

HELLIONS

90-180 PTS



M

14"

T

4

SV

4+

W

2

LD

7+

OC

1

6+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Splinter Pistol	ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	1	3+	2	0	1
Splinter Pistol	ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	1	3+	2	0	1
Splinter Pods	ANTI-INFANTRY 3+ ASSAULT	18"	2	3+	2	0	1
TWIN LINKED							
Splinter Pods	ANTI-INFANTRY 3+ ASSAULT	18"	2	3+	2	0	1
TWIN LINKED							

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Hellglaive	LANCE SUSTAINED HITS 1	Melee	3	3+	4	-1	2
Hellglaive	LANCE SUSTAINED HITS 1	Melee	3	3+	4	-1	2
Hellglaive	LANCE SUSTAINED HITS 1	Melee	3	3+	4	-1	2
Hellglaive	LANCE SUSTAINED HITS 1	Melee	3	3+	4	-1	2
Power weapon	ANTI-INFANTRY 3+ LANCE SUSTAINED HITS 1	Melee	4	3+	3	-2	1
Stunclaw	DEVASTATING WOUNDS LANCE PRECISION	Melee	4	3+	3	-1	1

AUFSTELLUNG

4-9x Hellion
1x Heliarch

Equipped with: Splinter Pistol, Splinter Pods, Hellglaive, Power weapon, Stunclaw

Wargear Options:

- Each Heliarch can replace its Hellglaive with 1 Splinter pistol and 1 Power weapon or 1 Splinter pistol and 1 Stunclaw.

ABILITIES

Battlefield Butchery (Pain)

In the Fight phase, when you select this unit to fight, you can spend 1 Pain token to Empower this unit. While Empowered, add 1 to the Attacks and Strength characteristics of this unit's melee weapons.

Phantasm Grenade Launcher

The bearer's unit has the Smoke and Grenades keywords.

Skyboard Evasion

In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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.

LANCE

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.

CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.