



# VULKAN HE'STAN

85 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | SV | W | LD | OC |
| 6" | 4 | 2+ | 5 | 6+ | 1  |
| 4+ |   |    |   |    |    |

| RANGED WEAPONS                                          |       |      |     |   |    |   |
|---------------------------------------------------------|-------|------|-----|---|----|---|
| WEAPON                                                  | RANGE | A    | BS  | S | AP | D |
| Gauntlet of the Forge<br>IGNORES COVER, PISTOL, TORRENT | 12"   | D6+3 | N/A | 6 | -1 | 1 |

| MELEE WEAPONS                         |       |   |    |   |    |   |
|---------------------------------------|-------|---|----|---|----|---|
| WEAPON                                | RANGE | A | WS | S | AP | D |
| Spear of Vulkan<br>DEVASTATING WOUNDS | Melee | 6 | 2+ | 6 | -2 | 2 |

**AUFSTELLUNG**  
1x Vulkan He'stan  
**Equipped with:** Gauntlet of the Forge, Spear of Vulkan

**ABILITIES**

**CORE - Leader**

**Forgefather**  
In your Shooting phase, select one enemy unit within 24" of and visible to this model. Until the end of the phase, each time a friendly Adeptus Astartes model makes a ranged attack with a **Torrent** or Melta weapon that targets that enemy unit, you can re-roll the Wound roll

**Inspiring Commander**  
If you include this model in your army, until the end of the battle, non-Character models in Infernus Squad units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.

**Seeker of the Unfound**  
The first time this model is set up on the battlefield, select one objective marker on the battlefield. While this model is within range of that objective marker, it has an Objective Control characteristic of 10, a Leadership characteristic of 5+ and the Feel No Pain 4+ ability.



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## Leader

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- COMPANY HEROES
- INFERNUS SQUAD
- TACTICAL SQUAD

KEYWORDS: Epic Hero, Character, Infantry, Captain, Imperium, Grenades, Vulkan He'stan, Tacticus

FACTION: Adeptus Astartes, Salamanders



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## WEAPON RULES

### Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### 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).



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## Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

## Torrent

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

## RULES

## Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.



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## Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.