

THWOPPA, THWOPPA, THWOPPA

Dwarf Gyrocopters in Second Edition WFRP



Written by Richard Halliwell

Art by Pete Knifeton

Updated for WFRP 2nd edition by Alexander J Bateman

Copyright © Games Workshop Limited 2007. Games Workshop, the Games Workshop logo, Black Industries and their respective logos, Warhammer and all associated marks, logos, places, names, creatures, races and race insignia / devices / logos / symbols, locations, weapons, units, characters, products, illustrations and images from Warhammer are either ©, TM and/or © Games Workshop Ltd 2000-2007, variably registered in the UK and other countries around the world. All Rights Reserved.

Dwarf Gyrocopters in second edition WFRP

Angestag: a bright morning in Brauzzeit. 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' Algenonsonn 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, sorty 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 WFRP

Gyrocopter: Gyrocopters are flying machines whose rotor blades are propelled by an ingenious lightweight steam engine. These devices can take off and land vertically or even hover on the spot. Gyrocopters were invented by the Dwarf Engineers Guild and are flown by members of the guild. It is easy to see why Dwarfs invented these machines when you consider their high mountain realm. The inventor was probably inspired by watching dragons swooping down from mountain crags and combined the idea of wings with that of engines used to drive drilling machines and flywheels from grinding machines! Gyrocopters can take off and land easily amid the peaks, as the lofty pinnacles make excellent landing points. A gyrocopter can 2,000 units of encumbrance. A wagon has the following characteristics.

- Gyrocopter Statistics -		
M	TB	W
- (8)	5	30

Flier: A Gyrocopter has a Flying Movement of 8, functioning exact as if it had the Flier and Hoverer traits.

Armour Points: A Gyrocopter has 6 points of Armour.

Fuel: Gyrocopters can cruise for four hours at M 8 before needing to refuel. Running the machine at maximum speed (running) reduces the airborne time to one hour.

Steam Gun: The Gyrocopter is armed with a steam-powered gun that unleashes a hail of lead bullets similar to a cannon's grapeshot. This uses the Cone Template. Effected targets suffer a Damage 3 hit that ignores all Armour. Once fired, it takes the boiler 1d10 rounds to build up enough pressure to fire the Steam Cannon again.

Bomb Rack: A gyrocopter normally carries a rack of six Bombs (OWA, p. 47.) to be dropped on their opponents.

Hit Locations: When attacking a Gyrocopter, roll a d10: On a 1-3 The exposed Pilot is hit, on a 4+ the Hull is hit

Crashing

Gyrocopters crash when either the copter or the pilot are reduced to zero wounds. Gyrocopter pilots are not supposed to crash their gyrocopters deliberately, as each gyrocopter is worth a fortune. In the event of a crash, all occupants and anything crashed into suffer 1d10 Wounds regardless of Toughness Bonus or Armour.

Dwarf Gyrocopters in second edition WFRP

– DWARF PILOT (ADVANCED CAREER) –

The pilot is a member of the Dwarf Engineers' Guild who specialises in the construction, maintenance and operation of steam-powered war-machines such as the gyrocopter, ironclads and even the nautilus submersible.

Most other Dwarfs regard them as odd – even odder than member of the Slayer Cult, who at least entered their doomed lifestyle by misfortune and thwarted honour. Even the most crazed Daemon Slayer would not fly a Gyrocopter.

Pilots are trusted and dedicated members of the Engineers' Guild and almost without exception, they serve their native hold. Steam machines are rare and precious, and few exist in the hands of individual dwarves.

Special: You must be a Dwarf to enter this career.

Skills: Academic Knowledge (Engineering), Common Knowledge (Dwarfs), Consume Alcohol, Drive, Intimidate, Perception, Read/Write, Secret language (Guild Tongue or Ranger Tongue), Speak Language (Khazalid), Swim, Trade (Shipwright), Trade (Smith)

Talents: Orientation, Seasoned Traveller, Specialist Weapon Group (Engineering), Specialist Weapon Group (Explosive), any one of; Operate (Airship), Operate (Steamship) or Operate (Gyrocopter)

Trappings: Leather Jack and Skullcap, Bandanna or Scarf, Trade Tools (Engineer), d5 Cigars

Career Entries: Engineer, Militiaman, Tradesman

Career Exits: Artillerist, Mate, Engineer, Sergeant, Veteran

- Dwarf Pilot Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+20%	+5%	+5%	+15%	+15%	+15%	–

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
–	+2	–	–	–	–	–	–



NEW TALENT

Operate (): This talent allows you to use the Drive skill to operate a vehicle other than a cart. Thus operate (Gyrocopter) allows you to drive a Gyrocopter, Operate (Steamship) and Ironclad or Nautilus and Operate (Steamtank) allows you to drive an Imperial Steamtank.