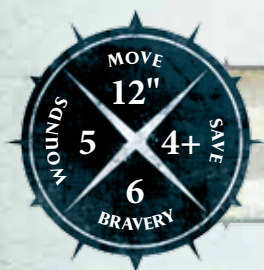




GYROBOMBERS



MISSILE WEAPONS

Clattergun

Range	Attacks	To Hit	To Wound	Rend	Damage
20"	4	4+	3+	-1	1

MELEE WEAPONS

Rotor Blades

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	D3	5+	4+	-	1

DESCRIPTION

A Gyrobombers unit can have any number of models. Gyrobombers are fitted with nose-mounted Clatterguns and carry a rack of Grudgebuster Bombs to obliterate enemy formations as they fly over them. Each Gyrobomber is piloted by a duardin, who can, in desperate times, use his machine's Rotor Blades in a melee.

FLY

Gyrobombers can fly.

ABILITIES

Grudgebuster Bombs: A unit of Gyrobombers can drop Grudgebuster Bombs as they fly over enemy units. To do so, pick one enemy unit that the Gyrobombers flew over in the movement phase. Then, roll one dice for each Gyrobomber in the unit; each time you roll a 4 or more, the unit being bombed suffers D3 mortal wounds.

KEYWORDS

ORDER, DUARDIN, IRONWELD ARSENAL, WAR MACHINE, GYROBOMBERS