

HELLHAMMER

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

AUFSTELLUNG

1x Hellhammer

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 BLAST	24"	D6+3	4+	14	-3	D6
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hellhammer cannon BLAST, IGNORES COVER	30"	4D6	4+	7	-1	2
Lascannon	48"	1	4+	12	-3	D6+1
Twin heavy bolter 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.