

Chapter 1 : Death From the Skies: Rules Spilling! - Bell of Lost Souls

This is a disambiguation page – a navigational aid which lists other pages that might otherwise share the same title. If an article link referred you here, you might want to go back and fix it to point directly to the intended page.

This new supplement greatly expands the rules for flyers in 40k, providing new special rules for using these unique vehicles and introducing some interesting new scenarios for players to use. I have a few tournaments coming up and thought I would pick up the rules just in case they were in effect at the tournaments and I wanted to know what they were all about. This first part will look at some of the new rules introduced for flyers and the new flyer formations that have been introduced, known as Flyer Wings. Flyer Rules The new rules for Flyers build upon the rules already presented in the 7th edition rulebook. Flyer Characteristics The first new rules add additional characteristics for flyers in the game. These are Combat Role, Pursuit and Agility. Combat Role splits flyers up into three distinct battlefield roles; Attack Flyers, Bombers and Fighters. The Pursuit value represents the speed of the flyer and is important for determining the attacker and defender in the dogfight phase a new phase of the game that I will cover in the next review. Pursuit values range from 1 for the cumbersome Astra Militarum Valkyrie to 5 for the sleek flyers of the Eldar and Dark Eldar. The Agility value represents the manoeuvrability of the flyer and is important in the dogfight phase for forcing your opponent to turn making it more difficult for them to fire or allowing a flyer to jink. These values range from Additional Rules One rule introduced to benefit players with flyers is the Air Superiority rule. Quite a nice bonus for a single flyer costing as little as pts for some armies. One of the major changes to the rules for flyers is that only zooming Fighters gain the skyfire special rule. In addition, they suffer a -1 BS penalty when firing at ground targets. This one is a big change that may affect a lot of armies. Certainly for my White Scars, one of the main reasons that I take a Stormtalon is to provide some anti-air firepower that the army otherwise lacks. Losing skyfire may hinder my ability to take out enemy flyers in the shooting phase, but may give an additional chance in the new Dogfight phase. Flyer Wings Flyer wings are a new type of pseudo-formation which players can use to field "units" of flyers in their army. Each flyer wing gets a Wing Leader, who gains a special ability. One of the benefits of flyer wings, like many formations, is that only a single reserve roll is required for all the flyers to arrive. Each flyer can then act as an independent unit, able to move as they wish and attack different targets if they wish. However, if the flyers in the Flyer Wing end their move in one of the attack patterns give, they gain bonus rules to represent the special formation the flyers adopt. One of the bonuses of the flyer wing is that depending on how many flyers you have in your army, you can adopt a number of attack patterns and therefore choose the special rules that you want to utilise that turn. One downside of the Flyer Wing is that taking casualties among your flyers will diminish the special rules and attack patterns available to your flyers. This is unlike most formations, where the special rules are not removed based upon casualties though there are exceptions where specific units or combinations of units are required to gain special rules. The special rules are enacted at the end of the movement phase and last unit the next movement phase, with no requirement for the flyers to remain in formation. This means you could move into an attack pattern in the movement phase, activate the special rules and then use a flat out move to break the attack pattern with one flyer and use the special rules on the other flyer s in the wing. Next, I will take a quick look at the different attack patterns available and some of the bonuses available, mostly focusing on attack flyers as these are the most common type of flyer and the flyers that I currently have access to. Vigilance Attack Pattern This attack pattern consists of two flyers in a diagonal pattern. However, it would have a bonus for my Valkyrie and Nephilim Fighter, improving their chances of hitting ground targets. It would also improve the firepower of my dakkajet against ground target it already has strafing run, but this is negated by the -1BS against ground targets that Fighters now incur. Vehemence Attack Pattern This attack pattern consists of three flyers in a triangle formation. This pattern gives attack flyers the Tank Hunter special rule against ground targets. This attack pattern obviously has greater benefits for flyers with access to tank-busting weaponry, so would be useful for an Astra Militarum Vendetta armed with 3 lascannons though the Vendetta does not get an update in the new supplement. It would also be useful for my Nephilim Jetfighter for taking

