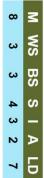
IMPERIAL ARMOURED SENTINEL

VEHICLE DATA

RAM VALUE:

-3 SAVE MODIFIER D6 DAMAGE STRENGTH 6





1 D6

CREW: 1x IMPERIAL GUARD PILOT (BS 3)

WEAPONS

heavy plasma gun (+15 pts.), an auto-cannon (+10 pts.), heavy flamer arc. The multi-laser may be upgraded to an assault cannon (+15 pts.), a The Sentinel is armed with a **multi-laser** with targeter and a 90-degree fire (+5 pts.) or a **lascannon** (+15 pts.).

WEAPON DATA

HPG (High) 0-20 20-72	HPG (Low)	Lascannon	Heavy Flamer	Auto Cannon 0-20 20-72	Assault Cannon 0-12 12-32	Multi-Laser	Weapon
0-20	0-20	0-20		0-20	0-12	0-20	Range Short Lo
20-72	0-20 20-40	0-20 20-60	Template	20-72	12-32	0-20 20-60 +1	ng
1			ate		Ţ	ţ	To Hit Short Lor
1	•	•		ı	٠	т	Long H
10	7	9	51	œ	œ	တ	To Hit Save Short Long Strength Damage Modifier
D10	D 4	2D6	_	D6	D10	D4	Damage
6	-2	6	မ	င်	డ	<u> </u>	Save Modifier
D6+D10+1	D6+D4+7	3D6+9	D6+5	2D6+8	D6+D10+8	D6+D4+6	Armour Pene.
D6+D10+10 1.5" Blast	D6+D4+7 1.5" Blast		D6+5 See Rules	2D6+8 Sust. 1D	D6+D10+8 Sust. 3D	D6+D4+6 Sust. 3D	Special

POINTS COST: 75 POINTS

18	18	Body	4-6
15	15	Weapon	ယ
15	15	Legs	1-2
Armour Front Side/Rear	A _I Front	Location	D6

Leg Damage Table

- The Sentinel's leg holds, but the force of the blow slows it down. The Sentinel may
- 5-6
- not move in its next turn.

 The Sentinel is knocked sprawling. It staggers D3" in a random direction, colliding with anything it touches.

 The leg is seriously damaged. The Sentinel may now only limp D3" per turn.

 The leg is blown off and the Sentinel crashes to the ground. It may not move or attack for the rest of the game and is effectively destroyed.

Weapon Damage Table

106

- The weapon is jammed or partially damaged and can only be used if you first roll a $4+\ \mathrm{on}\ \mathrm{a}\ \mathrm{D6}.$
- 6 2-5
- The weapon is destroyed and may no longer be used.

 The weapon explodes, killing the pilot the Sentinel is destroyed.

Body Damage Table

DG

- The Sentinel's controls are damaged, making it difficult to control. The Sentinel may only move or attack if you first roll a 4+ on a D6.
- 2-3 The shot penetrates the body and hits the pilot, killing him instantly. The Sentinel is destroyed
- 4-6 The Sentinel's engine explodes, killing the pilot and causing D3 Strength 6 hits with a -2 save modifier to all models within 3".

IMPERIAL BASILISK

VEHICLE DATA

RAM VALUE:

-4 SAVE MODIFIER D12 DAMAGE STRENGTH 7

MOVEMENT:

SLOW SPEED: 5" FAST SPEED: 15" COMBAT SPEED: TYPE: TRACKED 10



CREW: 1x IMPERIAL GUARD DRIVER (BS 3) 3x IMPERIAL GUARD GUNNERS (BS 3)

WEAPONS

One Earthshaker Artillery Cannon with a 45-degree front arc of fire

grenades may be fitted (+5 pts.) 90-degree arc of fire to the front. Auto-launchers with frag or blind One heavy bolter or heavy flamer mounted in the hull with a targeter and

WEAPON DATA

Earthshaker 0-20 20-150 8 2D6	Heavy Flamer Template 5 1	Heavy Bolter 0-20 20-40 5 D4	Auto-Launchers 6 As G	Range To Hit Save Weapon Short Long Short Long Strength Damage Modifie
D6 -3	ا د	D4 -2	As Grenade Type	Save mage Modifier
3D6+8	D6+5	D6+D4+	е Туре	Armour er Pene.
3D6+8 See Rules	D6+5 See Rules	D6+D4+5 Sust. 2D		Special

POINTS COST: 175 POINTS

17	17	Earthshaker	တ
16	18	Ŧ	3-5
16	16	Track*	1-2
Armour Side/Rear	Front	Location	D6

Hit the one nearest the attacker

Track Damage Table

D6

- The track is damaged but keeps running. The Basilisk may only move at slow
- speed for the remainder of the game.
 The track is blown off and the Basilisk moves out-of-control next turn and then
- causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for grinds to a permanent halt.

