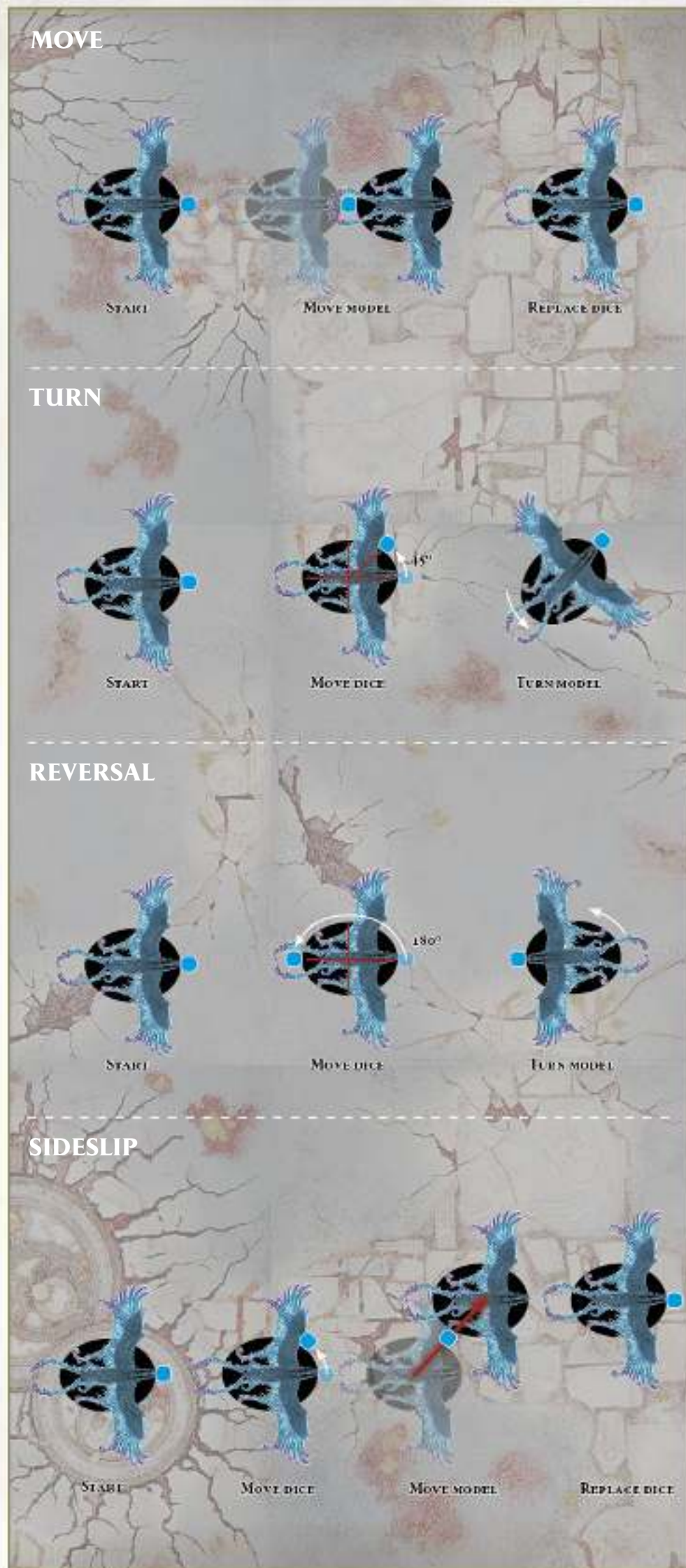
A Turn is carried out by pivoting the flying monster's base by 45 degrees to the left or right. The velocity dice is then replaced at the front of the base. The Turns a flying monster makes when carrying out a manoeuvre can be less than 45 degrees. Any Turns that are not part of a manoeuvre (for example, when forced to make a Turn as a result of a roll on the Damage Table) must be for the full 45 degrees.

REVERSALS

A Reversal is carried out by pivoting the flying monster's base by up to 180 degrees. The velocity dice is then replaced at the front of the base.

SIDESLIPS

Sideslips allow a flying monster to move in a direction other than straight ahead. To carry out a Sideslip, slide the velocity dice round the flying monster's base to anywhere in the flying monster's front 180 degree weapon arc. Then pick the flying monster up and move it over the dice as shown in the diagram on the right. Then replace the dice at the front of the flying monster's base. Note that the flying monster's facing does not change.



COLLISIONS

Flying monsters can move over other flying monsters, but cannot finish a manoeuvre touching any part of another flying monster (including its base). If it is impossible to avoid one flying monster ending up touching another, carry out as much of the manoeuvre as possible, as shown in the diagram on the right, and then make a **collision roll** as described below. Carry out the same procedure if a 'forced' Move or Turn that occurs as a result of a spin or a roll on a Damage Table would result in two flying monsters touching.

To make a collision roll, the controlling player of the moving flying monster rolls a dice. On a roll of 1, the two flying monsters have clipped each other, and both suffer 1 wound (pg 49). If a flying monster collides with more than one other flying monster, make a collision roll for each one.

LEAVING THE BATTLE

Sometimes a flying monster may be forced to move off the edge of the playing surface being used for a game. This is known as **leaving the battle**. When this occurs, the flying monster's model is removed, and it can either not to return, or **loop back** and return to the fray.



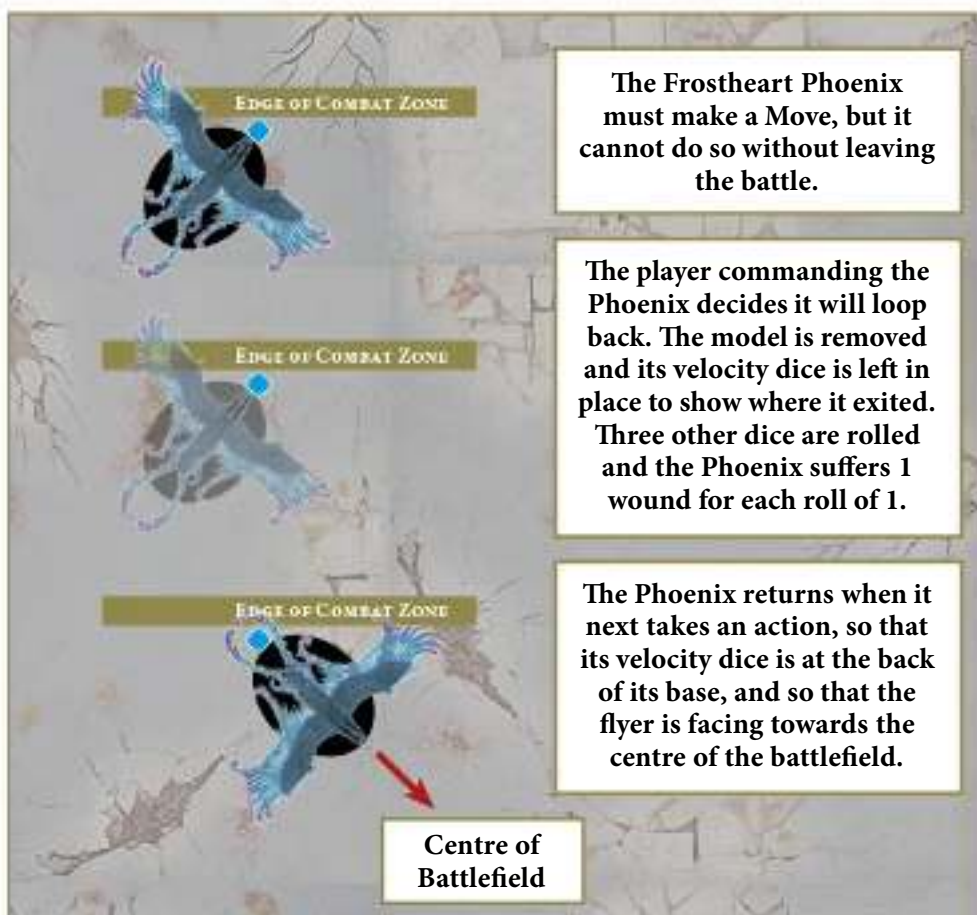
If the flying monster loops back, leave its velocity dice on the table to mark the point where it exited, and then roll 3 dice; the flying monster suffers 1 wound for each roll of 1. If it survives these dice rolls, the flying monster can return when it next would take an action.

When (or if!) the flying monster



The Frostheart Phoenix is turning to the right, but will finish the manoeuvre touching the Arkanaut Ironclad...

...so it is moved just enough to avoid the collision. On a roll of 1, both models will suffer 1 wound.



The Frostheart Phoenix must make a Move, but it cannot do so without leaving the battle.

The player commanding the Phoenix decides it will loop back. The model is removed and its velocity dice is left in place to show where it exited. Three other dice are rolled and the Phoenix suffers 1 wound for each roll of 1.

The Phoenix returns when it next takes an action, so that its velocity dice is at the back of its base, and so that the flyer is facing towards the centre of the battlefield.

Centre of Battlefield

returns, place it back in the combat zone, so that its velocity dice is now at the back of its base, and so that the flying monster is facing directly towards the centre of the playing area (see the diagram above). If this would result in a collision, slide the flying monster far enough to the

left or right to avoid the other flying monster and then make a collision roll as described above.

A flying monster cannot carry out any manoeuvres and cannot attack in the impulse that it returns. However, it can accelerate or brake.

SPINS

A flying monster goes into a **spin** if it has a velocity of 1 at the start of an action or if a roll on the Damage Table causes it to do so.

