



DOOM DIVER CATAPULT

WAR MACHINE



MISSILE WEAPONS

Divin' Grot

Range



Attacks

1

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Divin' Grot
4 models	4"	6-50"
3 models	3"	6-40"
2 models	2"	6-30"
1 model	1"	6-20"
No models	0	0

WAR MACHINE

KEYWORDS

DESTRUCTION, WAR MACHINE, DOOM DIVER CATAPULT



CREW



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

DESCRIPTION

A Doom Diver Catapult consists of a muscle-powered catapult war machine and a unit of 4 Grot Crew, who can fight foes in melee using Improvised Weapons (although they'd rather shoot the foe before they get that close). The catapult can launch Divin' Grots across the battlefield.

ABILITIES

Grot War Artillery: A Doom Diver Catapult can only move if its crew are within 1" at the start of the movement phase. If its crew are within 1" of the Doom Diver Catapult 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.

Grot-guided Missile: This war machine can shoot at enemy units that are not visible to it. In addition, if you fail to hit with a Divin' Grot attack, roll a dice. On a

4 or more the plucky grot has managed to steer his descent; you may pick a different enemy unit within 10" of the original target – the unfortunate Divin' Grot has hit that target instead.

Oi Tubby, You're Next: When Doom Diver Catapults are fielded in batteries, the crews will attempt to out-do each other by ensuring that only the biggest, heaviest grots are flung towards the enemy to guarantee maximum damage on impact. A Divin' Grot attack inflicts D6 Damage instead of D3 if there is another Doom Diver Catapult crew from your army within 3" of the war machine.

CREW

KEYWORDS

DESTRUCTION, GROT, GITMOB, CREW