

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		12"	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 Aethershot Rifle. For every 5 models in the unit, one Grundstok Thunderer can instead be armed with an Aetheric Fumigator, another Grundstok Thunderer can instead be armed with a Decksweeper, another Grundstok Thunderer can instead be armed with an Aethercannon and another Grundstok Thunderer can instead be armed with 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.

Choking Fug: Enemy models that end their charge within 2" of any models with an Aetheric Fumigator reduce the Attacks characteristics of all of their weapons by 1, to a minimum of 1, until the end of the subsequent combat phase.

Pin Them, Shred Them: If a model with a Grundstok Mortar causes any unsaved wounds on an enemy unit in the shooting phase, until the end of the phase you can re-roll the dice for the number of shots fired by any models with Decksweepers in the same unit if they target that enemy unit.

Finish Them: If any models with Decksweepers cause any unsaved wounds on an enemy unit in the shooting phase, until the end of the phase you can re-roll the hit rolls and damage rolls for any models with Aethercannons in the same unit if they target that enemy unit.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARER, GRUNDSTOK THUNDERERS