To carry out a spin, roll on the Spin Table. When a flying monster has to make D3 Turns, roll a dice. On a 1-2, it makes 1 Turn; on a 3-4, it makes 2 Turns; and on a 5-6, it makes 3 Turns.

If the flying monster survives, make an acceleration roll for it (pg 51). On a 7+, the spin is brought under control; otherwise, the flying monster goes back into a spin. Keep on repeating this process – rolling on the Spin Table and making acceleration rolls – until the flying monster either brings the spin under control or is slain.

By bringing the spin under control, the flying monster increases its velocity by 1 (if it is possible for it to do so). If it was in a spin because it had a velocity of 1, bringing the spin under control counts as the flying monster's action. However, as it will now have a velocity of 2, it will not go into a spin in the next impulse.

SPIN TABLE	
D6	Result
1	Crash To Ground: The flying monster is slain.
2-3	Spin Left: Make D3 Turns to the left.
4-5	Spin Right: Make D3 Turns to the right.
6	Overdive: Make 1 Move and suffer 1 wound. If the flying monster is forced to leave the battle as a result of this Move, it is assumed to have spun out of control and is slain.

ATTACKS

After carrying out its manoeuvres, a flying monster can attack one enemy flying monster. The target must be in range and attack arc of at least one of the attacker's weapons.

Range: Measure the range from the closest part of the attacking model to the closest part of the target model (including their bases).

Attack Arc: A target is in a weapon's attack arc if any part of the target model is in the weapon arc of that weapon (pg 43). If the weapon has a fixed weapon arc, then you must be able to draw a straight line through the centre of the attacking flying monster that crosses any part of the target flying monster.



CARRYING OUT AN ATTACK

To carry out an attack, the player controlling the attacker rolls 1 or more dice for each of its weapons that can draw range and attack arc to the target. The number of dice that are rolled for a weapon are shown on the flying monster's warscroll (pg 53).

A hit is scored for each roll equals or beats the hit roll for the weapon listed on the flying monster's warscroll. A roll of 1 is always a miss, and a roll of 6 is always a hit. If none of the attacking monster's weapons score any hits, then the attack is a failure and has no effect on the target. Otherwise, inflict damage as described next.

INFLECTING DAMAGE

Add up the damage caused by the weapons that hit, and compare the total to the target's Toughness. Then, look up the result on the Attack Results Table below.

THE DAMAGE TABLE

Sometimes the Attack Results Table will instruct the attacker to roll on the Damage Table. When this is the case, roll 2D6 and look up the roll on the Damage Table on page 50.

WOUNDS

Some results on the Attack Results Table cause the target to suffer wounds. Record the number of wounds suffered by placing a dice at the back of the flying monster's base. When the number of wounds suffered by a flying monster equals the Wounds characteristic on its warscroll, it is slain and removed from play.

ATTACK RESULTS TABLE	
Total damage is:	Result
Less than or equal to target's Toughness	Winged: The attacker rolls once on the Damage Table.
Greater than target's Toughness, but not double its Toughness	Injured: The target suffers 1 wound, and the attacker then rolls once on the Damage Table.
At least double the target's Toughness but not triple	Seriously Injured: The target suffers 2 wounds, and the attacker then rolls once on the Damage Table.
At least triple the target's Toughness	Mortally Injured: The target suffers 3 wounds, and the attacker then rolls once on the Damage Table.

DAMAGE TABLE

2D6	Result
2	Multiple Hits: The target suffers 1 wound. Then roll on this table again.
3	Tail Spin: The target goes into a spin.
4	Dodge: Roll a dice. If the roll is less than the Wounds characteristic on the target's warscroll, the target suffers 1 wound.
5	Zoom Forward: Make an acceleration roll for the target. On a 7+, it makes 1 Move but does not change velocity. Otherwise, it suffers 1 wound.
6	Swerve Left: The target must make 1 Turn to the left.
7	Press the Attack: If the attacker is within 3" of the target, the attacking player can choose to press the attack. If they do so, the attacker and the target each suffer 1 wound.
8	Swerve Right: The target must make 1 Turn to the right.
9	Rear Up: The target must either suffer 1 wound or lose 1 velocity (controlling player's choice).
10	Falling Leaf: The target must either suffer 1 wound or go into a spin (controlling player's choice).
11	Critical Hit: The target suffers 1 wound.
12	Bulls-eye: The target suffers D3 wounds.

ATTACK EXAMPLE

A Frostheart Phoenix attacks an Arkanaut Ironclad. The Phoenix has the Ice-cold Talons weapon, which has a Forward 180-degree weapon arc and a Range of 3". The distance between the Phoenix and the Ironclad is less than 3", and the Ironclad lies within the Phoenix's Front 180-degree weapon arc, so the Ice-cold Talons can be used to attack.

Five dice are rolled for the Ice-cold Talons, requiring rolls of 4 or more to hit. No modifiers apply, and 3 hits are scored. Each hit causes 2 damage, for a total of 6 damage inflicted on the Ironclad.



The damage inflicted by the attack exceeds the Ironclad's Toughness of 5, but is not double the Toughness. This means that the Ironclad has been injured – it suffers 1 wound and a roll must be made on the Damage Table.

The wound is shown by placing a white dice at the back of the Ironclad's base. The Ironclad has suffered 1 wound, so the dice is placed with a result of 1 facing up.



2D6 are then rolled on the Damage Table. The roll is a 7 – Press the Attack. This means that if the attacking monster is within 3" of the target, then it can press the attack, inflicting 1 wound on the target but suffering 1 wound itself! The attacking player decides to press on, so 1 extra wound is inflicted on the Ironclad, and 1 wound is inflicted on the Frostheart Phoenix.

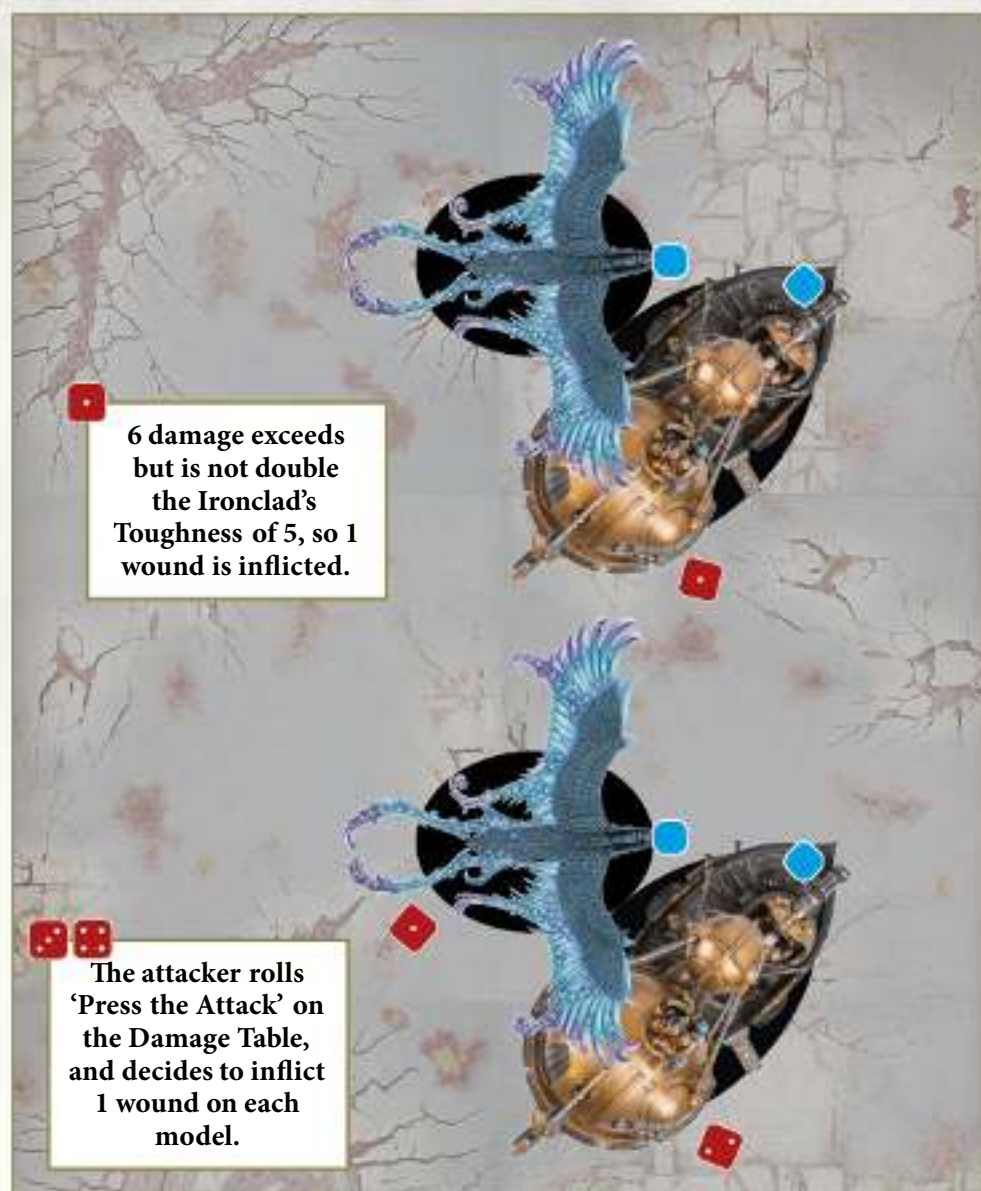
TAILING

A flying monster is **tailing** its target if any part of its base is in the target's Rear 90-degree weapon arc and any part of the target's base is in the attacker's front 180-degree weapon arc. Add 1 to the hit rolls for a flying monster that is tailing its target.

