

ORC FLYER

WYVERN RIDER

MOVE

15"

HONOURS

2

RIDER

4+

6

Remove model from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

WYVERN

4+

4,5

Each hit causes 1 Wound.
Further hits do not cause
criticals.

ATTACKS

Drops 3 **Squigbombz** on adjacent
high locations starting from the rear
of the target. **Roll a d6:**
1-2 Squigbomb misses.
3 Squigbomb hits location in
front of target location.
4 Squigbomb hits location
behind target location.
5-6 Squigbomb is on target.
The location takes 1 point of damage
if it fails a saving throw.

CLOSE COMBAT

+3 modifier in close combat.

DWARF FLYER

WAR BALLOON

MOVE

12"

HONOURS

1

BALLOON

-

6

Remove model from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

CONDOLA

4+

4,5

Remove model from table.

ATTACKS

Drops a **bomb** on a specified high
location. **Roll a d6:**
1-2 Bomb misses.
3 Bomb hits location in
front of target location.
4 Bomb hits location
behind target location.
5-6 Bomb is on target.
There is no save modifier and the
bomb causes 1 point of damage.
Gatling Cannon: defensive fire vs.
other flyers.

CLOSE COMBAT

+1 modifier in close combat.
If the Balloon wins it doesn't cause
a crew counter to be lost; instead it
may fire its gatling cannon.

DWARF FLYER

GYROCOPTER

MOVE

18"

HONOURS

1

PILOT

-

6

Remove model from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

GYROCOPTER

6+

4,5

Remove model from table.

ATTACKS

2 dice **gatling cannon** attack.
May also be used for defensive fire
against incoming flyers.

CLOSE COMBAT

+1 modifier in close combat.
Even if the gyrocopter wins, it
doesn't cause damage; instead it
may make another attack with its
cannons.

CHAOS DWARF FLYER

GREAT TAURUS RIDER

MOVE

18"

HONOURS

2

RIDER

5+

6

If Rider is killed, remove model
from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

GREAT TAURUS

-

4,5

Each hit causes 1 Wound.
Further hits do not cause
criticals.

ATTACKS

Against other flyers, makes a 1 dice
blunderbuss attack. May use a
blunderbuss as defensive fire
against incoming flyers.
Against ships, rather than causing
damage, roll d6: on 6 remove 1
crew counter from the target.

CLOSE COMBAT

+3 modifier in close combat.

CHAOS FLYER

CHAOS LORD OF CHANGE

MOVE

24"

HONOURS

4

RIDER

4+

4-6

Each hit causes 1 Wound.
Further hits do not cause
criticals.

1

WOUND TRACK

ATTACKS

May donate magic power to the
Chaos Sorceror at any point during
the Magic Phase. **Roll a d6:**
1 Lord sent back to the Warp.
2 Lord overloaded, loses 1 wound.
3 Sorceror receives 1 pt magic.
4 Sorceror receives 2 pts magic.
5 Sorceror receives 3 pts magic.
6 Sorceror receives 4 pts magic.

CLOSE COMBAT

+4 modifier in close combat.
Opponent must roll greater than 1
on a dice to be able to attack back
or use defensive fire.

ELF FLYER

DRAGON RIDER

MOVE

15"

HONOURS

3

RIDER

4+

6

If rider is killed,
remove model from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

DRAGON

4+

4,5

Each hit causes 1 Wound.
Further hits do not cause
criticals.

ATTACKS

Makes a 1 dice **breath weapon**
attack; any location hit must make
2 successful saves or be set ablaze
(or takes a wound if the target is
another flyer).

CLOSE COMBAT

+4 modifier in close combat.

ELF FLYER

WAR EAGLE

MOVE

24"

HONOURS

1

RIDER

-

6

Remove model from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

EAGLE

-

4,5

Remove model from table.

ATTACKS

CLOSE COMBAT

+1 modifier in close combat.
In the first round of combat, if
attacking, adds an additional dice
to its roll, for a total modifier of
2 dice +1.

DARK ELF FLYER

MANTICORE LORD

MOVE

15"

HONOURS

3

RIDER

4+

6

Remove model from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

MANTICORE

4+

4,5

Each hit causes 1 Wound.
Further hits do not cause
criticals.

ATTACKS

Drops a **Deathfist** on a specified
high location. **Roll a d6:**
1-2 Deathfist misses.
3 Deathfist hits location in front
of target location.
4 Deathfist hits location behind
target location.
5-6 Deathfist is on target.
The Deathfist has a -1 save modifier
and causes 1 point of damage.

CLOSE COMBAT

+3 modifier in close combat.
If attacking, adds an additional +1
for a total of +4.

IMPERIAL FLYER

GRIFFON RIDER

MOVE

18"

HONOURS

1

RIDER

-

6

If Rider is killed, remove model
from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

GRIFFON

-

4,5

Each hit causes 1 Wound.
Further hits do not cause
criticals.

ATTACKS

CLOSE COMBAT

+2 modifier in close combat.
If attacking, may re-roll own dice or
force opponent to re-roll his.

BRETONNIAN FLYER

PEGASUS RIDER

MOVE

18"

HONOURS

1

RIDER

-

6

If Rider is killed, remove model
from table.

1

WOUND TRACK

2

WOUND TRACK

3

WOUND TRACK

GRIFFON

-

4,5

Each hit causes 1 Wound.
Further hits do not cause
criticals.

ATTACKS

CLOSE COMBAT

+2 modifier in close combat.
If attacking, adds an additional +1
for a total of +3.
If an unmodified 6 is rolled when
making a close combat attack, the
enemy automatically loses a wound
or crew counter no matter what he
rolls.