

GRUNDSTOK THUNDERERS

Grundstok Thunderers are heavily armoured marines employed by the airfleets to defend it from hostiles. Expert marksmen and battle-hardened veterans of many voyages, they obliterate their foes in a storm of aethershot and mortar rounds.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethershot Rifle	18"	2	3+	4+	-1	1
Double-barrelled Aethershot Rifle	18"	4	3+	4+	-1	1
Aetheric Fumigator	9"	3	3+	3+	-1	1
Decksweeper	12"	4	4+	4+	-1	1
Aethercannon	12"	1	4+	2+	-2	D3
Grundstok Mortar	12"	1	4+	3+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drillbill	3"	D3	4+	4+	-1	1
Gun Butt	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Grundstok Thunderers has any number of models, each armed with an Aethershot Rifle and Gun Butt. 1 in every 5 models can replace their Aethershot Rifle with a Grundstok Mortar. 1 in every 5

models can replace their Aethershot Rifle with an Aethercannon. 1 in every 5 models can replace their Aethershot Rifle with an Aetheric Fumigator. 1 in every 5 models can replace their Aethershot Rifle with a Decksweeper.

GUNNERY SERGEANT: 1 model in this unit can be a Gunnery Sergeant. Replace that model's weapons with a Double-barrelled Aethershot Rifle, Gun Butt and Drillbill.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARER, MARINE, GRUNDSTOK THUNDERERS

HONOUR BEARER: 1 in every 5 models in this unit can be an Honour Bearer. You can re-roll battleshock tests for a unit that includes any Honour Bearers.

ABILITIES

Choking Fug: *Aetheric Fumigators fill the surrounding air with choking gas. The sealed suits worn by the Kharadron Overlords protect them from its effects, but this is not the case for their enemies...*

Subtract 1 from hit rolls for attacks made by enemy models within 3" of any friendly models armed with an Aetheric Fumigator. This ability cannot be used by a model that is part of a garrison.

Drive Them Back!: *Kharadron military history is filled with tales of Thunderers standing alone at battle's end surrounded by a circle of fallen foes.*

Add 1 to the Attacks characteristic of missile weapons used by this unit while any enemy units are within 3" of this unit. This ability cannot be used by a model that is part of a garrison.

Pin Them, Shred Them, Finish Them:

Thunderers use the specialist weapons they are armed with to launch a deadly combination of attacks that leaves the target reeling.

Add 1 to hit rolls for attacks made with a Grundstok Mortar, Decksweeper or Aethercannon when it is used by a unit that has at least 1 of each of these weapons (i.e. at least 1 Grundstok Mortar, and at least 1 Decksweeper, and at least 1 Aethercannon). This ability cannot be used by a model that is part of a garrison.