RETALIATION

After a flying monster has completed its attacks, the target can **retaliate** against the attacker, if it survived and has weapons that it can bring to bear.

Retaliation attacks are carried out as described above, but 1 is subtracted from all of the hit rolls, in addition to any other modifiers that apply.



ACCELERATING AND BRAKING

A flying monster is allowed to accelerate or brake after it has completed its manoeuvres and attacks (if any) and after any retaliation attacks have been made against it by the target.

Declare if you want your flying monster to accelerate or brake, and then make an **acceleration roll** or a **braking roll** by rolling 2D6. On a 7+, you can increase or decrease its

velocity by 1 as appropriate. On a 3-6, its velocity is unchanged. On a 2 or less, its velocity is unchanged and the flying monster suffers 1 wound because of the stress and strain.

Remember that a flying monster's velocity can never be higher than the Velocity characteristic on its warscroll and that it will spin in its next impulse if it has a velocity of 1. If you accelerate when the flying monster's velocity is already at its maximum, the roll is wasted.



RECOVERY

Flying monsters are extremely tough, and can recover from some of the injuries they have suffered if given enough time.

At the end of each impulse, after all actions have been completed, a **recovery roll** is made for each flying monster that has any wounds. Roll 2D6 and compare it to the Recovery characteristic shown on the flying monster's warscroll. If the roll equals or beats the Recovery characteristic, you can reduce the number of wounds that flying monster has suffered by 1.

WINGS

A player can command more than one flying monster. The flying monsters that a player commands are collectively called a **wing**. Wings train and fight together, and are able to provide each other with support.

If a player has a wing, and several flying monsters from the wing must make an initiative roll at the same time, then the player makes one initiative roll for all of the flying monsters from the wing rather than rolling separately for each flying monster. If the player's roll is the lowest, then they can pick any one of the flying monsters being rolled for to carry out the action.

Just as importantly, if a flying monster from a player's wing is attacked, then any and all of the flying monsters from the wing that can bring weapons to bear are allowed to retaliate, not just the target flying monster.

SKYBATTLE

DUEL: CHANCE ENCOUNTER

Two rivals are patrolling the skies, searching for their next kill. As fate would have it, they soon chance upon one another...

COMBATANTS

This skybattle is fought between two flying monsters.

SET-UP

Place the flying monsters in opposite corners of the battlefield, facing each other.

Both flying monsters start the battle with a velocity of 3.

VICTORY CONDITIONS

The flying monster that slays their opponent wins the battle. The battle is a draw if either flying monster leaves the battle and does not return.





WARSCROLL

ARKANAUT IRONCLAD



Amongst the heaviest Kharadron ships of the line, the redoubtable Ironclads provide a floating fortress of iron at the heart of any airfleet, bombarding their targets from afar with explosives shells and armour-piercing torpedoes.

WEAPON	ARC	RANGE	HIT ROLLS	DAMAGE	STRAFE
Great Sky Cannon	Forward 180°	18"	4+ 4+ 4+	4	+2
Great Skyhook	Forward 180°	18"	3+	2D6	0
Great Volley Cannon	Forward 180°	12"	2+ 2+ 2+ 2+	2	+3
Aethershock Torpedoes	Fixed	15"	5+ 5+ 5+ 5+	D3	0
Aethershot Carbines	Forward 180°	9"	4+ 4+ 4+ 4+	2	+1
Boarding Weapons	360°	3"	5+ 5+ 5+ 5+ 5+	1	0

WEAPONS

Great Sky Cannon, Aethershock Torpedoes, Aethershot Carbines and Boarding Weapons. The Great Sky Cannon can be replaced with a *Great Skyhook* or *Great Volley Cannon*.

MANOEUVRE TABLE			
Manoeuvre	Velocity		Execution
	2	3	
Level Flight	Always Safe		Move Move
Swerve	2+	5+	Move Sideslip Move
Bank	2+	5+	Move Move Turn
Turn	3+	7+	Move Turn Move

SPECIAL RULES

Cumbersome: Subtract 2 from acceleration and braking rolls for this model.



WARSCROLL

BLOODTHIRSTER OF UNFETTERED FURY



Descending from the clouds like a crimson comet, the Bloodthirster of Unfettered Fury crashes into its prey, its barbed whip lashing out to rend both iron and flesh, the very air around its hulking form burning in the heat of its rage.

WEAPON	ARC	RANGE	HIT ROLLS	DAMAGE	STRAFE
Lash of Khorne	Forward 90°	9"	4+ 4+ 4+	D3	+2
Mighty Axe of Khorne	Forward 180°	3"	4+ 4+ 4+ 4+	D3	+2

WEAPONS

Lash of Khorne and Mighty Axe of Khorne.

SPECIAL RULES

Drawn to the Kill: Subtract 2 from danger rolls for enemy models that are within 3" of this model.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Charge	4+	3+	2+	Move Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Circle Back	5+	6+	7+	Turn Move Turn

SKIES OF SLAUGHTER

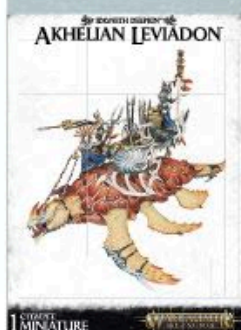
High above the fantastical landscapes of the Mortal Realms, wars are being waged in the aetherspheres. Last month, we presented part one of the rules for aerial battles in the Age of Sigmar. This month, we take to the skies once more to bring you the second part.



Across the Mortal Realms, wars are waged on a daily basis, huge armies clashing over vast, fantastical landscapes. Yet high above those armies, wreathed in the fog of war and magic-laden storm clouds, flying monsters are engaged in duels of their own. Bloodthirsters thunder through the skies on war-ravaged wings, their axes dripping with blood. Maw-krushas lumber along in search of prey, their massive bulk held impossibly aloft by their leathery pinions. Black Dragons battle Frostheart Phoenixes above storm-wracked vistas, their dark masters spurring them on to greater acts of savagery and violence. Kharadron ships ply the aethersphere, their crews ever-watchful for Manticores and Chimerae. And all the while, far below, the denizens of the Mortal Realms watch on in wonder as these mighty beasts whirl and swoop, clash and dive. And, eventually, fall ...

LORDS OF THE SKIES

Did you know there are close to thirty flying monsters in Warhammer Age of Sigmar that can be used in Skies of Slaughter? These include Arknaut Ironclads, Idoneth Leviadons, Lords of Change, Phoenixes, Maw-krushas, and many more besides.



A WHOLE NEW GAME (PART II)

Last month's issue of *White Dwarf* featured new rules for fighting aerial battles in Warhammer Age of Sigmar, plus two warscrolls to get you started – the Kharadron Ironclad and the Bloodthirster of Unfettered Fury. We hope you had fun playing it!

This issue features a whole host of additional rules for Skies of Slaughter, including five skybattle missions, twenty-seven new warscrolls, and exclusive campaign rules. The skybattles come in three varieties: there are two duels that pit individual combatants against each other, two encounters that enable you to play with whole wings of flying monsters, and a narrative scenario based on a historic aerial battle. These can all be linked together using the campaign system, enabling you to fight an entire aerial war should you wish to. Let us know how you get on and which flying monster is your favourite to use!

SKYBATTLES

The flying monsters taking part in a game of Skies of Slaughter are taking part in a **skybattle**.

We've included 5 skybattles in this issue. Two of the skybattles are called Duels – as their name implies, they pit 2 flying monsters against each other. Duels are ideal for quick one-on-one games and can easily be completed by experienced players in less than an hour.

There are also 2 skybattles called Encounters, which are designed for larger games with 3 or more flying monsters. Encounters can either be played by 2 players, with each player controlling a wing of 2 or more flying monsters, or between teams of players, where each player either controls a single flying monster or a wing.

For example, three players are new to Skies of Slaughter and each have a single flying monster, while the fourth player is a veteran with a wing of 3 flying monsters. They decide to fight an Encounter with the three players' flying monsters on one side and the fourth player's wing of 3 flying monsters on the other.

Finally, the skybattle 'Above the Gryphspine' is based on the Red Prospects story in this issue. This skybattle is a little bit different to the Duels and Encounters, in that it requires the players to be able to field certain types of flying monster in order to recreate the story from the background (Duels and Encounters can be played with any flying monsters that are available).

That said, you can always use 'substitute' flying monsters to fill in for models you don't have in your collection or to allow more players to join the skybattle.

CHOOSING A SKYBATTLE
The players taking part in a game of Skies of Slaughter can choose to use any of the skybattles included here or in other issues of *White Dwarf* – just decide among yourselves which skybattle you most want to play. Alternatively, you can let the dice decide by rolling on one of the following tables to determine which Duel or Encounter to play.

DUEL TABLE (2 FLYING MONSTERS)	
D6	Result
1-3	Chance Encounter
4-6	Death in the Skies

ENCOUNTER TABLE (3 OR MORE FLYING MONSTERS)	
D6	Result
1-3	Air War
4-6	Dawn Patrol



SKYBATTLE SPECIAL RULES

The following special rules cover unique situations not directly addressed by the Skies of Slaughter rules in the previous issue. They are only used if you have chosen a battleplan that specifically states that they are needed or in games of your own devising where you feel that it would be appropriate to include them.

