

STORMFIENDS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ratling Cannons	12"	3D6	4+	4+	-1	1
Windlaunchers	16"	2	4+	4+	-2	D3
Warpfire Projectors	8"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomflayer Gauntlets	1"	2D3	3+	3+	-2	D3
Grinderfists	1"	4	4+	3+	-2	3
Shock Gauntlets	1"	4	4+	3+	-1	2
Clubbing Blows	1"	4	4+	3+	-	2

DESCRIPTION

A unit of Stormfiends has 3 or more models. Each Stormfiend is armed with a set of dangerous Skryre clan weapons. Some enter battle with whirring Doomflayer Gauntlets to smash aside the foe, whilst some are equipped with Shock Gauntlets to electrocute their prey as they pound them. Other Stormfiends have had their claws replaced with drill-like Grinderfists to tunnel through solid rock (and anything else, of course).

Many Stormfiends are instead equipped with deadly ranged weapons. Some are fitted with a set of Warpfire Projectors that issue sheets of deadly flame, whilst others are equipped with Windlaunchers that lob globes of poisonous gas into the enemy ranks. Some Stormfiends are instead equipped with motorised Ratling Cannons that spit a hail of warp bullets at the foe.

Stormfiends armed with Ratling Cannons, Warpfire Projectors or Windlaunchers can use the sheer bulk of these weapons to make Clubbing Blows in the combat phase. Stormfiends armed with Doom-flayer Gauntlets or Shock Gauntlets are protected by heavy plates of Warp-laced Armour to sustain them whilst they are tearing apart the foe.

ABILITIES

Warp-laced Armour: A model with Warp-laced Armour has 7 Wounds rather than 6.

Doomflayer Gauntlets: Add 1 to all hit rolls for attacks made with Doomflayer Gauntlets in a turn in which the Stormfiend charges.

Windlauncher Gas Cloud: You can add 1 to any hit rolls for attacks made with Windlaunchers if the target unit has 10 or more models.

Windlauncher's Arcing Barrage: A Windlauncher can shoot at enemy units that are not visible to the Stormfiend firing it.

Grinderfist Tunnelers: If a unit of Stormfiends includes any models equipped with Grinderfists, you can place the unit to one side instead of setting it up on the battlefield as the Stormfiends tunnel underground. In any of your movement phases, the Stormfiends may attempt to resurface onto the battlefield. If they do so, roll a dice. On the roll of a 1 or 2, the Stormfiends have become lost – they do not resurface this turn but you can try rolling again in your next movement phase. On the roll of a 3 or more, set up the Stormfiends anywhere on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

Shock Gauntlets: If the hit roll for an attack made by a Shock Gauntlet is a 6 or more, that attack scores D6 hits rather than 1 as the electrical discharge arcs between targets.

Warpfire Projectors: When firing Warpfire Projectors, pick a unit within range; it suffers 2D3 mortal wounds.

KEYWORDS

CHAOS, SKAVEN, MOULDER, SKRYRE, STORMFIENDS