 The track is blown off and the resulting damage smashes the Basilisk's drive shaft, each model on board, they are slain on a roll of 4+.

Hull Damage Table

D6

- The driver is killed. Unless his position is taken over the Basilisk will move out-of-control for the remainder of the game.
 A large explosion tears through the crew compartment. Roll a D6 for each model on
- poard. On a roll of 4+, the model is slain.
- around to face a random direction and comes to a permanent halt The Basilisk's engine explodes, killing all models on board. The Basilisk is spun
- on board. The flaming wreck moves out-of-control next turn and then explodes. Any models within 3" of the point of explosion suffers damage as if struck by a heavy A spark ignites the Basilisk's fuel lines and it bursts into flame, killing all the models llamer
- board are slain. Anything within 3" of the center of the Basilisk suffers D6 Strength The Basilisk's ammunition cooks off. The Basilisk is destroyed and all models on 10 hits with a -3 save modifier.

Earthshaker Cannon Damage Table

DG

- The Earthshaker Cannon is damaged and may only be used if you first roll 4+ on a
- 6 2-5
- The Earthshaker Cannon is destroyed and may no longer be used.

 The Earthshaker Cannon is destroyed and its ammunition explodes, flashing back through the hull. The Earthshaker Cannon may no longer be used. Roll on the Hull Damage Table to determine the result of the flash back.

IMPERIAL CHIMERA

VEHICLE DATA

RAM VALUE

-5 SAVE MODIFIER **D12 DAMAGE** STRENGTH 8

MOVEMENT:

TYPE: TRACKED FAST SPEED: 20" COMBAT SPEED: SLOW SPEED: 6" 12"



CREW: 1x IMPERIAL GUARD DRIVER (BS 3) 2x IMPERIAL GUARD GUNNERS (BS 3)

WEAPONS

bolter with targeter or **heavy flamer** in the hull with 90-degree front fire arc. Three **lasgun** ports (for transported models) with 180-degree arcs to sides. May be equipped with **auto-launchers** with **frag** or **blind** grenades (+5 pts.), or **frag defender** rounds One multi-laser with targeter and a 360-degree fire arc. One storm bolter with (+10 pts.) targeter and 360-degree fire arc (may be fired by transported model). One **heavy**

WEAPON DATA

Weapon	Ra Short	Range To Hit Save Short Long Short Long Strength Damage Modifier	To Hit Short Lo	Foung ##	Strength	Damage	Save Modifier	Armour Pene. Special	Special
Auto-Launchers 6 -	6	1	1	1		As G	As Grenade Type	Уре	
Heavy Bolter 0-20 20-40	0-20	20-40		•	O1	D 4	-2	D6+D4+5	D6+D4+5 Sust. 2D
Heavy Flamer		Template	ate		5ī	_	င်	D6+5	D6+5 See Rules
Multi-Laser	0-20	0-20 20-60 +1	ţ	•	6	D4	ᅩ	D6+D4+6	D6+D4+6 Sust. 3D
Frag Defender	5	then firec	l, mode	els in t	base con	tact suffe	er Str. 4	When fired, models in base contact suffer Str. 4 hit, -1 save.	•

POINTS COST: 140 POINTS

20	20	Turret	6
18	21	H	3-5
16	16	Track*	1-2
Armour Front Side/Rear	Front A	Location	D6

Hits the one nearest the attacker

Track Damage Table

DG

- The track is damaged but keeps running. The Chimera may only move at slow speed for the remainder of the game.

 The track is blown off and the Chimera moves out-of-control next turn and then
- 2-5
- causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for grinds to a permanent halt.

 The track is blown off and the resulting damage smashes the Chimera's drive shaft, each model on board, they are slain on a roll of 4+.

6

Hull Damage Table

DG

- out-of-control for the remainder of the game. The driver is killed. Unless his position is taken over the Chimera will move
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4+, the model is slain
- around to face a random direction and comes to a permanent halt The Chimera's engine explodes, killing all models on board. The Chimera is spun
- on board. The flaming wreck moves out-of-control next turn and then explodes. Any flamer A spark ignites the Chimera's fuel lines and it bursts into flame, killing all the models models within 3" of the point of explosion suffers damage as if struck by a heavy
- 10 hits with a -3 save modifier. board are slain. Anything within 3" of the center of the Chimera suffers D6 Strength The Chimera's ammunition cooks off. The Chimera is destroyed and all models on