GROUND ATTACK

Sometimes a skybattle will include ground targets that can be attacked by flying monsters. This will be stated in the skybattle instructions, along with the information needed to set up the ground targets at the start of the skybattle.

All ground targets have a **robustness value** and a **damage tolerance**, which tell you how tough they are and how much damage they can take. The robustness values and damage tolerances for the ground targets included in a skybattle will be stated in the skybattle instructions.

A flying monster can attack a ground target if the target is within its Forward 90° weapon arc at a range of up to 5". Attacking a ground target is very straightforward: roll 2D6 and add the Strafe values for each of the flying monster's weapons to the roll. Many weapons have a Strafe value of 0, but some will have a value of +1 or more. If a flying monster has several weapons with a value greater than 0, add all of them to the roll. For example, a Battlemage on Griffon has two weapons with a Strafe value of 0,

one with a value of +1 and one with a value of +2, so the controlling player would roll 2D6 and add 3 to the roll.

If the total roll, after any modifiers have been added, is equal to or greater than the ground target's robustness value, its damage tolerance is reduced by 1. Once its damage tolerance is reduced to 0, it is destroyed. Record the damage suffered by a ground target on a dice.

GROUND FIRE

Sometimes a ground target will have weapons it can use against enemy flying monsters. Each of these weapons will have a set of weapon characteristics like those found on the flying monsters' warscrolls.

Ground targets attack at the end of each impulse, after all the flying monsters have carried out their actions. Ground targets always attack the closest enemy flying monster that is within the range and weapon arc of at least 1 of their weapons. The attack is made as normal (see pg 49 of December's issue) – unless otherwise specified,

the player whose flying monster is not under attack is the controlling player (if there is more than 1 such player, roll off to decide). Ground targets cannot 'Press the Attack' and must re-roll this result on the Damage Table. Flying monsters are not allowed to retaliate if they are attacked by ground fire.

LOW-LEVEL SKYBATTLES

Sometimes a skybattle will take place very close to the ground – these are known as 'low-level skybattles'. The terrain over which such a skybattle is taking place can be represented by scenery from your collection.

A flying monster cannot finish a manoeuvre touching a piece of scenery and must avoid it as if it were another flying monster. In the event of a collision (see pg 48 of December's issue), make a collision roll just as you would with another flying monster, except that scenery hit by a flying monster does not suffer any damage.

FLOATING TERRAIN

Sometimes a skybattle will include areas of floating terrain; the skybattle instructions will say how the floating terrain must be set up. Floating terrain blocks both attacks and movement.

Attacks cannot be made if a line drawn from the centre of the attacker's base to the centre of the target's base passes across any floating terrain.

A flying monster cannot finish a manoeuvre touching an area of floating terrain and must avoid it as if it were another flying monster. In the event of a collision (see pg 48 of December's issue), make a collision roll just as you would with another flying monster, except that floating terrain hit by a flying monster does not suffer any damage.



SKYBATTLE

DUEL: CHANCE ENCOUNTER

Two rivals are patrolling the skies, searching for their next kill. As fate would have it, they soon chance upon one another...

COMBATANTS

This skybattle is fought between 2 flying monsters.

SET-UP

Place the flying monsters in opposite corners of the battlefield, facing each other.

Both flying monsters start the battle with a velocity of 3.

VICTORY CONDITIONS

The flying monster that slays their opponent wins the battle. The battle is a draw if either flying monster leaves the battle and does not return.



SKYBATTLE

DUEL: DEATH IN THE SKIES

A cunning attacker can strike at an unwary opponent from any angle. Sometimes, however, the hunter will become the hunted.

COMBATANTS

This skybattle is fought between 2 flying monsters. Roll off to decide which flying monster will be the Hunter and which will be the Quarry.

SET-UP

Place the Quarry at the centre of the battlefield, facing one edge. Roll a dice for the Hunter and set them up touching the edge of the battlefield, facing towards the Quarry, in the relevant position on the map. The Quarry starts with a velocity of 3. The Hunter can start with any velocity.

VICTORY CONDITIONS

If the Hunter slays the Quarry, the Hunter wins the battle. If the Quarry slays the Hunter or the Hunter leaves the battle and does not return, the Quarry wins the battle. The battle is a draw if the Quarry leaves the battle and does not return.



SKYBATTLE ENCOUNTER: AIR WAR

Two rival wings approach each other high amongst the clouds. Victory will be claimed by whichever side fights the hardest.

COMBATANTS

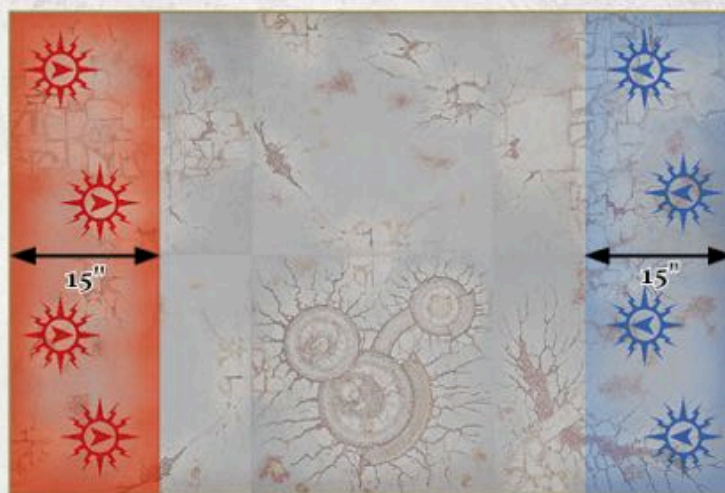
This skybattle is fought between 3 or more flying monsters. The players are split into 2 teams that are as evenly matched as possible.

SET-UP

The teams roll off, and the winning team sets up all of their flying monsters first. The teams must set up their flying monsters wholly within their own territory at opposite ends of the battlefield, facing each other, as shown on the map. Choose the starting velocity for each flying monster as it is set up.

VICTORY CONDITIONS

The battle ends when only one team's flying monsters are left on the battlefield. That team wins the battle.



SKYBATTLE ENCOUNTER: DAWN PATROL

A pack of flying monsters invades enemy territory intent on battle, drawing skybound patrols towards them like moths to the flame.

COMBATANTS

This skybattle is fought between 3 or more flying monsters. The players are split into 2 teams that are as evenly matched as possible. One team is the Patrollers. The other team is the Interceptors. If one team has more flying monsters, that team is the Interceptors; otherwise, the teams roll off and the winner chooses which team is the Interceptors.

SET-UP

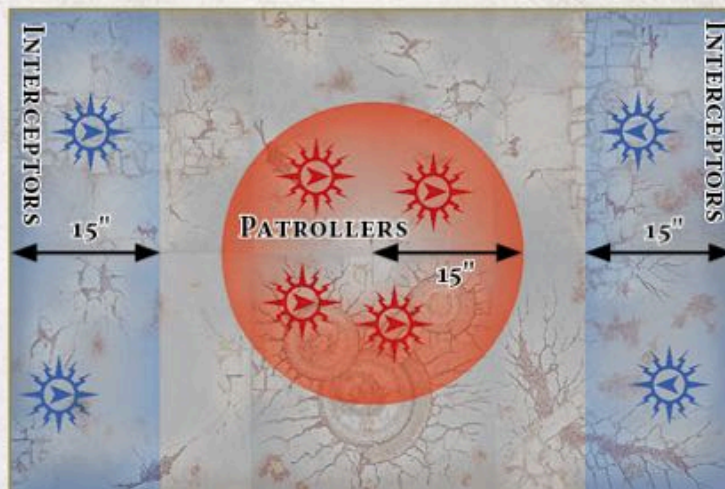
The Patrollers set up their flying monsters first, wholly within 15" of the centre of the battlefield and all facing the same direction, as shown on the map. They start with a velocity of 3.

The Interceptors then set up their flying monsters one by one at alternate ends of the battlefield, wholly within

their territory. Choose the starting velocity for each flying monster as it is set up.

VICTORY CONDITIONS

The battle ends when only one team's flying monsters are left on the battlefield. That team wins the battle.



To the north of Thondia, deep in the hinterlands of Ghur, lies the mountain range known as the Gryphspine. Atop a shelf of jagged rock stands the free city of Skythane. Isolated and wracked by the freezing winds, Skythane would likely have been reduced to ruin long ago were it not for the mineral wealth in the surrounding peaks and the skill of its aerial hosts. Great enchanted sky-barques and Kharadron trader-vessels carry this bounty to the southern cities of Izalend and Excelsis. Proud Griffon riders of the Freeguilds and duardin sky-ships accompany these convoys, their blades and guns forever kept at the ready.

And well they should be. Danger lurks amidst the peaks and valleys of the Gryphspine, and many of these threats come on swift wings of their own. Orruks prowl the hinterlands while their ironclad bosses ride huge Maw-krushas, eager to smash anyone they encounter. Nestled in the mountains is the crumbling fortress of Drakshaunt, home to an order of Soulblight vampires who, having become inured over long centuries to the realm's many terrestrial predators, raise up rotten undead beasts upon which to ride. Just as dangerous are the Flesh-eater Courts who lurk

in the caves around Drakshaunt. These degenerate cannibals believe themselves to be the last true defenders of the Gryphspine and are convinced that their cadaverous mounts are the noble silver-furred creatures from which the mountains take their name.

