



DOOMWHEEL



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp Lightning	13"	D6	4+	4+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Giant Wheel and Ram Spikes	1"	D6	3+	3+	-1	1
Crew and Rat Horde's Teeth	1"	6	5+	5+	-	1

DESCRIPTION

A Doomwheel is a single model. Each is crewed by a Warlock Engineer and their apprentice, while the device's great wheel is powered by a scurrying, screeching Rat Horde. Both the crew and Rat Horde tear at the foe with their gnawing Teeth. The Doomwheel itself will mercilessly crush and skewer anything in its path with its Giant Wheel and Ram Spikes. Those that try and evade its bulk are zapped with bolts of Warp Lightning discharged from its crackling conductors.

ABILITIES

Rolling Doom: When a Doomwheel moves in the movement phase it can move within 3" of enemy models and even roll over them! The first model a Doomwheel moves over each turn is likely to be ground to paste; that model's unit suffers D3 mortal wounds as the Doomwheel rolls over it. A Doomwheel may still not finish its move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

More-more Speed: A Doomwheel cannot run. Instead, before rolling to see how far a Doomwheel can move, the skaven crew can goad the Rat Horde to run faster. If they do so, you can move twice the total distance rolled, but if you roll a double, the crew momentarily lose control and your opponent can move the Doomwheel in this phase instead.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, WAR MACHINE, DOOMWHEEL