



DREADQUAKE MORTAR

The Dreadquake Mortar uses a vast boiler to generate steam pressure to fire its munitions. The sorcerous energies bound within its volatile shells explode on impact, striking the battlefield like a hammer blow to cause untold devastation.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dreadquake Bomb	40"	1	4+	3+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Improvised Weapons	1"	3	4+	4+	-	1
Fists and Chains	1"	2	4+	3+	-1	1

DESCRIPTION

A Dreadquake Mortar is a single model armed with a Dreadquake Bomb.

CREW: This model has a crew that consists of Slavemasters that attack with Improvised Weapons, and a Slave Ogor that attacks with Fists and Chains. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Cruel Overlords: *Slavemasters work their indentured slave ogors relentlessly, despite the risk of revolt.*

When this model is picked to shoot in your shooting phase, you can say that the Slavemasters are lashing the Slave Ogor. If you do so, roll a dice. On a 1 or 2, this unit suffers D3 mortal wounds (if it is not slain it can shoot normally). On a 3+, add 1 to the Attacks characteristic of this model's Dreadquake Bombs for that phase.

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

Add 1 to hit rolls for attacks made with this model's Dreadquake Bomb while this model is within 3" of a friendly **DAEMONSMITH**.

Quake Blast: *Dreadquake bombs are fired on a high arcing trajectory, and are packed with an explosive charge so powerful that they can turn dozens of armoured warriors into chunks of burnt meat in an instant.*

This model's Dreadquake Bomb can target enemy units that are not visible to the attacking model. In addition, you can re-roll the dice that determines the Damage characteristic of this model's Dreadquake Bomb if the target unit has 10 or more models.

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, DREADQUAKE MORTAR