

# HELLHAMMER

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | SV | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

## AUFSTELLUNG

1x Hellhammer (Hull)

**Equipped with:** Coaxial autocannon, Demolisher cannon, Heavy stubber, Hellhammer cannon, Lascannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

### Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

## ⚙ RANGED WEAPONS

| WEAPON                                             | RANGE | A    | BS | S  | AP | D    |
|----------------------------------------------------|-------|------|----|----|----|------|
| Coaxial autocannon                                 | 48"   | 2    | 4+ | 9  | -1 | 3    |
| Demolisher cannon<br>BLAST                         | 24"   | D6+3 | 4+ | 14 | -3 | D6   |
| Heavy stubber<br>RAPID FIRE 3                      | 36"   | 3    | 4+ | 4  | 0  | 1    |
| Hellhammer cannon<br>BLAST, IGNORES COVER          | 30"   | 4D6  | 4+ | 7  | -1 | 2    |
| Lascannon                                          | 48"   | 1    | 4+ | 12 | -3 | D6+1 |
| Twin heavy bolter<br>SUSTAINED HITS 1, TWIN-LINKED | 36"   | 3    | 4+ | 5  | -1 | 2    |

## ABILITIES

**RULES** - Deadly Demise D6+2

### Close-quarters Warfare

This model does not suffer the penalty to its Hit rolls for making ranged attacks while enemy units are within Engagement Range of it.

### Damaged: 1-8 Wounds Remaining

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.



|                                     |     |    |     |   |    |   |
|-------------------------------------|-----|----|-----|---|----|---|
| Twin heavy flamer                   | 12" | D6 | N/A | 5 | -1 | 1 |
| IGNORES COVER, TORRENT, TWIN-LINKED |     |    |     |   |    |   |

## ✂ MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 6 | 4+ | 8 | 0  | 1 |

## WEAPON RULES

### Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

### Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



### **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).*

### **Torrent**

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

### **Twin-linked**

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