out enemy tanks or help the Stormtalon take on enemy tanks. Intolerance Attack Pattern This attack pattern consists of three flyers in a diagonal straight line. This pattern gives the flyers Ignores Cover against certain targets. This attack pattern would be great for large blast bombers targeting light infantry or low AP weapons targeting armoured foes. It would also come in very handy against bikes, denying them their Jink save. Unmerciful Attack Pattern This attack pattern consists of three flyers in a straight line, one behind the other. In addition, the second flyer gets a ballistic skill bonus when shooting at the same unit and the third flyer gets another additional ballistic skill bonus. This makes the attack pattern very useful for eliminating a single enemy unit. All flyers must shoot at the same target, so you will probably want to go for a valuable enemy target. This would likely suit flyers with a high volume of fire to ensure maximum damage or lots of anti-tank weaponry if you are targeting an enemy vehicle. The ability to move flat out and fire gives the flyer wing a huge threat range on the board. This type of formation would probably suit my Dakkajets the most, with the ballistic skill bonus helping my Orks to actually hit something. I think my biggest issue with this formation is simply the space required to actually use it. In order to use the special rules for this flyer wing, you need to move flat out with the flyers. A flyer must move a minimum of 18" and the minimum flat out move is 12". A Dakkajet is approximately 9" long, with 2" minimum between each flyer. This means that for three Dakkajets in a row, the minimum move for the front flyer is 52" when arriving from reserve 30" for moving and flat out, 11" for the second flyer and 11" for the first flyer from the back flyer. Your flyer wing will need to move over 4 feet when arriving from reserve in order to utilise the special rules. This will severely hinder your deployment options and targets in the enemy army. Indomitable Attack Pattern This attack pattern requires four flyers in an elongated triangle pattern. This attack pattern gives the flyers the bonuses of the Vehemence and Intolerance Attack Pattern. This essentially gives most of the flyers Tank Hunter and Ignores Cover against ground targets. Unfortunately, I think this attack pattern would be great for targeting Skimmers-getting a bonus to penetrate the tank and ignoring their jink save, but these units are not classified as ground targets. It will be great for taking on tanks in cover. Omniscience Attack Pattern This attack pattern consists of four flyers in a straight line. This attack pattern gives your flyers preferred enemy against a chosen enemy unit and all unit of that type. For example, if you chose a unit of Space Marine Bikes, you would get preferred enemy against all units of Space Marine Bikes. This would be great for a formation of Stormtalons. Fortitude Attack Pattern This attack formation consists of 4 flyers, flying in a square formation. This is a great attack pattern. It Will Not Die also helps with the survivability of your flyers. In addition, Interceptor is a great rule, allowing you to target many sorts of enemy armies such as drop pod heavy forces, outflanking forces and reserve-heavy forces. Wing Leaders One flyer from each Flyer Wing must be selected as the Wing Leader, giving that vehicle some bonuses based on its Faction. The Ravenwing wing leader rules gives bonuses such as Pursuit value bonuses, no Deep Strike scatter for friendly units and being able to arrive from reserve from any table edge. This is a great bonus allowing you to target the weaker side or rear armour of vehicles or get to hidden units. The Ork wing leader rules give bonuses such as ignoring hull point damage, increased armour values, extra gun range or more shots for their guns. Some great bonuses and very Orky! These additional rules give some nice free bonuses to your flyers in a flyer wing that could prove to be very useful in some game. Overall The new rules for flyers and flyer wings add to the flavour of these vehicles 40k. The Air Superiority rule will give your army big advantages for even including a single flyer if your opponent has none. The new Flyer Wing rules also give some nice bonuses to flyers in your army if you are able to utilise them. For me, the Fortitude Attack Wing gives some brilliant bonuses to flyers, but with a 4 vehicles required in the formation, that means spending over pts on it, making it a big focus of your army. If you do not gain Air Superiority quickly, these units could spend at least half the game in reserves and not doing much for you. One of the bonuses of the flyers acting as independent units is that damage will not carry over to other members of the flyer wing if one of your flyers is shot down. The new flyer rules should prove to be a nice bonus for players who like to field large numbers of flyers in their army. The next section of the review will look at the rules for the new Dogfight phase.

Chapter 2 : Warhammer 40, Death from the Skies by Games Workshop

Death From the Skies is a must-buy for Warhammer 40, players - the page hardback contains new rules for Flyers that completely replace those found in Warhammer 40,, with datasheets including new Agility, Combat Role and Pursuit Value characteristics and options for fielding Flyer Wing units, with their own leaders.

