



# BLOOD RED SKIES

The logo for Blood Red Skies Digital Edition features the words "BLOOD RED SKIES" in a large, red, serif font. Below the text is a red winged emblem with a yellow circular center containing the letters "BRS" in a black serif font. The wings are red with white outlines. Below the emblem, the words "DIGITAL EDITION" are written in a yellow, serif font.

## DIGITAL EDITION

Take flight into the Blood Red Skies!

NOTTINGHAM, ENGLAND - January 16th 2021 - Today, Warlord Games announced Blood Red Skies Digital Edition, a WW2 action-packed aerial combat strategy title for PC based on the tabletop game by Andy Chambers of Warhammer 40k / Battlefleet Gothic fame. The game is being developed under licence by games industry veterans Diecast Digital.

“We are tremendously excited to bring the exceptional Blood Red Skies gaming experience to digital platforms in collaboration with Warlord Games and the supremely talented Andy Chambers. The team has ambitious plans for the title and we can’t wait to get it into the hands of players”, said Ash Colclough, Diecast Digital’s Co-Founder and Managing Director.

Steve Morgan, Head of Sales and Marketing at Warlord Games, wrote: “Warlord Games is very pleased to announce our licensed partnership with Diecast Digital to bring our flagship World War 2 aerial combat game to market.”

“In Diecast Digital we have found a partner who shares our passion for this game and the ability to produce a gaming experience that will excite and delight existing Blood Red Skies miniature game players as well as introducing the brand to fans of WWII digital gaming”: added John Stallard, CEO and Owner of Warlord Games.

Andy Chambers adds: 'Blood Red Skies aims to redefine air combat games in a new and dynamic way so it's incredibly exciting to see this design in a digital game.' and 'Designing and developing Blood Red Skies has been an amazing journey made possible by air game enthusiasts from around the world. Every day is a school day.'

“Heads turn skywards as the clouds begin to clear, ... scramble all squadrons!”

*Blood Red Skies Digital Edition coming soon to Kickstarter!*

*#chocksaway*

For more information about the Blood Red Skies Digital Edition see [www.diecastdigital.com](http://www.diecastdigital.com). To keep up to date with development be sure to join Warlord Games and Diecast Digital's Mailing lists via their websites respectively.

For more information about the Blood Red Skies tabletop game and the associated Bolt Action collection of WW2 miniatures games see [www.warlordgames.com](http://www.warlordgames.com)

Press contact: For all press inquiries please contact [press@warlordgames.com](mailto:press@warlordgames.com)

#### About Warlord Games

Warlord Games is the World's largest historical miniatures company, founded in 2007 by John Stallard and Paul Sawyer in Nottingham UK. The Company has expanded into a successful global business by establishing product brands covering historical gaming from ancient times to World War 2, and more recently science fiction. Our World War 2 award winning family of games include Bolt Action, Blood Red Skies, Cruel Seas and Victory at Sea.

#### About Diecast Digital

Drawing upon a lifelong passion for tabletop gaming, film and video games, Diecast Digital was founded in 2020 by games industry veterans Glyn Williams and Ash Colclough. Collectively the duo have over 50 years of experience in the computer and video games industry. The UK Sheffield based team have developed and/or supported over 30 titles, many of which are based on high value IPs such as Lego, Warhammer 40,000, Dr Who, Battlestar Galactica, and Formula 1.

## About Andy Chambers

Andy Chambers is a veteran writer and games designer with more than thirty years of experience. He is best known for his work in the Warhammer 40,000 universe. From 1990 to 2004 he worked at Games Workshop as lead designer for three editions of the Warhammer 40,000 miniatures game and many more besides. Andy moved into PC gaming to work on the hit real time strategy game StarCraft 2 by Blizzard Entertainment. Since 2009 Andy has worked as an independent freelancer designing games and writing for a variety of market leading publishers and games developers.