

ORC FLYER		MOVE	HONOURS
WYVERN RIDER		15"	2
RIDER	4+	1	WOUND TRACK
6	Remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
WYVERN	4+	2	WOUND TRACK
4,5	Each hit causes 1 Wound. Further hits do not cause criticals.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	WOUND TRACK
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACKS	CLOSE COMBAT		
Drops 3 Squigbombs on adjacent high locations starting from the rear of the target. Roll a d6:	+3 modifier in close combat.		
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.			

DWARF FLYER		MOVE	HONOURS
WAR BALLOON		12"	1
BALLOON	-	1	WOUND TRACK
6	Remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CONDOLA	4+	2	WOUND TRACK
4,5	Remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	WOUND TRACK
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACKS	CLOSE COMBAT		
Drops a bomb on a specified high location. Roll a d6:	+1 modifier in close combat.		
1-2 Bomb misses.	If the Balloon wins it doesn't cause a crew counter to be lost; instead it may fire its gatling cannon.		
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.			

DWARF FLYER		MOVE	HONOURS
GYROCOPTER		18"	1
PILOT	-	1	WOUND TRACK
6	Remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
GYROCOPTER	6+	2	WOUND TRACK
4,5	Remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	WOUND TRACK
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACKS	CLOSE COMBAT		
2 dice gatling cannon attack. May also be used for defensive fire against incoming flyers.	+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		MOVE	HONOURS
GREAT TAURUS RIDER		18"	2
RIDER	5+	1	WOUND TRACK
6	If Rider is killed, remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
GREAT TAURUS	-	2	WOUND TRACK
4,5	Each hit causes 1 Wound. Further hits do not cause criticals.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	WOUND TRACK
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACKS	CLOSE COMBAT		
Against other flyers, makes a 1 dice blunderbuss attack. May use a blunderbuss as defensive fire against incoming flyers.	+3 modifier in close combat.		
Against ships, rather than causing damage, roll d6: on 6 remove 1 crew counter from the target.			

CHAOS FLYER		MOVE	HONOURS
CHAOS LORD OF CHANGE		24"	4
RIDER	4+	1	WOUND TRACK
4-6	Each hit causes 1 Wound. Further hits do not cause criticals.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACKS	CLOSE COMBAT		
May donate magic power to the Chaos Sorcerer at any point during the Magic Phase. Roll a d6:	+4 modifier in close combat.		
1 Lord sent back to the Warp.	Opponent must roll greater than 1 on a dice to be able to attack back or use defensive fire.		
2 Lord overloaded, loses 1 wound.			
3 Sorcerer receives 1 pt magic.			
4 Sorcerer receives 2 pts magic.			
5 Sorcerer receives 3 pts magic.			
6 Sorcerer receives 4 pts magic.			

ELF FLYER		MOVE	HONOURS
DRAGON RIDER		15"	3
RIDER	4+	1	WOUND TRACK
6	If rider is killed, remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DRAGON	4+	2	WOUND TRACK
4,5	Each hit causes 1 Wound. Further hits do not cause criticals.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	WOUND TRACK
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACKS	CLOSE COMBAT		
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).	+4 modifier in close combat.		

ELF FLYER		MOVE	HONOURS
WAR EAGLE		24"	1
RIDER	-	1	WOUND TRACK
6	Remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
EAGLE	-	2	WOUND TRACK
4,5	Remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	WOUND TRACK
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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		MOVE	HONOURS
MANTICORE LORD		15"	3
RIDER	4+	1	WOUND TRACK
6	Remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
MANTICORE	4+	2	WOUND TRACK
4,5	Each hit causes 1 Wound. Further hits do not cause criticals.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	WOUND TRACK
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACKS	CLOSE COMBAT		
Drops a Deathfist on a specified high location. Roll a d6:	+3 modifier in close combat.		
1-2 Deathfist misses.	If attacking, adds an additional +1 for a total of +4.		
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.			

IMPERIAL FLYER		MOVE	HONOURS
GRIFFON RIDER		18"	1
RIDER	-	1	WOUND TRACK
6	If Rider is killed, remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
GRIFFON	-	2	WOUND TRACK
4,5	Each hit causes 1 Wound. Further hits do not cause criticals.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	WOUND TRACK
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACKS	CLOSE COMBAT		
	+2 modifier in close combat.		
	If attacking, may re-roll own dice or force opponent to re-roll his.		

BRETONNIAN FLYER		MOVE	HONOURS
PEGASUS RIDER		18"	1
RIDER	-	1	WOUND TRACK
6	If Rider is killed, remove model from table.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
GRIFFON	-	2	WOUND TRACK
4,5	Each hit causes 1 Wound. Further hits do not cause criticals.		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	WOUND TRACK
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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.		