

# STORMFIENDS

Stormfiends are monstrous fusions of vat-bred Rat Ogors and Skryre contraptions. They are the lumbering shock-troops of the Clans Skryre, and can sweep away entire enemy units in a heartbeat with their vicious wonder-weapons.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ratling Cannons	12"	3D6	4+	3+	-1	1
Windlaunchers	24"	3	4+	4+	-3	D3
Warpfire Projectors	8"	—————		See opposite	—————	
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomflayer Gauntlets	1"	2D3	3+	3+	-2	D3
Grinderfists	1"	4	4+	3+	-2	2
Shock Gauntlets	1"	4	4+	3+	-1	2
Clubbing Blows	1"	4	4+	3+	-	2

## DESCRIPTION

A unit of Stormfiends has any number of models. Up to one third of the models in the unit (rounding up) can be armed with one of the following weapon options: Warpfire Projectors and Clubbing Blows; or Windlaunchers and Clubbing Blows.

Up to one third of the models in the unit (rounding up) can be armed with one of the following weapon options: Grinderfists; or Ratling Cannons and Clubbing Blows.

Up to one third of the models in the unit (rounding up) can be armed with one of the following weapon options: Doomflayer Gauntlets and Warpstone-laced Armour; or Shock Gauntlets and Warpstone-laced Armour.

## ABILITIES

**Doomflayer Gauntlets:** *Whirling gyroscopic gears make doomflayer gauntlets especially deadly when the bearer charges at a foe.*

Add 1 to hit rolls for attacks made with Doomflayer Gauntlets if the attacking model made a charge move in the same turn.

**Grinderfist Tunnellers:** *Grinderfists can be used to create underground tunnels.*

If a unit includes any models equipped with Grinderfists, instead of setting up that unit on the battlefield, you can place it to one side and say that it is set up underground as a reserve unit.

At the end of each of your movement phases, roll a dice for each underground reserve unit. On a 1 or 2, that unit remains underground in reserve (roll for it again in your next movement phase). On a 3+ set up that unit on the battlefield more than 9" from any enemy units.

Any underground reserve units that are still underground and which fail to arrive at the end of your third movement phase suffer D6 mortal wounds. Any surviving models are then set up on the battlefield more than 9" from any enemy units.

**Shock Gauntlets:** *Sometimes the electrical discharges created by a pair of shock gauntlets create a series of linked explosions.*

If the unmodified hit roll for an attack made with Shock Gauntlets is 6, that attack inflicts D6 hits on that target instead of 1. Make a wound and save roll for each hit.

**Warpfire Projectors:** *These horrific weapons engulf the target in searing gouts of warpfire.*

Do not use the attack sequence for an attack made with Warpfire Projectors. Instead, roll a dice for each model in the target unit that is within 8" of the attacking model. For each 4+ the target unit suffers 1 mortal wound.

**Warpstone-laced Armour:** *Stormfiends armed with doomflayer gauntlets or shock gauntlets are protected by heavy plates of warpstone-laced armour.*

A model wearing Warpstone-laced Armour has a Wounds characteristic of 7 instead of 6.

**Windlaunchers:** *The gas clouds unleashed by a windlauncher engulf even the largest enemy formations in choking poisonous fumes.*

Add 1 to hit rolls for attacks made with Windlaunchers if the target has 10 or more models. In addition, Windlaunchers can target enemy units that are not visible to the attacking model.