Perhaps most insidious is the taint of Chaos. Chimeras, Manticores and fouler creatures besides haunt the upper altitudes, standing guard over long-lost relics and priceless realmstone deposits. Most of Skythane's citizens dare not risk the peaks, but the Kharadron – stubborn at the best of times and ever hungry for profit – are another matter. Chartered vessels will occasionally brave these dangers, their crews searching for fortune. In doing so, they risk drawing the attention of powerful daemonic entities that feed upon the aetheric currents. The Blood God's children in particular delight in wrecking any skyvessels they come across. A duel between these two powers is akin to an unstoppable force striking against an immovable object – the Kharadron must navigate the gale-wracked skies carefully and keep watch for approaching foes, trusting in their guns to ward off enemies emerging from the storm and give themselves enough time to extract their prize.

SKYBATTLE ABOVE THE GRYPHSPINE

COMBATANTS

This skybattle is fought between 1 or more Kharadron skyvessels (of any type) and an equal number of Bloodthirsters (of any type). The players are split into 2 teams: the Kharadron Skyvessels team and the Bloodthirsters team.

SET-UP

The teams roll off, and the winning team sets up all of their flying monsters first. The teams must set up their flying monsters wholly within their own territory at opposite ends of the battlefield, facing each other, as shown on the map. Choose the starting velocity for each flying monster as it is set up.

SPECIAL RULES

Gryphspine Peak: Roll a dice before either team sets up and place it at the centre of the battlefield. The dice represents a Gryphspine mountain peak. It is treated as a piece of floating terrain that has a radius equal to the number rolled on the dice, measured from the centre of the dice.

Gale-wracked Skies: At the start of each turn, before the first impulse begins, the Bloodthirsters team must roll 1

dice for each Kharadron skyvessel on the battlefield. On a 6, that Kharadron skyvessel suffers 1 wound.

VICTORY CONDITIONS

If a Kharadron skyvessel ends an impulse within 3" of the Gryphspine peak, then leaves the battle and does not return, the Kharadron Skyvessels team wins the battle. If the only flying monsters left on the battlefield are Bloodthirsters and the Kharadron Skyvessels team has not won, then the Bloodthirsters team wins the battle.





SKIES OF SLAUGHTER CAMPAIGNS

The most exciting way to play Skies of Slaughter is as a campaign. In a campaign, you will be able to track the exploits of your flying monster over the course of several engagements, watching them grow from a fledgling fighter to a legendary veteran!

Any number of players can take part in a campaign, and new players can join in whenever they wish. Campaign battles are fought just like any other battle, except that after each skybattle, the players record information about each of their flying monsters on a notecard, including how many battles they have taken part in, how many kills they have scored and any Veteran Abilities they have learnt.

LONE WOLVES AND WINGS

Each player can either command a single flying monster in a campaign (called a **lone wolf**) or a whole wing. If they decide to command a wing, then each flying monster in the wing must be represented by a different flying monster from the player's collection. This means that a player can start out as a lone wolf, move on to command a wing of 2 or 3 flying monsters, and finally lead a full wing of 4 or more flying monsters!

Lone Wolf: A player using a single flying monster in a campaign is a lone wolf. They will use the same flying monster in every skybattle.

Wing: A player with more than 1 flying monster commands a wing. Up to 3 of the flying monsters in the wing can be fielded in a skybattle.

STARTING EXPERIENCE

All flying monsters start off as fledgling fighters yet to fight a skybattle. They will gain experience and learn new skills as they fight campaign battles.

NEW RECRUITS

A player can add flying monsters to their roster at any time. Any new flying monsters start off as fledgling fighters that are yet to fight a skybattle.

SKILL POINTS AND VETERAN ABILITIES

Flying monsters earn Skill Points and Veteran Abilities by taking part in campaign battles and by scoring kills respectively. Players should record the number of battles fought and number of kills scored on their flying monster's notecard.

SKILL POINTS

Flying monsters that have taken part in 1 or more campaign battles receive Skill Points. In a skybattle, the controlling player can use 1 Skill Point to:

- Re-roll 1 hit roll, 1 danger roll, 1 acceleration roll, 1 braking roll, 1 recovery roll or 1 survival roll made for their flying monster.
- Allow their flying monster to make 1 extra Move or 1 extra Turn during 1 manoeuvre.
- Halve the damage inflicted on their flying monster from 1 attack (rounding up).

At the start of each skybattle, look up the number of campaign battles the flying monster has taken part in on the Experience Table to determine how many Skill Points it has for that battle.

EXPERIENCE TABLE

0 battles	Trained: 0 Skill Points
1-5 battles	Experienced: 1 Skill Point
6+ battles	Veteran: 2 Skill Points

Any unused Skill Points are lost at the end of the battle – they cannot be 'saved up' for use in future campaign battles.

VETERAN ABILITIES

A flying monster scores a **kill** if it slays an enemy flying monster or if it is the last flying monster to attack an enemy flying monster before that flying monster spins into the ground and is slain.

At the end of each skybattle, look up the total number of kills the flying monster has scored on the Kill Table to determine the total number of Veteran Abilities it has learnt.

KILL TABLE

1-2 kills	Killer: 1 Veteran Ability
3-4 kills	Deadly: 2 Veteran Abilities
5-9 kills	Notorious: 3 Veteran Abilities
10-14 kills	Infamous: 4 Veteran Abilities
15+ kills	Legendary: 5 Veteran Abilities

Roll a **D66** on the Veteran Abilities Table opposite each time a flying monster learns a new Veteran Ability. To do so, roll 2 dice: the first indicates the tens, the second indicates the units. Record the flying monster's abilities on its notecard. Re-roll the result if the flying monster already has that ability.

LORD OF THE SKIES

The flying monster with the most kills at the start of a skybattle is crowned Lord of the Skies and receives 1 extra Skill Point to use during the skybattle. A flying monster must have at least 1 kill to be crowned Lord of the Skies. If several flying monsters are tied with 1 or more kills, then the one that was first to achieve the highest score is crowned Lord of the Skies.

SURVIVAL

If a flying monster is slain in a campaign battle, its death is not assumed to be a certainty: the controlling player must make a **survival roll** on the Survival Table to see if it was truly killed, if it was merely injured or if it managed to escape unharmed. Make a separate survival roll for each flying monster that was slain.

SURVIVAL TABLE	
D6	Result
1	Killed
2-3	Injured
4-6	Unharmed

Killed: The flying monster is dead. A new, inexperienced flying monster takes their place.

Injured: An injured flying monster is allowed to take part in a skybattle but cannot use any Skill Points during the battle.

Flying monsters recover from their injuries after they have fought their next skybattle. If the flying monster is part of a wing, it recovers from its injuries after its wing has fought its next skybattle, whether or not the injured flying monster took part in that battle.

Unharmed: The flying monster is back to full strength and ready for battle!

VETERAN ABILITIES TABLE	
D66	Result
11-12	Cool-headed: You can choose to roll 1, 2 or 3 dice when making an initiative roll for this flying monster or the wing it is part of.
13-14	Lucky: This flying monster receives 1 extra Skill Point at the start of each skybattle.
15-16	Speed Merchant: You can re-roll acceleration rolls of 6 or less for this flying monster, and it can make 1 extra Move when performing a Level Flight manoeuvre.
21-22	Skilled Flyer: You can re-roll failed danger rolls for this flying monster.
23-24	Crack Shot: You can re-roll hit rolls of 1 for this flying monster.
25-26	Eagle-eyed: Add 5" to the range of each of this flying monster's weapons.
31-32	Killer Instincts: When rolling on the Damage Table for this flying monster, you can add or subtract 1 from the roll.
33-34	Find Weaknesses: When this flying monster makes an attack, reduce the target's Toughness characteristic by 1.
35-36	Slippery: Opponents must re-roll hit rolls of 6.
41-42	Signature Move: Pick a manoeuvre on this flying monster's warscroll. This flying monster will perform that manoeuvre safely at all velocities on a 2+.
43-44	Born Leader: At the start of a skybattle, you can give 1 or more of your Skill Points to other flying monsters on your team.
45-46	Lightning Turns: When this flying monster performs a manoeuvre, 1 of its Turns can be up to 90 degrees instead of up to 45 degrees.
51-52	Hunter: This flying monster counts as tailing if it is in its target's Rear 180° weapon arc instead of its Rear 90° weapon arc.
53-54	Honed Reactions: When this flying monster retaliates, do not subtract 1 from hit rolls.
55-56	Born Survivor: You can re-roll recovery rolls, collision rolls and survival rolls of 1 for this flying monster.
61-66	Choose: You can choose which ability this flying monster learns.





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LORD-CELESTANT

ON STARDRAKE



Only the mightiest and noblest souls are chosen to lead an Extremis Chamber. The Lord-Celestant and his steed are so infused with celestial power that they radiate azure energies. The power of the stars themselves is theirs to command.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Celestine Hammer	360°	3"	3+ 3+ 3+	2	+1
Stormbound Blade	360°	3"	3+ 3+ 3+	D3	+1
Great Claws	Forward 90°	3"	4+ 4+ 4+	2	+2

WEAPONS

Celestine Hammer and Great Claws. The Celestine Hammer can be replaced with a *Stormbound Blade*.