6

5

Turret Damage Table

- 2 1 0 straight line at targets directly in front of it. The multi-laser is damaged and may only be used if you first roll a 4+ on a D6 first The turret is jammed and may no longer rotate. The multi-laser may only fire in a
- battle. The multi-laser is destroyed and may no longer be used for the remainder of the

ω

- the Hull Damage Table for the result The multi-laser is destroyed and the explosion rips back through the hull. Roll on
- save modifier models on board are killed and the turret is blown off. It lands 2D6" away in a random direction. Any model under the turret suffers D6 Strength 9 hits with a -6 The ammo stored in the turret explodes and the Chimera is destroyed. All the

LEMAN RUSS DEMOLISHER

VEHICLE DATA

RAM VALUE:

-6 SAVE MODIFIER D20 DAMAGE STRENGTH 9

MOVEMENT:

SLOW SPEED: 4" COMBAT SPEED: 8"

FAST SPEED: 16"

TYPE: TRACKED



CREW: 1x IMPERIAL GUARD DRIVER (BS 3) 4x IMPERIAL GUARD GUNNERS (BS 3)

WEAPONS

One demolisher cannon with targeter in the turret with a 360-degree fire arc

One **lascannon** with targeter in the hull with a 90-degree front arc. Two **heavy bolters** with targeters in side-sponsons with 180-degree arcs to their sides. The **lascannon** may be replaced by a **heavy flamer** or **heavy bolter** (-10 pts.). The **heavy bolters** may be replaced with **multi-meltas** (+60 pts.), **heavy plasma guns** (+30 pts.) or may rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models be deleted (-30 points). Auto-Launchers may be added (+5 pts.). Frag Defender

POINTS COST: 220 POINTS

	5-6	4	2-3	_	D6	
Hit one nearest attacker	Turret	Sponson	H	Track	Location	
est attacker	25	18	22	17	Aı Front	
	22	18	20	17	\rmour Side/Rear	

Track Damage Table

106

2-5

- remainder of the game. The track is damaged but keeps running. The Leman Russ may only move at slow speed for the
- The track is blown off and the Leman Russ moves out-of-control next turn and then grinds to a
- The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6' away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

Hull Damage Table

- 106
- 2-3 The hull mounted weapon is destroyed.

 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+ they are slain
- A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a The Leman Russ' engine explodes, killing the crew. The tank is spun around to face in a random
- The Leman Russ' ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

heavy flamer.

- 1 D6
- 2-5 6 The sponson weapon is damaged and may only be fired if you roll 4+ on a D6. The sponson weapon is destroyed and may no longer be used. The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

- 2 1 6 Turret Damage Table
 The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.
 The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight
- The turret gunner is killed. Unless his position is taken by another crew member the weapon may
- no longer be fired.

 The ammunition stores explode and the Leman Russ is destroyed. All crew are killed and the turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits

LEMAN RUSS EXECUTIONER

VEHICLE DATA

RAM VALUE:

-6 SAVE MODIFIER **D20 DAMAGE** STRENGTH 9

MOVEMENT:

SLOW SPEED: 4" COMBAT SPEED: 8"

FAST SPEED: 16"

TYPE: TRACKED

CREW: 1x IMPERIAL GUARD DRIVER (BS 3) 4x IMPERIAL GUARD GUNNERS (BS 3)



WEAPONS

One plasma destroyer with targeter mounted in a turret with 360-degree fire arc.

One **lascannon** with targeter in the hull with a 90-degree front arc. Two **heavy bolters** with targeters in side-sponsons with 180-degree arcs to their sides. The **lascannon** may be replaced by a **heavy flamer** or **heavy bolter** (-10 pts.). The **heavy bolters** may be replaced with **multi-meltas** (+60 pts.), **heavy plasma guns** (+30 pts.) or may rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models be deleted (-30 points). Auto-Launchers may be added (+5 pts.). Frag Defender

WEAPON DATA

Plasma Destroyer 0-20 20-40	Heavy Plasma Gun	Lascannon	Multi-Melta	Heavy Flamer	Heavy Bolter 0-20 20-40	Auto-Launchers 6	Weapon
0-20	3	0-20	0-12		0-20	6	Rai
20-40		0-20 20-60	0-12 12-24	Template	20-40	1	Range Short Long
•		٠	±	te		1	To Hit Short Lor
•	See	٠	•		•	1	Long
7	See Wargear Book	9	œ	5ī	O		To Hit Save Short Long Strength Damage Modifier
D4 -2	Book	2D6	2D12	_	D 4	As Gr	Damage
'n		မ	4	င်	-2	As Grenade Type	Save Modifier
D6+D4+7		3D6+9	D6+2D12+8 2" Blast	D6+5	D6+D4+5	Туре	Armour Pene. Special
D6+D4+7 3" Blast			2" Blast	D6+5 See Rules	D6+D4+5 Sust. 2D		Special

