

THWOPPA THWOPPA THWOPPA

Angestag: a bright morning in Brauzeit, 2513. It is the day of the terrible Battle of Aver Vale. The army of Dwarf Lord Durnatz Duran is drawn up across the valley, facing the fearsome Orcish warlord and self-styled 'King' Uggo. At the rear of the army, before a low hill stands Durnatz Duran himself. With a blend of fear and admiration, he surveys the ritual evocations of the legendary 207th Lodge of World's Edge Engineers' Guild.

Torin 'Steamhammer' Algenosonn stands on a large wooden chest partially obscuring a massive drawing board scrawled on with arcane symbols. At his feet, Torin's famous dog 'Blacky' is prancing and barking, caught up in the excitement of the event. The Guildsdwarf apprentices are finishing the preparation of the Lodge's legendary Thwopter flying machines.

Torin tweaks his immaculate moustache and begins the ritual chant, punctuating by pointing at each of the symbols in turn. His every move is closely watched by the other Guildsdwarfs. Even the apprentices complete the final tweaks in silence before the machines can take to the air.

Torin speaks, "Ay Kay chaps, sorry out eleven hundred. Tango, Charlie Fiver. Sossidge mashers ayver the briney. Tally-ho!"

"Sossidge mashers ayver the briney. Tally-Ho!" chant the Guildsdwarfs.

"Knock 'em for six! Bandits niner-niner!"

"Bandits niner-niner!" They respond with military precision.

Shading his eyes, Torin stares into the empty blue sky. Lowering his gaze he can see Durnatz's army drawn up against the vast Goblinoid horde. He turns to the apprentice on his left. The whole company falls quiet.

"Dayn't just yell. Ring the bell!"

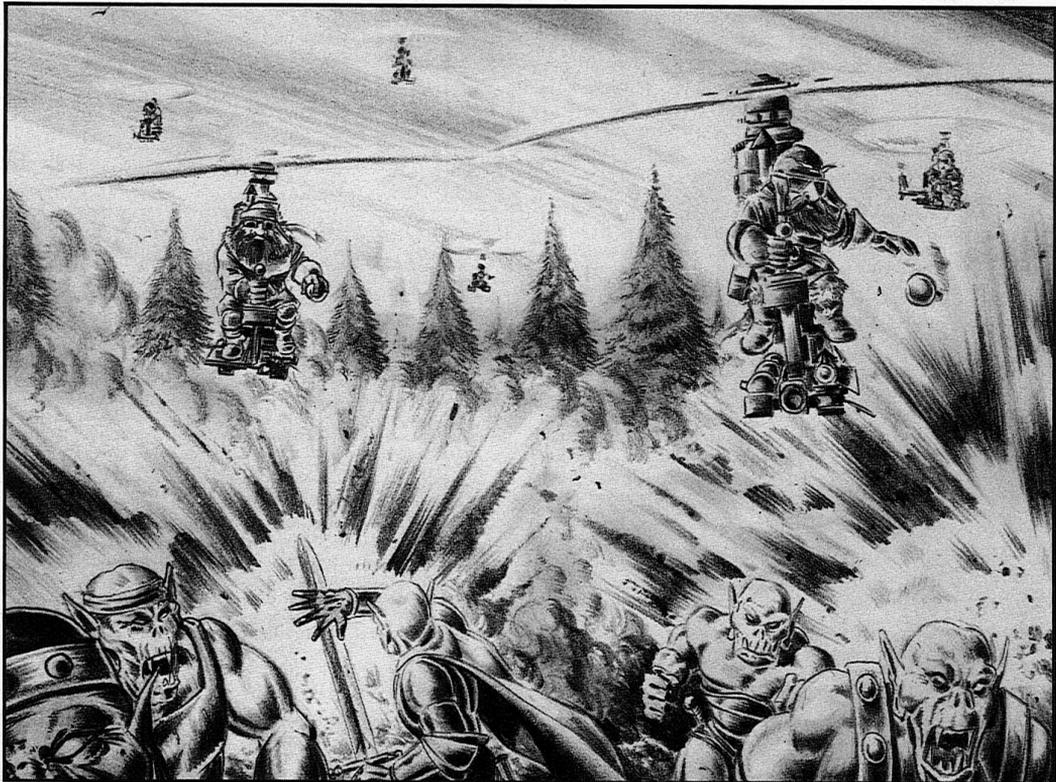
The apprentice furiously clangs a huge bell, struggling with the weight and finally falling over. He carries on despite the excited attentions of the ever-playful Blacky.

Propelled by their stumpy little legs, the Dwarfs trot to the waiting machines. One by one, they clamber into the saddles, check the pressure gauges and raise a thumb.

When the last machine is ready Torin waves his left hand in the air and begins issuing orders. Although he's shouting at the top of his voice, he can only just be heard over the hiss of steam, the pulsing beat of rotor blades and the clanging bell.

"Woger and out! Chocks away! Tora! Tora! Tora!"

"Tora! Tora! Tora!" chant the Guildsdwarfs who, one by one climb slowly into the air with their awesome payload of bombs and cannon.



Gyrocopters in Warhammer Fantasy Battle

Crew

Gyrocopter crew must be Dwarf character models of level 5 or higher. They may not be magicians. If the pilot is killed, the machine automatically falls to the ground and crashes.