SPECIAL RULES

Lord of the Heavens: When this model attacks, instead of attacking with its weapons, you can pick up to D6 different enemy flying monsters and roll a dice for each model. On a 4+, that model suffers 2 wounds.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move



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DRAKESWORN TEMPLAR



Drakesworn Templars are the heavens' might made manifest. They ride immense Stardrakes that can roar forth lightning-charged clouds, summon starfire from the skies around them or rip through steel and flesh alike with their sharp claws.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Skybolt Bow	Forward 180°	15"	4+	D3	+1
Tempest Axe	360°	3"	4+ 4+ 4+	2	+1
Arc Hammer	Forward 180°	3"	4+ 4+	3	+1
Stormlance	Forward 90°	3"	4+ 4+ 4+	2	+2
Great Claws	Forward 180°	3"	3+ 3+ 3+	2	0

WEAPONS

Tempest Axe and Great Claws. The Tempest Axe can be replaced with an *Arc Hammer* or *Stormlance*. The model can also wield a *Skybolt Bow*, but if it does, roll 1 fewer dice when attacking with its Tempest Axe, Arc Hammer or Stormlance.

SPECIAL RULES

Lord of the Heavens: When this model attacks, instead of attacking with its weapons, you can pick up to D6 different enemy flying monsters and roll a dice for each model. On a 4+, that model suffers 2 wounds.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move



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BATTELMAGE

ON GRIFFON



When mounted atop a furious, twin-headed Ghurish Griffon, an Amber Battlemage can lay waste to their foes from afar or strike from on high in a vicious frenzy of stabbing beaks and ripping talons.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Amber Spear Spell	Forward 180°	12"	4+	D6	+1
Beaststaff	360°	3"	5+	D3	0
Razor Claws	Forward 180°	3"	4+ 4+ 4+ 4+	2	+2
Twin Beaks	Forward 90°	3"	4+ 4+ 4+ 4+	1	0

WEAPONS

Amber Spear Spell, Beaststaff, Razor Claws and Twin Beaks.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE					
Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Swerve	2+	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	5+	Move Move Turn
Turn	3+	4+	5+	6+	Move Turn Move
Snap Turn	4+	5+	6+	7+	Turn Move Move
Stoop	4+	5+	6+	7+	Move Turn OR Turn Move
Wing Over	5+	6+	7+	8+	Move Reverse Move



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FREEGUILD GENERAL

ON GRIFFON



A Freeguild General mounted upon a noble griffon surveys the battlefield from on high. Identifying where their presence is most required, they descend like a speeding comet to lay waste to their enemies, inspiring their comrades with word and deed.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Sigmarite Runesword	360°	3"	4+ 4+ 4+ 4+	2	+1
Sigmarite Greathammer	Forward 180°	3"	4+ 4+ 4+	3	+1
Freeguild Lance	Forward 90°	3"	3+ 3+ 3+	D3	+2
Razor Claws	Forward 180°	3"	4+ 4+ 4+ 4+	2	+2
Deadly Beak	Forward 90°	3"	4+ 4+	2	0

WEAPONS

Sigmarite Runesword, Razor Claws and Deadly Beak. The Sigmarite Runesword can be replaced with a *Sigmarite Greathammer* or *Freeguild Lance*.

SPECIAL RULES

Rousing Battle Cry: Add 1 to recovery rolls for this model and all friendly flying monsters within 12" of this model.

MANOEUVRE TABLE					
Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Swerve	2+	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	5+	Move Move Turn
Turn	3+	4+	5+	6+	Move Turn Move
Snap Turn	4+	5+	6+	7+	Turn Move Move
Stoop	4+	5+	6+	7+	Move Turn OR Turn Move
Wing Over	5+	6+	7+	8+	Move Reverse Move

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SORCERESS

ON BLACK DRAGON



Many Sorceresses go to war upon fearsome Black Dragons, delighting in the terror in the eyes of their enemies as the scaled beasts spit clouds of choking black fumes and rip their prey apart with sword-sized talons.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Bladewind Spell	Forward 180°	12"	5+ 5+ 5+	1	+2
Witch Rod	360°	3"	5+	D3	0
Darkling Sword	360°	3"	4+ 4+	1	0
Razor-sharp Claws	Forward 90°	3"	5+ 5+ 5+ 5+	2	+1
Fearsome Jaws	Forward 180°	3"	5+ 5+ 5+	D6	0

WEAPONS

Bladewind Spell, Witch Rod, Fearsome Jaws, and Razor-sharp Claws.
The Witch Rod can be replaced with a *Darkling Sword*.

SPECIAL RULES

Noxious Breath: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move
Circle Back	5+	6+	7+	Turn Move Turn

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

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DREADLORD

ON BLACK DRAGON



The feared warlords of the Order Serpentis delight in inflicting pain and terror upon their foes. They ride to war on obsidian-scaled dragons that can lay waste to entire armies with their dagger-like claws and foul, choking breath.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Exile Blade	360°	3"	4+ 4+ 4+ 4+ 4+	1	+1
Lance of Spite	Forward 90°	3"	3+ 3+ 3+	D3	+1
Repeater Crossbow	Forward 180°	3"	4+ 4+	1	+1
Razor-sharp Claws	Forward 90°	3"	5+ 5+ 5+ 5+	2	+1
Fearsome Jaws	Forward 180°	3"	5+ 5+ 5+	D6	0

WEAPONS

Exile Blade, Repeater Crossbow, Razor-sharp Claws and Fearsome Jaws. The Exile Blade can be replaced with a *Lance of Spite*. The Repeater Crossbow can be replaced with a *Tyrant's Shield*.

SPECIAL RULES

Noxious Breath: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move
Circle Back	5+	6+	7+	Turn Move Turn

Tyrant's Shield: If this model has a Tyrant's Shield, when this model is attacked, subtract 1 from the total damage inflicted before looking up the result on the Attack Results Table.

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AKHELIAN LEVIADON



A hulking monster, the Akhelian Leviadon is clad in thick scales and protected by a hardened shell. It bears an impressive crew, including a pair of harpoon launcher operators and a musician whose void drum sends forth arcane reverberations.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Razorshell Harpoon Launchers	Forward 180°	15"	4+ 4+ 4+ 4+	2	+3
Twin-pronged Spear	360°	3"	4+ 4+	2	+1
Crushing Jaws	Forward 90°	3"	3+	D6	0
Massive Scythed Fins	Forward 180°	180"	4+ 4+ 4+ 4+	2	+2

WEAPONS

Razorshell Harpoon Launchers, Twin-pronged Spear, Crushing Jaws and Massive Scythed Fins.

SPECIAL RULES

Cumbersome: Subtract 2 from acceleration and braking rolls for this model.

Void Drum: Enemy flying monsters do not receive a bonus to their hit rolls for tailing this model.

MANOEUVRE TABLE

Manoeuvre	Velocity		Execution
	2	3	
Level Flight	Always Safe		Move Move
Swerve	3+	5+	Move Sideslip Move
Bank	3+	5+	Move Move Turn
Turn	4+	6+	Move Turn Move
Stoop	5+	7+	Move Turn OR Turn Move

• WARSCROLL •



AKHELIAN ALLOPEX



Alloplexes are vicious predators, known for their voracious appetites and savage blood frenzies. As Akhelian bond-beasts, they are more dangerous still – even the bravest fear to see these finned menaces approach.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Razorshell Harpoon Launcher	Forward 180°	12"	4+ 4+	2	+1
Retarius Net Launcher	Forward 180°	12"	3+	3	+2
Barbed Hooks and Blades	360°	3"	5+ 5+ 5+ 5+ 5+	1	+1
Ferocious Bites	Forward 90°	3"	4+	3	+1
Scythed Fins	Forward 180°	3"	4+ 4+ 4+ 4+	1	+1

WEAPONS

Razorshell Harpoon Launcher, Barbed Hooks and Blades, Ferocious Bites, and Scythed Fins. The Razorshell Harpoon Launcher can be replaced with a *Retarius Net Launcher*.

SPECIAL RULES

Bloodthirsty Predator: Add 2 to acceleration and braking rolls for this model.

MANOEUVRE TABLE

Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Swerve	2+	3+	4+	4+	Move Sideslip Move
Bank	2+	3+	4+	5+	Move Move Turn
Turn	2+	3+	4+	5+	Move Turn Move
Snap Turn	3+	4+	5+	5+	Turn Move Move
Circle Back	3+	4+	5+	6+	Turn Move Turn
Rear Round	4+	5+	6+	6+	Reverse Move OR Move Reverse

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FROSTHEART PHOENIX



Some of the Ur-Phoenix's spawn radiate the elemental power of ice. Surrounded by a freezing aura that slows nearby foes to a crawl, these Frostheart Phoenixes strike from on high with deadly force, ripping and tearing their prey to pieces.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Ice-cold Talons	Forward 180°	3"	4+ 4+ 4+ 4+ 4+	2	+2

WEAPONS

Ice-cold Talons.

SPECIAL RULES

Blizzard Aura: Subtract 1 from hit rolls for attacks made by enemy models within 3" of this model.

Swift: Add 2 to acceleration and braking rolls for this model.

MANOEUVRE TABLE					
Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Bank	2+	2+	3+	4+	Move Move Turn
Swerve	2+	2+	3+	4+	Move Sideslip Move
Turn	2+	3+	4+	5+	Move Turn Move
Snap Turn	3+	4+	5+	6+	Turn Move Move
Wing Over	4+	5+	6+	7+	Move Reverse Move

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FLAMESPYRE PHOENIX



Trailing blazing streams of fire, Flamespyre Phoenixes sweep low over the heads of their prey, engulfing them in a magical inferno. Even if brought low by blade or spell, these creatures are reborn in a blinding burst of light and heat.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Flaming Talons	Forward 180°	3"	4+ 4+ 4+ 4+	2	+2
Wake of Fire	Rear 90°	3"	4+	D6	0

WEAPONS

Flaming Talons and Wake of Fire.

SPECIAL RULES

Swift: Add 2 to acceleration and braking rolls for this model.