The Dogfight Phase Welcome to the second part of my review of the new Death from the Skies supplement review, looking on the new Dogfight phase for flyers. The first part of the review looked at some of the additional rules for flyers and the new rules for the Flyer Wings in 40k. The Dogfight phase occurs at the start of a player turn before reserve rolls if each player has one or more flyers in reserves. This is not compulsory though and if one player wants a Dogfight and the other does not, they can roll off to decide if it occurs. If the Dogfight phase does occur, there are 4 different phases that occur. Interception Phase This phase basically decides who is the Attacker and who is the Defender. This is a simple roll off, with bonuses for having more Fighters in reserve and penalties for having more Bombers in reserve. Engage Phase This phase basically decides whether the flyers move closer to one another or a player can end the Dogfight phase. Both players secretly select a value between 1 and 3 to represent different engagement tactics and cross reference the results on the Engagement tactics table. The action that each player picks decides whether the Attacker or Defender wins this phase. The Pursuit value of a flyer is important in the roll off, so flyers with a higher pursuit value are more likely to win this phase. The winner of the phase can choose to decrease the range between the flyers who start off 3 feet apart by set values or can choose to disengage and end the dogfight. Again, the players pick a secret option on the Manoeuvre tactics table and cross reference their choices to see if the Attacker or Defender wins this phase. The table is similar to the Engage phase, but this time the Agility value of the flyer is important for the roll off. This makes it more or less difficult to hit the enemy flyer. Alternatively, the winner can choose to Jink. This is an important phase to win as this is generally the only way a player is allowed to Jink and therefore gain a cover save against the enemy guns. Attack Phase Again, the players pick a secret option from the Attack Tactics table and cross-reference the results to see whether the Attacker or Defender gets to fire first. The type of flyer and angle of attack are important in this phase, determining which flyer will shoot first in some cases and whether or not they have to snap fire. Skyfire weapons always get to fire with their full ballistic skill, making them very powerful in Dogfights. The special rules state that Fighters can enter skyfire at the start of the shooting phase, does this apply to Dogfights too? I would think not, meaning that Fighters will be snap firing this phase in some instances. This phase will be better suited for flyers with the Fighter type as they have more advantages in a dogfight over attack flyers and bombers. An Example I decided to have a go at a Dogfight phase using a couple of my own flyers. It was a lovely day at the weekend, so I decided to go to the spare room, put on some music and have a little play with myself Now you have that image firmly entrenched in your mind, the set up was this: These were armed and upgraded how I would normally play them in a game of 40k; the Dakkajet had three twin-linked Supashootas, while the Stormtalon had a twin-linked assault cannon and a skyhammer missile launcher. The Dakkajet is a Fighter with Pursuit 4 and Agility 2. The Stormtalon is an Attack flyer with Pursuit 3 and Agility 3. For each tactics choice, I would roll a D3 separately for each flyer and apply the random result for their tactic on the table. So on to my fictitious dogfight. A bit far apart. Normally, both flyers would be set up 36" apart, but the rules suggest that you can double up ranges for distances and weapons and set up the flyers 18" apart. This is probably the best way to do it as I doubt most players will have a spare table at least 4 feet long simply for the Dogfight phase in addition to their regular table for a standard 40k game. A bit more like it. Cross referencing this on the table meant a roll off for the two players, adding their Pursuit value. The roll off gave both players a 3, meaning the Dakkajet with the higher Pursuit roll was the winner of this phase. I chose to keep the two flyers 36" apart. Had the White Scars player won the roll off, I would probably have opted to end the Dogfight there. The Fighter Dakkajet has the advantage in a dogfight and the Stormtalon would likely be snap firing at his opponent and unlikely to cause too much damage. Cross referencing on the table meant that the Dakkajet had once again won the phase. The Dakkajet forced the Stormtalon to turn 90 degrees to one side. As a

