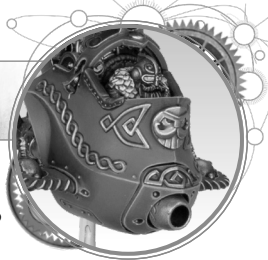


GYROCOPTERS



Small and nimble single-duardin fighter craft, Gyrocopters roar over the heads of their targets in tight formation, strafing them with flames or flesh-melting steam before wheeling away to begin another attack run.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brimstone Gun	16"	3	3+	3+	-1	1
Steam Gun	8"	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 unit of Gyrocopters has any number of models. The unit is armed with Rotor Blades, Guild Bombs and one of the following weapon options: Brimstone Gun; or Steam Gun.

FLY: This unit can fly.

ABILITIES

Steam Gun: *This weapon sprays the foe with scalding vapour.*

Before attacking with a Steam Gun, pick 1 enemy unit within 8" of the attacking model. The Attacks characteristic of that model's Steam Gun is equal to the number of models from that enemy unit within 8" of the attacking model. All attacks made with that Steam Gun must target that enemy unit.

Guild Bombs: *Every Gyrocopter goes to battle with a single payload of these volatile blackpowder explosives.*

Once per battle, after this unit has made a normal move, pick 1 enemy unit and roll 1 die for each model in this unit that passed across any models from that enemy unit. For each 2+, that enemy unit suffers D3 mortal wounds.

KEYWORDS

ORDER, DUARDIN, CITIES OF SIGMAR, IRONWELD ARSENAL, WAR MACHINE, GYROCOPTERS