Wake of Fire: Enemy flying monsters do not receive a bonus to their hit rolls for tailing this model.

MANOEUVRE TABLE					
Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Bank	2+	2+	3+	4+	Move Move Turn
Swerve	2+	2+	3+	4+	Move Sideslip Move
Turn	2+	3+	4+	5+	Move Turn Move
Snap Turn	3+	4+	5+	6+	Turn Move Move
Wing Over	4+	5+	6+	7+	Move Reverse Move



WARSCROLL

ANOINTED
ON FROSTHEART PHOENIX



Elder Anointed may choose to ride to battle atop a Frostheart Phoenix, finding a kindred spirit in these patient and deliberate beings. From them radiates an elemental aura of numbing cold that can freeze a foe near solid.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Ice-cold Talons	Forward 180°	3"	4+ 4+ 4+ 4+ 4+	2	+2
Great Phoenix Halberd	360°	3"	4+ 4+ 4+ 4+	1	+1

WEAPONS

Ice-cold Talons and Great Phoenix Halberd.

SPECIAL RULES

Blizzard Aura: Subtract 1 from hit rolls for attacks made by enemy models within 3" of this model.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Bank	2+	2+	3+	Move Move Turn
Swerve	2+	2+	3+	Move Sideslip Move
Turn	2+	3+	4+	Move Turn Move
Snap Turn	3+	4+	5+	Turn Move Move



WARSCROLL

ANOINTED
ON FLAMESPYRE PHOENIX



Those Anointed whose fates lead them into the most furious conflicts often form a close bond with a Flamespyre Phoenix. In battle, the blazing power of this majestic creature and the skill of their aelven ally make for a potent combination.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Flaming Talons	Forward 180°	3"	4+ 4+ 4+ 4+	2	+2
Great Phoenix Halberd	360°	3"	4+ 4+ 4+ 4+	1	+1
Wake of Fire	Rear 90°	3"	4+	D6	0

WEAPONS

Flaming Talons, Great Phoenix Halberd and Wake of Fire.

SPECIAL RULES

Wake of Fire: Enemy flying monsters do not receive a bonus to their hit rolls for tailing this model.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Bank	2+	2+	3+	Move Move Turn
Swerve	2+	2+	3+	Move Sideslip Move
Turn	2+	3+	4+	Move Turn Move
Snap Turn	3+	4+	5+	Turn Move Move



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ARKANAUT FRIGATE

The sleek and deadly profile of an Arkanaut Frigate is a sight greatly feared by the Kharadron's many enemies, who know all too well the devastating firepower these airships possess and the fighting spirit of the privateers they carry into battle.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Heavy Sky Cannon	Forward 180°	15"	4+ 4+ 4+	2	+1
Heavy Skyhook	Forward 180°	15"	3+	D6	0
Aethershot Carbines	Forward 180°	9"	4+ 4+	2	+1
Boarding Weapons	360°	3"	5+ 5+ 5+	1	0

WEAPONS

Heavy Sky Cannon, Aethershot Carbines and Boarding Weapons. The Heavy Sky Cannon can be replaced with a *Heavy Skyhook*.

SPECIAL RULES

Bomb Racks: If this model completes a manoeuvre and has passed over an enemy flying monster, roll a dice. On a 4+, that enemy flying monster suffers 1 wound.

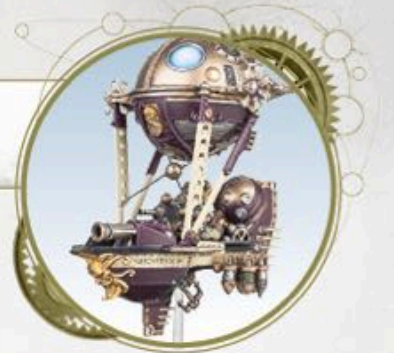
MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Ahead Slow	Always Safe			Move Turn
Ahead Full	4+	3+	2+	Move Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Circle About	4+	5+	6+	Turn Move Turn



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GRUNDSTOK GUNHAULER

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



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Sky Cannon	Forward 180°	12"	4+ 4+ 4+	2	+1
Drill Cannon	Forward 180°	24"	3+	D3	0
Aethershot Carbine	Forward 180°	9"	5+ 5+	1	+1
Boarding Weapons	360°	3"	5+ 5+ 5+	1	0

WEAPONS

Sky Cannon, Aethershot Carbine and Boarding Weapons. The Sky Cannon can be replaced with a *Drill Cannon*.

SPECIAL RULES

Bomb Racks: If this model completes a manoeuvre and has passed over an enemy flying monster, roll a dice. On a 5+, that enemy model suffers 1 wound.

MANOEUVRE TABLE					
Manoeuvre	Velocity				Execution
	2	3	4	5	
Level Flight	Always Safe				Move Move
Ahead Slow	Always Safe				Move Turn
Ahead Full	4+	3+	2+	Safe	Move Move Move
Swerve	Safe	2+	3+	4+	Move Sideslip Move
Bank	Safe	2+	3+	4+	Move Move Turn
Turn	2+	3+	4+	5+	Move Turn Move
Hard Turn	2+	3+	4+	5+	Turn Move Move
Hard About	3+	4+	5+	6+	Move Reverse Move



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BLOODTHIRSTER

OF INSENSATE RAGE



Those Bloodthirsters that wield colossal Great Axes of Khorne are particularly feared by the denizens of the realms who ply the airways, for they can send even the mightiest flying combatants tumbling groundwards in a deluge of wreckage and gore.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Great Axe of Khorne	Forward 180°	3"	4+ 4+ 4+ 4+	D6	+4

WEAPONS

Great Axe of Khorne.

SPECIAL RULES

Rage Unbound: Add 1 to hit rolls for attacks made by this model if the last manoeuvre it performed was a Bloodthirsty Charge. This bonus does not apply to retaliation attacks.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Bloodthirsty Charge	Always Safe			Move Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Circle Back	5+	6+	7+	Turn Move Turn



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WRATH OF KHORNE

BLOODTHIRSTER



Wrath of Khorne Bloodthirsters are the Lord of Battle's agents of vengeance, sent to claim the skulls of those who have offended him. With hellforged weapons and breath of purest hellfire, they lay low their quarry, slicing and melting flesh from bone.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Hellfire Breath	Forward 90°	7"	2+	D3	+2
Bloodflail	Forward 90°	9"	4+	2	+2
Mighty Axe of Khorne	Forward 180°	3"	4+ 4+ 4+ 4+	D3	+2

WEAPONS

Hellfire Breath, Bloodflail and Mighty Axe of Khorne.

SPECIAL RULES

Rune-crown of Khorne: Subtract 1 from hit rolls for Spell attacks made by enemy models within 18" of this model.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Charge	4+	3+	2+	Move Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Circle Back	5+	6+	7+	Turn Move Turn



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LORD OF CHANGE

The greatest of Tzeentch's daemons, the Lords of Change shimmer with raw magic. With a flick of their claw, they can hurl foes into the nightmarish Realm of Chaos, blast enemies with wyrdfire or steal opponents' spells for their own use.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Infernal Gateway Spell	Forward 180°	12"	5+ 5+ 5+	3	+3
Staff of Tzeentch	Forward 180°	3"	4+ 4+ 4+	2	+1
Baleful Sword	Forward 180°	3"	4+ 4+	3	0
Curved Beak and Wicked Talons	Forward 180°	3"	5+ 5+ 5+ 5+	2	0

WEAPONS

Infernal Gateway Spell, Staff of Tzeentch, Baleful Sword, and Curved Beak and Talons.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move
Circle Back	5+	6+	7+	Turn Move Turn



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DAEMON PRINCE

Those champions who consistently please their patron god may eventually be granted immortality as a Daemon Prince. Each of these black-hearted monsters is a living icon of their master's power and a terrifying foe to face in battle.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Daemonic Axe	Forward 180°	3"	4+ 4+ 4+	2	+2
Hellforged Sword	Forward 180°	3"	5+ 5+ 5+	3	+2
Malefic Talons	Forward 180°	3"	4+ 4+ 4+ 4+ 4+	1	+1

WEAPONS

Daemonic Axe and Malefic Talons. The Daemonic Axe can be replaced with a *Hellforged Sword*.

SPECIAL RULES

Immortal Champion: This model can carry out retaliation attacks after it has been chosen to be the target of an enemy attack but before the enemy model's attack has been resolved.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	Always Safe			Move Sideslip Move
Bank	Always Safe			Move Move Turn
Turn	Safe	2+	3+	Move Turn Move
Snap Turn	2+	3+	4+	Turn Move Move
Circle Back	3+	4+	5+	Turn Move Turn
Rear Round	4+	5+	6+	Reverse Move OR Move Reverse



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CHAOS SORCERER LORD

ON MANTICORE



The binding magic of a Sorcerer Lord can break the will of even a mighty Manticore. Upon such a mount, they plunge headlong into the foe, summoning gales of dark energy as the Manticore tears the enemy asunder.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Wind of Chaos Spell	Forward 180°	12"	4+	D3	+3
Sorcerous Reaping Staff	Forward 180°	3"	4+ 4+ 4+	D3	+1
Honed Fangs and Claws	Forward 180°	3"	4+ 4+ 4+ 4+ 4+	2	+2
Shredding Tail	Rear 180°	3"	5+ 5+ 5+	1	0

WEAPONS

Wind of Chaos Spell, Sorcerous Reaping Staff, Honed Fangs and Claws, and Shredding Tail.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Turn
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move



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CHAOS LORD

ON MANTICORE



With raw strength and force of will, the greatest Chaos Lords seek to claim a ferocious Manticore as a mount. Those who succeed are amongst the deadliest champions of the Ruinous Powers, their killing power greatly amplified.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Daemon Blade	360°	3"	4+ 4+ 4+	D3	+1
Chaos Lance	Forward 90°	3"	3+ 3+	3	+1
Chaos Flail	Forward 180°	3"	5+ 5+ 5+ 5+ 5+	2	+1
Honed Fangs and Claws	Forward 180°	3"	4+ 4+ 4+ 4+ 4+	2	+2
Shredding Tail	Rear 180°	3"	5+ 5+ 5+	1	0

WEAPONS

Daemon Blade, Chaos Lance, Honed Fangs and Claws, and Shredding Tail.
The Daemon Blade can be replaced with a *Chaos Flail*.
The Chaos Lance can be replaced with a *Chaos Runeshield* or *Daggerfist*.

