## **GRUNDSTOK GUNHAULER**

Fast and armed with a powerful main gun, the Grundstok Gunhauler is the deadly escort-class ship of the Kharadron Overlord airfleets. These small, manoeuvrable craft are tasked with ensuring the safety of the airfleets' larger ships, and it is a role they perform well, swarming in defence before peeling off to launch deadly attack runs.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sky Cannon	18"	1	4+	2+	-2	D6
Drill Cannon	18"	1	4+	3+	-3	3
Aethershot Carbine	12"	2	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fragmentation Charges	1"	D6	4+	4+	Billion .	1 %
Belaying Valves	1"	2	4+	4+	1	1 2

## **DESCRIPTION**

A Grundstok Gunhauler is a single model. It is armed with a Sky Cannon or a Drill Cannon, as well as an Aethershot Carbine and racks of Grudgesettler Bombs, Fragmentation Charges and Detonation Drills. The crew of the Grundstok Gunhauler operate these deadly armaments, but will defend their vessel with Belaying Valves if need be.

## FLY

Grundstok Gunhaulers can fly.

## **ABILITIES**

**Exploding Drill:** If the wound roll for a Drill Cannon is a 6 or more, you can pick another enemy unit within 3" of the target unit. That unit suffers D3 mortal wounds in addition to any damage dealt to the target unit.

Bomb Racks: If any enemy unit ends its charge within 1" of the Gunhauler, it can drop Detonation Drills or Grudgesettler Bombs. Choose which bombs it will drop, and then roll a dice. On a roll of 4 or more the enemy unit suffers the following effect:

Detonation Drills: The enemy unit cannot be chosen to pile in and attack until all other units have done so. Units that can fly are not affected.

Grudgesettler Bombs: The enemy unit suffers D3 mortal wounds. Units that can fly are not affected.

Ahead Full: In each of your hero phases, the Captain of a Grundstok Gunhauler can give this order. If they do so, until your next hero phase you can re-roll run and charge rolls for the Grundstok Gunhauler, but it may not attack in the shooting phase.

Escort Vessel: Every time a **SKYVESSEL** (other than another Grundstok Gunhauler) suffers a wound or mortal wound within 3" of a friendly Grundstok Gunhauler, you can roll a dice. On a roll of 5 or more, the Grundstok Gunhauler suffers a mortal wound instead. You can only use this ability once for each wound or mortal wound.