



GYROCOPTERS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Brimstone Gun	16"	3	3+	3+	-1	1
Steam Gun	6"	See below	3+	4+	-1	1

MELEE WEAPONS

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

DESCRIPTION

A Gyrocopters unit can have any number of models. Some Gyrocopters are fitted with a nose-mounted Steam Gun, whilst others are armed with a Brimstone Gun. In either case, Gyrocopters have a pair of Guild Bombs that they can drop onto the foe. Each Gyrocopter is piloted by a duardin, who can, in desperate times, use his Gyrocopter's Rotor Blades in a melee.

FLY

Gyrocopters can fly.

ABILITIES

Steam Gun: When firing a Steam Gun, select a target unit. You can then make one attack against that unit for each model in it that is within range.

Guild Bombs: Once per battle, a unit of Gyrocopters can drop their Guild Bombs. To do so, pick one enemy unit that the Gyrocopters flew over in the movement phase. Then, roll two dice for each Gyrocopter in the unit; each time you roll a 4 or more, the unit being bombed suffers a mortal wound.

KEYWORDS

ORDER, DUARDIN, IRONWELD ARSENAL, WAR MACHINE, GYROCOPTERS