SPECIAL RULES

Chaos Runeshield or Daggerfist: If this model has a Chaos Runeshield or Daggerfist, it has a Toughness characteristic of 5 instead of 4.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Turn
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move
Circle Back	5+	6+	7+	Turn Move Turn



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CHIMERA

With powerful beats of its great leathery wings, a Chimera soars through the sky. A terrifying mixture of bestial body parts bound together by raw Chaos energy, its three sets of eyes hungrily scan the horizon in search of prey.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Fiery Breath	Forward 90°	10"	2+ 2+	D3	+1
Avian Head	Forward 180°	3"	5+ 5+ 5+	D3	+1
Draconic Head	Forward 180°	3"	5+ 5+ 5+	2	+1
Leonine Head	Forward 180°	3"	3+ 3+ 3+	1	+1
Mauling Claws	Forward 90°	3"	5+ 5+ 5+ 5+ 5+	1	+1

WEAPONS

Fiery Breath, Avian Head, Draconic Head, Leonine Head and Mauling Claws.

SPECIAL RULES

Gouts of Flame: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Turn
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Rear Round	4+	5+	6+	Move Reverse OR Reverse Move

Swift: Add 2 to acceleration and braking rolls for this model.



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ROYAL ZOMBIE DRAGON

With a deafening roar, the Zombie Dragon swoops into battle, eye sockets aglow with necromantic energy. The beast shreds flesh, bone and steel with equal ease, its talons and maw matched in their lethality only by its billowing pestilential breath.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Snapping Maw	Forward 180°	3"	5+ 5+ 5+	D6	+2
Sword-like Claws	Forward 90°	3"	5+ 5+ 5+ 5+ 5+	2	+2

WEAPONS

Snapping Maw and Sword-like Claws.

SPECIAL RULES

Pestilential Breath: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.

MANOEUVRE TABLE				
Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Snap Turn	4+	5+	6+	Turn Move Move
Stoop	4+	5+	6+	Move Turn OR Turn Move
Circle Back	5+	6+	7+	Turn Move Turn

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ABHORRANT GHOUL KING

ON ROYAL ZOMBIE DRAGON



Surrounded by an aura of potent dark magic, the Abhorrant Ghoul King and his Zombie Dragon are death incarnate. The sky shudders to the beat of leathery wings as the monster spews forth a coiling cloud of killing miasma.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Arcane Bolt Spell	Forward 180°	12"	4+	D3	+1
Gory Talons and Fangs	360°	3"	5+ 5+ 5+ 5+ 5+	1	+1
Snapping Maw	Forward 180°	3"	5+ 5+ 5+	D6	+2
Sword-like Claws	Forward 90°	3"	5+ 5+ 5+ 5+ 5+	2	+2

WEAPONS

Arcane Bolt Spell, Gory Talons and Fangs, Snapping Maw and Sword-like Claws.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	3+	4+	5+	Move Move Turn
Turn	4+	5+	6+	Move Turn Move
Snap Turn	5+	6+	7+	Turn Move Move
Stoop	5+	6+	7+	Move Turn OR Turn Move
Circle Back	6+	7+	8+	Turn Move Turn

Pestilential Breath: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.

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ROYAL TERRORGHEIST



Nightmarish beings born of the oldest Shyishan sorceries, Terrorgheists soar through the skies, seeking out great foes to slay to sate their vampiric thirst. Their piercing cry scythes through the enemy as they swoop into the fray, turning blood to ice.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Death Shriek	Forward 90°	8"	4+	D3	+2
Skeletal Claws	Forward 90°	3"	5+ 5+ 5+	D3	+1
Fanged Maw	Forward 180°	3"	5+ 5+ 5+	D6	+2

WEAPONS

Death Shriek, Skeletal Claws and Fanged Maw.

SPECIAL RULES

Cumbersome: Subtract 2 from acceleration and braking rolls for this model.

Infested: When this model is slain, roll a dice for each enemy flying monster within 3" of this model. On a 4+, that enemy flying monster suffers 1 wound.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	2+	3+	4+	Move Move Turn
Turn	3+	4+	5+	Move Turn Move
Stoop	3+	4+	5+	Move Turn OR Turn Move



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ABHORRANT GHOUL KING

ON ROYAL TERRORGHEIST

A spine-chilling shadow against the sky, the Abhorrant Ghoul King and his Terrorgheist embody the eternal darkness of undeath. From the gaping maw of the bat-beast, a shrill scream cuts through the air, shattering the minds of nearby prey.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Arcane Bolt Spell	Forward 180°	12"	4+	D3	+1
Gory Talons and Fangs	360°	3"	5+ 5+ 5+ 5+ 5+	1	+1
Death Shriek	Forward 90°	8"	4+	D3	+2
Skeletal Claws	Forward 90°	3"	5+ 5+ 5+	D3	+1
Fanged Maw	Forward 180°	3"	5+ 5+ 5+	D6	+2

WEAPONS

Arcane Bolt Spell, Gory Talons and Fangs, Death Shriek, Skeletal Claws and Fanged Maw.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	3+	4+	5+	Move Sideslip Move
Bank	3+	4+	5+	Move Move Turn
Turn	4+	5+	6+	Move Turn Move
Stoop	4+	5+	6+	Move Turn OR Turn Move

Cumbersome: Subtract 2 from acceleration and braking rolls for this model.

Infested: When this model is slain, roll a dice for each enemy flying monster within 3" of this model. On a 4+, that enemy flying monster suffers 1 wound.



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VAMPIRE LORD

ON ZOMBIE DRAGON

Many Vampire Lords see undead dragons as the only mounts worthy to bear them into battle. Those foes not slain by the Vampire are either crushed and torn apart by its steed or withered to nothing by the creature's pestilential breath.



WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Blood Boil Spell	Forward 180°	12"	6+ 6+ 6+	D3	+1
Vampiric Sword	Forward 180°	3"	4+ 4+ 4+ 4+	D3	+1
Deathlance	Forward 90°	3"	3+ 3+ 3+	D3	+2
Snapping Maw	Forward 180°	3"	5+ 5+ 5+	D6	+2
Sword-like Claws	Forward 90°	3"	5+ 5+ 5+ 5+ 5+	2	+2

WEAPONS

Blood Boil Spell, Vampiric Sword, Snapping Maw and Sword-like Claws. The Vampiric Sword can be replaced with a *Deathlance*.

SPECIAL RULES

Mystic Shield: Instead of making a Spell attack, this model can cast Mystic Shield on itself. If it does so, add 1 to this model's Toughness characteristic until the start of its next action.

MANOEUVRE TABLE

Manoeuvre	Velocity			Execution
	2	3	4	
Level Flight	Always Safe			Move Move
Swerve	2+	3+	4+	Move Sideslip Move
Bank	3+	4+	5+	Move Move Turn
Turn	4+	5+	6+	Move Turn Move
Stoop	5+	6+	7+	Move Turn OR Turn Move
Circle Back	6+	7+	8+	Turn Move Turn

Pestilential Breath: When this model attacks a ground target, the controlling player can roll 3D6 instead of 2D6 and pick which 2 dice to use for the ground attack roll.



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MEGABOSS

ON MAW-KRUSHA



A Maw-krusha is a terrifying force of destruction, capable of pulverising almost any foe single-handedly. The Megabosses that ride these beasts are amongst the most deadly of their kind, laying about their foes with deadly choppas and hackas.

WEAPON	Arc	Range	Hit Rolls	Damage	Strafe
Innard-bursting Bellow	Forward 180°	7"	3+ 3+ 3+	1	+2
Boss Gore-hacka and Choppa	360°	3"	3+ 3+ 3+	D6	+1
Boss Choppa and Rip-toof Fist	360°	3"	3+ 3+ 3+ 3+	3	+1
Mighty Fists and Tail	Forward 180°	3"	3+ 3+ 3+ 3+	2	+2

WEAPONS

Innard-bursting Bellow, Boss Gore-hacka and Choppa, and Mighty Fists and Tail.
The Boss Gore-hacka and Choppa can be replaced with a *Boss Choppa and Rip-toof Fist*.

SPECIAL RULES

Destructive Bulk: After this model completes a Level Flight or Swerve manoeuvre, the controlling player can pick 1 enemy flying monster within 3" of this model and roll a dice. On a 4+, that enemy flying monster suffers 1 wound.

MANOEUVRE TABLE			
Manoeuvre	Velocity		Execution
	2	3	
Level Flight	Always Safe		Move Move
Swerve	2+	3+	Move Sideslip Move
Bank	2+	3+	Move Move Turn
Turn	4+	5+	Move Turn Move
Circle Back	6+	7+	Turn Move Turn