Fighter, this gives the Dakkajet an advantage if the angle of attack is not head on. In the picture I have turned the Stormtalon degrees. As a Fighter, the Dakkajet gets to attack first. Normally, the angle of attack would force both flyers to snap fire, but as a Fighter, the Dakkajet once again has an advantage and gets to fire at full ballistic skill. The Ork pilot cackles with glee as he unloads the Supashootas on the retreating Stormtalon. Some amazing rolls sees all but one of the nine shots hit I never roll this good in a normal game! The AP rolls sees two penetrating hits and two glancing hits on the Stormtalon. Some dead eye shooting from the Dakkajet pilot. Guess he is just excited to be in his first Dogfight! As the White Scars player did not win the Manoeuvre phase, the Stormtalon cannot Jink, meaning the Space Marine flyer is blown out of the sky! The Ork player has taken out the enemy flyer without having set base on the board. He will now have Air Superiority, giving him a bonus to reserve rolls and hindering the reserve rolls of the Space Marine player. As you can see, the Dogfight phase can be a powerful tool for taking out enemy flyers, especially if you have a Fighter plane in reserve. This phase should be quite useful for my Dakkajet and Nephilim fighters in regular games, though I would probably try and avoid it for my other flyers. I hope you have enjoyed my review of the Dogfight phase and my mock fight between the two flyers. The next part of the review will look at some of the new Flyers and formations available in the book.

Chapter 3 : Death from the Skies & Forge World - Forum - DakkaDakka

Death From the Skies - Download as PDF File .pdf) or read online.

A quick run down of the expansion is that Games Workshop updated the rules for flyers. Giving new stats and created a new phase of the game. And granted adding an entire new phase of the game will add more time. Either way its not, in my opinion, a big deal. You can see that here. If you watched the video it was a total of 8 mins, that was 2 dog fighting phases and one had a break down of what Evan was doing. Yes it added time, but not enough time to cause me major concern. When I was at LVO the round times were 2 hours 45 mins. With that being said this was the same argument for the psychic phase, it takes too long! When I played my Seer Council at Adeption, which had 2 hour 45 min rounds, in every round but 1 I had a full game with dice ending it. The only game that went to time was against a Gladius with all drop pods and even then we got to turn 5. Which leads us to. Skyfire is removed from all but Fighters! I understand why GW did it. Attack Flyers and Bombers are the guys that should be concentrating on the ground and Fighters are the ones that should be concentrating on other aircraft. I totally get their fluff reasons for this. Does it change the game for a lot of flyers? Being over costed for what they do. And to complain about this is just like complaining about an update to your codex. How about the 3. And the loss of Skyfire on all flyers but fighters results in the same thing as you had to do before, since no one really took flyers to begin with. Wait till the FMCs have to come down and claim the objectives and then kill them, or take pot shots and hope to get lucky, or play with mysterious objectives. Forge World Flyers is another complaint about the expansion. Its that minority that makes me scream internally. I totally get that, for the longest time I just wanted to play with a Contemptor Dreadnought in my Dark Angels army. But regardless, Forge World is here and its here to stay. Though an expansion from Games Workshop updating their flyer rules is being considered to be pushed out because of Forge World not updating their rules. That just seems wrong to me. Now this, I think is really good for the game and actually makes me consider jamming in a Crimson Hunter into my Seer Council list. Now this is harsh, super harsh. Right now Reserve lists are really popular and this is a way to help deal with them. Because sometimes I really need to reserve the council and having the flyer will help that. Another thing that was add is break turns. Now these I really like. It helps with the positioning of flyers. It also makes it so that its not a guaranteed thing and I like that as well. Flyer Wings and Attack Patterns. I like the fluff of the Flyer Wings, I think its cool that you have a leader for the flyers in your army as it makes sense. On the same note I feel the same way of Attack Patterns. Yes some models will go on the shelf collecting dust, but its like that for every expansion. But since this is a new 40k release the sky is some how falling. Its going to be fine guys.

Chapter 4 : St Andrews wargaming: Death From The Skies Supplement Review- Part 2: The Dogfight Phase

You can see an interesting aerial dynamic shaping up in the skies. Fighters are lethal vs other aircraft with Skyfire. Bombers will be deadly vs ground targets of all types, but be vulnerable to Fighters Attack Flyers will be the halfway house between the two, not as strong as bombers vs ground.

