



DEATHSHRIEKER ROCKET LAUNCHER

The Deathshrieker Rocket is one of the more diabolic examples of the Legion of Azgorh's mastery of black-powder weapons. Bound within its munitions are howling, malevolent fire-spirits which are unleashed as the multiple warheads detonate over the battlefield.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathshrieker Rockets	36"	3	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Improvised Weapons	1"	3	4+	4+	-	1

DESCRIPTION

A Deathshrieker Rocket Launcher is a single model armed with Deathshrieker Rockets.

CREW: This model has a crew that attack with Improvised Weapons. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Death From On High: *A Deathshrieker's rockets can be launched high overhead to rain their fiery payload down upon distant or hidden targets.*

This model's Deathshrieker Rockets can target enemy units that are not visible to the attacking model. In addition, add 1 to hit rolls for attacks made with Deathshrieker Rockets if the target unit has 5 or more models.

Infernal Engineers: *Daemonsmiths are masters in the art of directing the fell artillery they forge.*

Add 1 to the Attacks characteristic of this model's Deathshrieker Rockets while this model is within 3" of a friendly **DAEMONSMITH**.

Siege Artillery: *This war machine is a heavily armoured and ponderous device.*

This unit cannot run or make charge moves. In addition, add 1 to save rolls for attacks made with missile weapons that target this model.

KEYWORDS

CHAOS, DAWI ZHARR, LEGION OF AZGORH, WAR MACHINE, DEATHSHRIEKER ROCKET LAUNCHER