



WARP-GRINDER WEAPON TEAM



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp-grinder	1"	1	4+	3+	-2	3
Crew's Rusty Knives	1"	2	5+	5+	-	1

DESCRIPTION

A Warp-grinder Weapon Team is a single model consisting of two skaven carrying a warpstone-tipped drill and Rusty Knives.

ABILITIES

Tunnel Skulkers: Instead of setting this unit up on the battlefield, you can place it to one side as the drill tunnels underground. You can also place one accompanying **SKAVEN** unit to one side as they follow the drill into the tunnel. In any of your movement phases, the Warp-grinder Weapon Team may attempt to dig to the surface. If it does so, roll a D6. On the roll of a 1 or 2, the Warp-grinder Team (and accompanying unit) is lost – it

does 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 Warp-grinder Weapon Team anywhere on the battlefield more than 9" from any enemy models, and if there is an accompanying unit, set it up anywhere within 3" of the Warp-grinder Weapon Team and 9" from any enemy models. This counts as each unit's move for that movement phase.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, WARP-GRINDER WEAPON TEAM