All planes in the attack pattern must be from same formation or attack wing. Attack wings may use Attack patterns. There are 3 bonuses to randomize from on the wing leader table. The campaign fighter ace has 6, and you can earn all 6 by becoming a Top Gun Kill 30 flyers during a campaign without dying. Flyers from same attack wing do not follow rules for squadrons, or count as a single unit, nor do they need to be in coherency. The flyer detachment consists attack wings. Formations count as attack wings. So now, you can have a pair of any flyer as a separate detachment! The dog-fight rules only mention Flyers. So I doubt about FMC. So, unless you play craftworlders with FW, and have a pair of lynxes, who may start on the table, all-flyers is a no-go. Wing leaders are pretty much on par, but slightly worse, than the old fighter aces. Bale flamer does what Jon Snow knows: Then you roll dice and bluff to decide distance between the flyers, facing Gives bonuses. If a non-fighter outmanoeuvres an enemy, it may shoot at full BS, otherwise only snap. Fighters may always shoot at full BS. If one goes down: All passengers ded to! Flyer wings are of the same flyer, or a flyer formation of usually 4 flyers. The Furry formation gives movement bonuses for things assaulting from the transports, and movement penalties to those hit by snowballs. Fighters are the only ones who get to keep skyfire, but get -1bs vs ground. And only Bombs, no other weapons. Bombers truly got the short stick here. Razorwings are amongst the top tier fighter aircraft now. And interceptor in the DE formation. Also, fighters do not get the -1bs against skimmers and jetbikes.

Chapter 5 : Death from the Skies: what is it?

So now that Death From the Skies is coming out and it replaces all datasheets for flyers, is the book now required? Warhammer 40k is about enjoying a game together.

Not even armor, really, just a plate covering the structure of the vehicle. Usually found on small, fast craft and the rear of heavier vehicles. A Space Marine can punch through this. Scout vehicles usually get something like this. The Chimera enjoys a front plate with this. Autocannons will barely scratch this, and Krak grenades will just leave an ugly scuff on the paint. The Predator has this, as does Necron Quantum Shielding. The purview of walking, rolling and floating fortresses with a reputation for being stupidly hard to kill. Either find a way around this, use melta weapons, or the strongest ordnance you have, because nothing else will work. Mostly the realm of Fortifications, but some high-end Super-Heavies get it too. If you run into this By itself, a single Rhino is fairly fragile; even attempting to rush with numerous Rhinos has its issues; against an army with sufficient ranged anti-tank, you end up basically paying to give your opponent the luxury of fighting your army piecemeal. So how do Rhinos work in 40k nowadays? What advantages does it have? A Rhino is durable-for-its-cost: A Rhino is fragile by itself, but not fragile enough for its cost. Put another way, a Rhino costs 35 points, while 2 Marines cost 28 points. Statistically, it takes twice as many Krak missiles to kill the Rhino. A Rhino has a good profile: Just a solid lump of plastic with a profile that is high enough to block line-of-sight to friendly infantry behind it, but low enough that it can take advantage of cover either terrain, or your dudes. Even when wrecked, a Rhino is good at blocking LOS. A Rhino is Versatile: This is the big one. A Rhino can serve as mobile terrain, as a bunker, a transport, or simply a cheap objective-holder. General things to note when running Rhinos include: NEVER face-down an enemy gunline: The Rhino is generous in that three of its four sides are available as access points. If an enemy wishes to shoot you, chances are the Rhino will leave a wreck. Note "wreck", and not "crater": Rather, face the enemy gunline at a degree angle depending on whether your opponent can or cannot reach your rear arc. This way, you have more freedom to disembark, and have a nice piece of terrain to block line of sight. Maintain Formation If Viable: This one matters more for those folks wanting an old-fashioned Razorback list. Blasts are not the only thing you have to worry about when running Rhinos. Although there is a Tokyo Drift in the 41st millenium, vehicles still only turn "on their center", and Rhinos cannot move through friendly models meaning other Rhinos Let us suppose you have a line of Razorbacks advancing on an enemy, and some Eldar player has proceeded to turbo-boost Jetbikers to the sides and rear of the convoy, and sacrificed a Serpent to block off the head of the convoy Always maintain a minimum of 2" between each Rhino you wish to run, and preferably add an extra 25 mm to that. The Rhino of Fury: The same principle can be expanded with 3 Rhinos, four A short guide[edit] Dreadnoughts are a tough concept to work with for warhammer players new and old. The models are popular and the fluff is inspiring, but on the table dreadnoughts can often prove to be lacklustre at best. So, it is understandable that many people will advise you not to take a walker unless it has some sort of ranged support. In reality walkers are great support models which shine when used effectively and applied well. Most Walkers have two main uses and a niche role which go as follows: Range support - From mortises and Deredos, to Riflemen, and Sonic Dreadnoughts, a walker can make an excellent ranged support choice for any gunline army. This is because their purposes are two-fold: The second are its counter assault abilities thanks to the s10 ap2 DCCW, which allow it to patch the close combat weaknesses of any range-centric force. Take Bjorn the Fell Handed for an example: The big bastard is well suited for babysitting a couple of squads of long fangs while he chills out and chucks shots out with his HellFrost cannon. While Bjorn is a unique character other, less expensive, examples exist in the Sonic Dreadnought, and the Contemptor Dreadnought. Zone Mortalis deathstar Due to the cramped confines of a Zone Mortalis board, the lack of visibility for shooting, and the forest of locked doors you will invariably find, dreadnoughts are some of the best units to be fielded in a zone mortalis map. Thanks to the small confines and low points level, dreadnoughts benefit from a map devoid of fast vehicles or infantry, and ton of LOS blocking walls to save his ass from heavy weapons. The Shocking Use of Tanks[edit] Tank-type vehicles are almost entirely a domain of Imperial Guard with

