



SENTRY GUN

30 PTS

M	T	SV	W	LD	OC
-	4	4+	3	6+	0

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Twin heavy bolter HEAVY, SUSTAINED HITS 1, TWIN-LINKED	36"	3	5+	5	-1	2

AUFSTELLUNG

1x Sentry Gun

Equipped with: Twin heavy bolter

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 RULES

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.