

# SENTRY GUN

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

## AUFSTELLUNG

1x Sentry Gun

Equipped with: Twin heavy bolter

## RANGED WEAPONS

| WEAPON                                                    | RANGE | A | BS | S | AP | D |
|-----------------------------------------------------------|-------|---|----|---|----|---|
| Twin heavy bolter<br>HEAVY, SUSTAINED HITS 1, TWIN-LINKED | 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 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.

