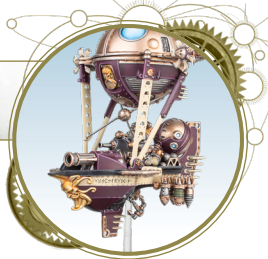


GRUNDSTOK GUNHAULER

Small, manoeuvrable and deadly, the Grundstok Gunhailer is an escort-class ship tasked with ensuring the safety of the airfleets' larger skyvessels. They perform this role well, swarming in defence before peeling off to launch deadly attack runs.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sky Cannon: Shrapnel	18"	D6	3+	3+	-1	2
Sky Cannon: Shell	24"	1	3+	2+	-2	D6
Drill Cannon	36"	1	3+	3+	-3	D3
Aethershot Carbine	12"	2	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boarding Weapons	1"	4	4+	4+	-	1

DESCRIPTION

A Grundstok Gunhailer is a single model armed with an Aethershot Carbine, Boarding Weapons and one of the following weapon options: Sky Cannon; or Drill Cannon.

FLY: This model can fly.

ABILITIES

Ahead Full: *The Captain of a Grundstok Gunhailer can overcharge its engine so that the craft moves at maximum speed for a short time.*

Once per battle, at the start of your movement phase, you can say that this model will move ahead full. If you do so, add 6" to the Move characteristic of this model in that phase.

Escort Vessel: *Grundstok Gunhailers are used to disrupt attacks on larger Kharadron skyvessels in the vicinity.*

Roll 1 dice each time you allocate a wound or mortal wound to a friendly **SKYVESSEL** other than a **GRUNDSTOK GUNHAULER** while it is within 3" of any friendly **GRUNDSTOK GUNHAULERS**. On a 6, that wound or mortal wound is negated.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, WAR MACHINE, SKYVESSEL, GRUNDSTOK GUNHAULER

Bomb Racks: *The bombs and skymines held in the racks of a Kharadron skyvessel can be swiftly deployed to stop enemy assaults in their tracks.*

At the start of the combat phase, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 4+, that enemy unit suffers D3 mortal wounds.

Disengage: *Kharadron skyvessels can easily disengage from ground-based foes, flying away with all guns blazing.*

This model and any models in its garrison can retreat and still shoot in the same turn as long as there are no enemy units that can fly within 3" of this model at the start of the retreat move.

Fly High: *Kharadron skyvessels can swiftly soar up high in the air and then dive back down to the battlefield, ready to attack from a new direction.*

Instead of making a normal move with this model, you can say that it will fly high (it can retreat and disengage). If you do so, remove this model from the battlefield and set it up again more than 1" from any terrain features or objectives and more than 9" from any enemy models.

Drill Cannon: *The shells fired by a drill cannon burrow into the target and then explode, blasting shards of metal from the drill bit all around.*

If the unmodified hit roll for an attack made with a Drill Cannon is 5+, that attack inflicts 3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Sky Cannon: *A sky cannon can either be loaded with shrapnel ammunition or an explosive shell.*

Before attacking with a Sky Cannon, choose either the Shrapnel or Shell missile weapon characteristics for that shooting attack.

