

VOLSTIK-IK'S STUNTY SHREDDER

Created by Ty Finocchiaro



Skaven Engineer Volstik-Ik was deeply impressed by the whirling blades of the Dwarf Gyrocopters he had seen over many a battlefield. He made it a point to capture one and study its workings. With the aid of a custom-made Jezzail designed for just such a purpose, he achieved this goal. Months later, the results of his mad efforts produced not a flying machine as his Warlord had expected, but a bladed menace on the ground.

Nicknamed "Stunty Shredder" for obvious reasons, the design concept was pretty basic. Volstik-Ik would whip a slaved Rat Ogre to push the creation towards the nearest enemy unit. Once there, the blades did most of the work. Unless, of course, the enemy is well-armoured, in which case blades bend, motors overheat, and the Rat Ogre is often killed in the resulting breakdown. The same is true for lightly armoured enemies, though for a different reason. The abundance of butchered body parts tends to jam and clog delicate gears. So, a balance must be struck when selecting units to attack with the Stunty Shredder. Though more often than not, Volstik-Ik simply goes after what's closest while screeching joyfully the entire time.

House Rules for Using this Crazy Invention in Your Games

Treat the Stunty Shredder as a Rare Choice Chariot with the following exceptions/additions.

Slow but Chippy. The Stunty Shredder's charge distance is never doubled; instead, it may charge up to 8". In terms of impact hits, you may roll up to 4 Artillery Dice plus a D6 to determine the number of actual hits. If one or more Artillery Dice comes up as a Misfire, roll a further D6 (separately) for each Misfire result. If the number rolled is less than the majority Armor Save of the enemy unit, all is well — add this number to your impact hit total. If the roll comes up equal to or higher than the majority Armor Save of the enemy unit, remove the Stunty Shredder and crew from play, as it has suffered a terrible mishap. In a standard combat, the Stunty Shredder rolls up to 3 Artillery Dice to determine the number of Attacks it delivers. Treat any Misfire results as explained above.

NAME	POINTS	M	WS	BS	S	T	W	I	A	Ld
Volstik-Ik's Stunty Shredder	150	-	-	-	4	5	5	-	-	-
Rat Ogre	-	6	3	-	5	-	-	3	3	-

Armour Save 4+