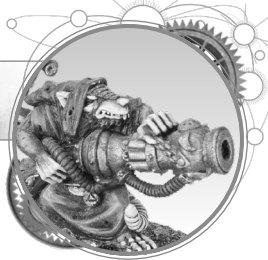




# WARPFIRE THROWER



The Warpfire Thrower is a truly horrific and highly unstable weapon that fires jetting sheets of sticky warpstone-infused oils. These ignite upon contact with air and burn furiously through flesh, stone, metal and bone.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Thrower	8"	-----		See below	-----	
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Knives	1"	2	5+	5+	-	1

## DESCRIPTION

A Warpfire Thrower is a single model armed with a Warpfire Thrower and Rusty Knives.

## ABILITIES

**Warpfire:** *These horrific weapons engulf the target in searing gouts of warpfire.*

Do not use the attack sequence for an attack made with a Warpfire Thrower. Instead, roll a dice for each model in the target unit that is within 8" of the attacking model. For each 4+ the target unit suffers 1 mortal wound.

**More-more Warpfire!:** *A Warpfire Thrower's crew can disable the weapon's flow regulator, allowing it to unleash great, uncontrolled gouts of warpfire but at the risk of immolating themselves.*

Before you pick the target for this model's Warpfire Thrower, you can say that the crew are disabling the flow regulator. If you do so, roll 2 dice for each enemy model within 8" of this model instead of 1 dice. However, if you do so, you must roll a dice after the dice have been rolled to see if the Warpfire Thrower inflicts any mortal wounds, and on a 1 or 2 this model is slain.

## KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS SKRYRE, WEAPON TEAM, WARPFIRE THROWER