

# WARP-GRINDER

The Warp-Grinder uses an energised warp-prong to burn smoking black tunnels through solid rock, and any enemy stupid enough to stand in its way. They are both weapons and a means to infiltrate the battlefield.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp-Grinder	1"	1	4+	3+	-2	2

## DESCRIPTION

A Warp-Grinder is a single model armed with a Warp-Grinder.

## ABILITIES

**Tunnel Skulkers:** *A Warp-Grinder can be used to bore a subterranean tunnel, allowing a clawpack following it to get behind enemy lines.*

Instead of setting up this model on the battlefield, you can place this model to one side and say that it is set up tunnelling as a reserve unit. If you do so, when you would set up another friendly **SKAVENTIDE** unit that is not a **MONSTER** or a **WAR MACHINE**,

instead of setting up that unit on the battlefield, you can say that it is joining this model tunnelling as a reserve unit. Only 1 unit can join this model in this way.

At the end of any of your movement phases, if this model is tunnelling, it can arrive on the battlefield. If it does so, set up this model anywhere on the battlefield more than 9" from any enemy models, and then set up any unit that joined this model wholly within 13" of this model and more than 9" from any enemy models. Then roll a dice for this model and any unit that joined it. On a 1 or 2, that unit suffers D6 mortal wounds.

Any tunnelling reserve units that fail to arrive on the battlefield before the start of your fourth movement phase are destroyed.

## KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS SKRYRE, WEAPON TEAM, WARP-GRINDER