exceptions such as Land Raider , and are used to back up your squishy Guardsmen with superior firepower. Though, in case of some lists, the only role for Guardsmen is to provide a cover save for the tanks by standing between tank and the enemy lascannon. Other features include being large, blocky boxes and huge targets for anything on the board as well as for the cannons on the Empire VS Dwarf game next table over. Tanks are also the only vehicles, as of 7th Edition, which are able to Tank Shock. In addition, try to cover your weak points, either in bubble wrap of infantry, or by keeping your back to some impassible terrain. Deep Strikes and Drop Pods WILL throw off your plans if you are not ready for them, so always have something ready to take care of them, lest your tanks will become smoking wrecks. Since everything Imperium uses is based upon WW1 technology, all of your tanks are hilariously slow except, amusingly, Land Raider, which is the biggest metal box ever. This applies to all Heavy vehicles, but Tanks are almost universally affected. This means that you should never try to follow your targets, especially against armies of fast-moving Eldar. However, this allows tanks to keep up exactly with infantry advance, without the possibility of overtaking the infantry screen, keeping it safe from any assaults coming from the front. Your Tank-Fu is Strong: Tanks are the only vehicles that can Tank Shock. This is useful both against non-fearless infantry and vehicles. Any infantry caught in Tank Shock has to make a morale check, and even Space Marines have a chance of freaking out about a tank slowly charging at them. While not mentioned anywhere in the rules, you cannot have a Ram attack above Strength This has no effect on firing capacity of the Tank, so you can target any target without losing the target control - this may include the squad which have escaped the vehicle you have glanced to death with Tank Shock. Most Tank vehicles are also frequently the most customizable units as well. Leman Russ tanks and Land Raiders come in many different flavors, and can be set up either to counter specific types of enemy, or to have a reasonable chance to endanger anything they run across. The entirety of Tau, Eldar, Dark Eldar and almost all of the Necron motor pools are Skimmers, which altogether make up about half the non-Rhino vehicles in the game. Jump through windows Vehicles: Skimmers behave similarly to jump infantry. However, if they start or end their move in terrain, they have to take a dangerous terrain test. The distinction is, unlike jump infantry, skimmers have no way to "walk"; they ALWAYS risk this dangerous terrain if they move in cover. Many armies have ways to let your skimmers either re-roll dangerous terrain checks, automatically pass them, or ignore them entirely. These are usually cheap upgrades and tend to be worth it. All Skimmers have the Jink universal special rule. This rule is one of the most delicious bits of bullshit in 6th and 7th Edition. Essentially, whenever a skimmer is shot at, you can choose to Jink; you declare this before the enemy gets a chance to roll to hit. Army Specific Notes should be found in their respective tacticae. When 6th Edition 40k came out, the addition of Flyers as a separate vehicle category was one of controversy. On one hand, flyers possessed multiple layers of defenses including immunity to Assault , and possessed the ability to come onto Reserves at a critical point, without normal reserve-related risks of Deep Strike Mishaps, or outflanking to the wrong table edge, and subsequently could alpha-strike critical locations of a battlefield. Many Flyer units were added to 40k but of the flyers introduced into 6th Edition, the only one which caused teeth-pulling frustration for its victims was the infamous Helderake; the best-performing flyers were those from 5th Edition which started off as fast-skimmers beforehand, with the Nightscythe and Vendetta becoming dangerous weapons to wield or endure. This really is the most important part. Aircraft in general fall under several categories, thanks to the supplement: Also, due to wording, you can drop a bomb on the invisible squad. However, most bombs are tooled for destroying lightly armored infantry They have guns that can actually hit worth a damn on ground targets. If you find another flyer, take a fighter. These are the ones that can actually get Skyfire via the new rules, so keeping one as backup is always advised in a flyer-heavy meta, or if you want to piss off someone with a lot of Jetbikes and Skimmers, since they also get hit by Skyfire. Anything else, you only take -1 to BS in non-Skyfire cases. Plan Your Moves Ahead: This really is the most important aspect. Flyers have a large dead-zone they cannot move into from one turn to another. This area is where we need diagrams, anyone want to help? In addition, you might also want to hold back on bringing out a flyer if only because the supplement says that if only one side has flyers in reserves, the other one gets -1 to their reserve rolls. To Intercept or Not?: A classic misconception about flyers is that they have Skyfire by default. Zooming Flyers can choose whether or not to use the Skyfire special rule at the start of

