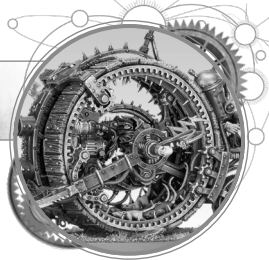


# DOOMWHEEL

Amongst the most deranged inventions of the Clans Skryre, the Doomwheel is a rumbling war engine that crushes enemies to a bloody paste while spitting bolts of warp lightning into their midst.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp Bolts	13"	D6	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grinding Wheel	1"	D6	3+	3+	-1	1
Teeth and Knives	1"	6	5+	5+	-	1

## DESCRIPTION

A Doomwheel is a single model armed with Warp Bolts, a Grinding Wheel and its crew's Teeth and Knives.

## ABILITIES

**Rolling Doom:** *A Doomwheel will mercilessly crush anything in its path.*

When this model makes a normal move, it can pass across models with a Wounds characteristic of 3 or less in the same

manner as a model that can fly. In addition, after this model has made a normal move or a charge move, roll a dice for each unit that has any models it passed across, and each other unit that is within 1" of this model at the end of the move. On a 2+ that unit suffers D3 mortal wounds.

**More-more Speed!:** *The Warlock Engineer that pilots a Doomwheel can goad the rats that propel it in order to make it move faster, but at the risk that they will turn and attack their tormentor.*

When this model makes a normal move, you can re-roll the 4D6 roll that determines its Move characteristic. However, if you do so and the new roll includes any dice with an unmodified roll of 1, then your opponent carries out that normal move for that model instead of you.

## KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS SKRYRE, WAR MACHINE, DOOMWHEEL

**More-more Warp Bolts!:** *A daring or foolhardy engineer pilot can overload their Doomwheel's warp lightning generator.*

Before you determine the Attacks characteristic for this model's Warp Bolts attack, you can say that the engineer is overcharging the warp lightning generator. If you do so, the Attacks characteristic for that attack is 2D6 instead of D6. However, if you do so and you roll a double, this model suffers 2D6 mortal wounds after all of the attacks have been resolved.