

| M | T | Sv | W | LD | OC |
|---|---|----|---|----|----|
| - | 4 | 4+ | 3 | 6+ | 0  |

 RANGED WEAPONS

| WEAPON                                                                             | RANGE | A | BS | S | AP | D |
|------------------------------------------------------------------------------------|-------|---|----|---|----|---|
| Twin heavy bolter<br><b>HEAVY</b><br><b>SUSTAINED HITS 1</b><br><b>TWIN-LINKED</b> | 36"   | 3 | 5+ | 5 | -1 | 2 |

ABILITIES

**Defensive Emplacement**  
In the Create the Battlefield and Place Objective Markers step, set this model up in one of the Sentry Gun positions (marked D1 on the mission map).

WEAPON ABILITIES

**Heavy**  
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

**Sustained Hits**  
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.  
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

**Twin-linked**  
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



AUFSTELLUNG

1x Sentry Gun

Equipped with: Twin heavy bolter



KEYWORDS: Vehicle, Sentry Gun,  
Allies: Unaligned Forces

FACTION KEYWORDS: Unaligned  
Forces