

GRUNDSTOK THUNDERERS

Grundstok Thunderers are professional warriors, well drilled and trained to fire quickly with great accuracy. They are equipped with a broad arsenal of deadly aethermatic weapons, and it is their task to lay down a blistering hail of firepower to protect the Kharadron Overlords' airfleets and the goods that they carry.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethershot Rifle	18"	2	3+	4+	-1	1
Aetheric Fumigator	9"	D3	3+	2+	-1	1
Decksweeper	12"	D6	4+	4+	-1	1
Aethercannon	12"	1	4+	2+	-2	D3
Grundstok Mortar	36"	1	4+	3+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gun Butt	1"	1	4+	5+	-	1

DESCRIPTION

A unit of Grundstok Thunderers has 5 or more models. Each Grundstok Thunderer is armed with an aethermatic weapon, whether the signature Aethershot Rifle, an Aetheric Fumigator, a Decksweeper, an Aethercannon or a Grundstok Mortar. If any enemies survive their devastating fusillades, they resort to bashing in skulls with their Gun Butts.

GUNNERY SERGEANT

The leader of this unit is the Gunnery Sergeant. A Gunnery Sergeant makes 4 attacks rather than 2 with an Aethershot Rifle.

HONOUR BEARER

Models in this unit can be Honour Bearers. You can re-roll battleshock tests for a unit of Grundstok Thunderers that includes any Honour Bearers.

ABILITIES

Drillbill: A unit of Grundstok Thunderers can be accompanied by an aethermatic bird known as a Drillbill, which perches upon the shoulder of one of the duardin. When the unit is threatened, the Drillbill whirrs to life, pecking at the enemy's vulnerable spots. If any enemy unit ends its charge within 1" of a unit with a Drillbill, roll a dice. On a 2 or more the unit suffers a mortal wound.

Keep Your Distance: When this unit is chosen to make attacks in the combat phase, they can instead retreat, making a move (including running if you wish) as if it were their movement phase. They may not embark as part of this move.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARER, GRUNDSTOK THUNDERERS