each Shooting phase.

Chapter 6 : Warhammer 40,000/Tactics/Vehicles - 1d4chan

Home » 40k » 7th Edition » Gaming News » Leaked Images » News Headlines » Warhammer 40k » Death from the Skies Rules Leaked Also Regarding the Vendetta Also Regarding the Vendetta There are some big questions answered for those of us currently without the new supplement in hand already.

Blackstone Fortress and new Kill Teams! See the new products available for pre-order, here! A major reason for the speed on Be it gang war, galactic civil war or war in a fantasy world crea I missed the post man in the morning so the They worked it out. I am really surprising myself with how much I have read this year. So with this in mind I am now attempting to jump between a D In Richmond VA - The title says it all, right? The most recent battle of Mortem et Gloriam saw my Seleucids fighting against Romans, this time of a Foederate flavor, commanded by Paul against w Looking striking in their regal colours of Gold an These kits look pretty awesome on the sprue, and despi Been having some issues getting new pics uploaded to my galleries, but finally got it sorted out and have a whole slew of new pics ready to go I have been super excited for this recently and been bitten Aber er stemmt sich gegen sein Schicksal I designed these bases for Warhammer 40,000 Death Guard Pla From the leaks to release, how we view the These are Lyrae 55, Escher sub-faction seconded to the Adeptus Sororitas. These were great fun to put together, an Tancerze Wojny - [image: I have named them the Purple Sun which just poppe And after his going they took Minas Ithil and dwelt there, and they filled it, and all the valley about, with decay: It took a lot of work to get there; repositioning legs, inverting a left hand into right, 3D modeling fingers and ha I like to use these challenges to try and work thro Preorders from the 10th November The lists are submitted and you can check them out yourself here.

Chapter 7 : St Andrews wargaming: Death From the Skies Supplement Review- Part 1: Flyer Rules and Flyers

Death From the Skies got its second edition this week- for those who didn't know or had forgotten, there was a near-identical supplement released during 6th Edition with many of the same rules and options, albeit with some pretty significant tweaks and presented as an optional expansion.

Chapter 8 : Death From the Skies: Revealed - Faeit Warhammer 40k News and Rumors

About. Warhammer 40k is a franchise created by Games Workshop, detailing the far future and the grim darkness it holds. The main attraction of 40k is the miniatures, but there are also many video games, board games, books, ect. that are all connected in the 40k universe.

Chapter 9 : Death From the Skies (7th Edition) - Warhammer 40k - Lexicanum

Correct me if I am wrong, but the new Death from the Skies expansion does not include Forge World flyers. Given that this supplement is rewriting the rules for all GW flyers (new stats, etc.) and drastically changing how flyers are played, what does this mean for FW flyers?