Gyrocopters in Combat

The gyrocopter counts as a large target. Any missile hits should be randomised. Roll a D6 for each hit.

1-4	Gyrocopter
5-6	Pilot

The gyrocopter has *strength* 6, *toughness* 8, *damage points* 3. It functions normally until it has sustained three damage points, in which case it can no longer fly and, if airborne, crashes at the start of its next *player turn*.

Gyrocopter pilots can make hand-to-hand combat attacks against ground targets like any other fliers. Opponents can direct their attacks against either the crew or the 'copter itself. Bombs and the steam cannon cannot be used in hand-to-hand combat, so Dwarf generals are warned that attacking in close combat is not an efficient use of their firepower.

Gyrocopters using their steam cannon will spend at lot of time hovering close to enemy units at *attack level*. A gyrocopter at *attack level* can be charged but it has the option of *running away*. If this happens it immediately rises to +10, but loses its move for the next turn.

As with other fliers, gyrocopters hit by *wind blast* spells do not crash, although they must make the usual roll against *strength* if they wish to move in any direction other than straight back from the caster.

MOVEMENT

The gyrocopter may not move unless it is airborne. When airborne the 'copter follows all the rules on flying creatures given in WFB pp121-125. Gyrocopter units must obey airborne coherency rules.

Flying profile	Minimum Speed	Maximum Speed	Acc/Dec
Gyrocopter	0	24"	8"

Steam Cannon

The gyrocopter's steam cannon fires a powerful blast of steam from the engine. The steam cannon may only be used once per turn, in the player's shooting phase and only at *attack height*. If the pilot is firing the steam cannon, he may not drop bombs at the same time.

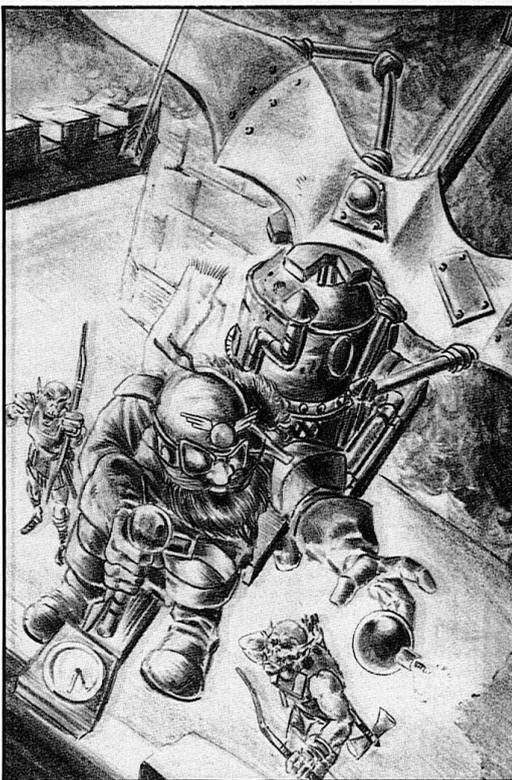
The jet of steam, on impact with the ground, is represented by a 3" diameter area template. The gyrocopter pilot first nominates a target which must be within a 45° arc of straight-ahead. Pilots are allowed to target the rear ranks of regiments and even troops in woods. The player then rolls a D20. The usual rules are used - scores 13-20 indicate a hit. Otherwise the score is used to determine the direction of deviation of D6" distance. This may never exceed half the measured range.

All models within the effect template take one hit as detailed below. Mounted units taking one or more casualties to steam cannon fire must take a *panic test*. Note that this, along with the unusually high *saving throw modifier* make the steam cannon utterly devastating when deployed against armoured or mounted troops.

Weapon	Range	Strength	Save modifier
Steam cannon	12"	4	-3

Bombs

Bombs are metal spheres filled with a secret blasting powder preparation. They have a simple fuse which can be ignited by contact with the Gyrocopter's furnace. Each 'copter is assumed to be carrying enough bombs to last throughout an entire battle. The pilot may drop bombs



in his shooting phase and use the hit procedure given in the rules for *Dropping Things* on page 124. Use the point of impact as the centre of a 3" diameter template. All models even partially within this area take one hit as detailed below:

Weapon	Area Template	Strength	Save modifier
Bomb	3" diameter	4	-1

Crashing

Gyrocopters crash when either the copter or the pilot are reduced to zero wounds/damage points. Gyrocopter pilots are not allowed to crash deliberately: they value their machines far too highly.

Gyrocopters which crash, fall and cause damage as described on WFB p125. The gyrocopter is unusually large so it causes wounds to all models in a 3" diameter template at the point of impact. There is also a danger that the engine will explode, often igniting the bombs. When a gyrocopter crashes roll a D6 - on 5 or 6 the engine explodes. Place the 3" diameter template over the 'copter. All models within the template suffer a *strength* 6 hit, with a -3 *saving throw modifier*.

WARHAMMER ARMIES

Gyrocopters are organised into units usually referred to as wings. A wing may comprise 1-6 gyrocopters. Lone gyrocopters may be deployed with a higher character level pilot. Wings of 2-6 models must have level 5 pilots, although they may contain a champion of any higher level. If a character model of a level higher than five is deployed as part of a unit, he becomes that unit's champion (WFB pp93-94). Points costs for the pilots are drawn from the army's character model allowance.

Points

The gyrocopter costs 50 points, plus the cost of the pilot.



Richard Halliwell