



ORGAN GUN

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barrage of Shots	28"	D6	*	3+	-1	1

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Barrage of Shots
3 models	4"	3+
2 models	3"	4+
1 model	2"	5+
No models	0"	-

WAR MACHINE

KEYWORDS ORDER, WAR MACHINE, ORGAN GUN

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	4+	5+	-	1

DESCRIPTION

An Organ Gun consists of a four-barrelled war machine that fires a lethal Barrage of Shots and a unit of 3 Duardin Crew equipped with Tools.

ABILITIES

Duardin Artillery: An Organ Gun can only move if its Crew are within 1" at the start of the movement phase. If its Crew are within 1" of the Organ Gun in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

CREW

KEYWORDS ORDER, DUARDIN, IRONWELD ARSENAL, CREW

Organ Fire: In the shooting phase the Organ Gun's Crew can load 1, 2, 3 or 4 barrels. If they load 2 or more barrels, roll a dice; if the result is equal to or greater than the number of loaded barrels, make one Barrage of Shots attack for each loaded barrel (roll separately to determine the number of Barrage of Shots attacks made for each barrel being fired). However, if the result is less than the number of loaded barrels, the Organ Gun jams and no shots are fired this phase.

Rune of Forging: These runes are used by Engineers to ensure that their war machine stays true and does not misfire in the heat of battle. You can re-roll the dice rolled to see if an Organ Gun jams if there is an **ENGINEER** from your army within 1" of the war machine.