POINTS COST: 215 POINTS

	5-6	4	2-3	_	D6
Hit one near	Turret	Sponson	≝	1 Track 17	Location
est attacker	25	18	22	17	Ar Front
		18		17	\rmour Side/Rear

Track Damage Table

1 D6

2-5

- remainder of the game. The track is damaged but keeps running. The Leman Russ may only move at slow speed for the
- The track is blown off and the Leman Russ moves out-of-control next turn and then grinds to a
- The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

Hull Damage Table

- The hull mounted weapon is destroyed.
- 2-3 The Leman Russ' engine explodes, killing the crew. The tank is spun around to face in a random they are slain A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+
- A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a
- The Leman Russ' ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier. heavy flamer.

- 1 D6
- 6
- The sponson weapon is damaged and may only be fired if you roll 4+ on a D6. The sponson weapon is destroyed and may no longer be used. The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

- 2 1 0 Turret Damage Table
 The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.
 The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight.
- The turret gunner is killed. Unless his position is taken by another crew member the weapon may
- no longer be fired.

 The ammunition stores explode and the Leman Russ is destroyed. All crew are killed and the turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits

LEMAN RUSS EXTERMINATOR

VEHICLE DATA

RAM VALUE

-5 SAVE MODIFIER STRENGTH 8 D12 DAMAGE

MOVEMENT:

COMBAT SPEED: 10" SLOW SPEED: 5"

FAST SPEED: 20"



TYPE: TRACKED **CREW: 1x IMPERIAL GUARD DRIVER (BS 3)** 4x IMPERIAL GUARD GUNNERS (BS 3)

WEAPONS

Twin-Linked Autocannons with targeter in the turret with a 360-degree fire arc

be deleted (-30 points). Auto-Launchers may be added (+5 pts.). Frag Defender may be replaced with multi-meltas (+60 pts.), heavy plasma guns (+30 pts.) or may One lascannon with targeter in the hull with a 90-degree front arc. Two heavy bolters rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models may be replaced by a heavy flamer or heavy bolter (-10 pts.). The heavy bolters with targeters in side-sponsons with 180-degree arcs to their sides. The lascannon

WEAPON DATA

Auto-Cannon 0-20 20-72	Heavy Plasma Gun	Lascannon	Multi-Melta	Heavy Flamer	Heavy Bolter 0-20 20-40	Auto-Launchers	Weapon
0-20	5	0-20	0-12		0-20	တ	Rang Short
20-72		0-20 20-60	0-12 12-24 +1	Template	20-40	1	je Long
		r	±	te		1	To Hit Short Lor
•	See	٠	٠				Long ¥
∞	See Wargear Book	9	80	Οī	(J)		To Hit Save Short Long Strength Damage Modifier
D6	Book	2D6	2D12	_	D4 -2	As Gr	Damage
င်		გ	4	ယ	2	As Grenade Type	Save Modifier
2D6+8		3D6+9	D6+2D12+8 2" Blast	D6+5	D6+D4+5	Туре	Armour Pene. Special
2D6+8 Sust. 1D			2" Blast	D6+5 See Rules	D6+D4+5 Sust. 2D		Special
J				Š			

POINTS COST: 195 POINTS

	5-6	4	2-3	1	D6
Hit one nearest attacker	Turret	Sponson	≝	Track	Location
est attacker	25	17	22	16	Front
	22	17	1 8	16	Armour Side/Rear

Track Damage Table

- remainder of the game. The track is damaged but keeps running. The Leman Russ may only move at slow speed for the
- 2-5 The track is blown off and the Leman Russ moves out-of-control next turn and then grinds to a
- over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+. permanent halt.

 The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip

Hull Damage Table

- The hull mounted weapon is destroyed.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+
- A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a The Leman Russ' engine explodes, killing the crew. The tank is spun around to face in a random
- The Leman Russ' ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier. heavy flamer.

Sponson Damage Table

- 6 2-5
- Roll on the hull damage table The sponson weapon is damaged and may only be fired if you roll 4+ on a D6.

 The sponson weapon is destroyed and may no longer be used.

 The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion.

- **Turret Damage Table**The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.

 The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight
- 2 4 5
- The turret gunner is killed. Unless his position is taken by another crew member the weapon may no longer be fired.
- 4-6 with a -6 save modifier. turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits The ammunition stores explode and the Leman Russ is destroyed. All crew are killed and the

IMPERIAL GRIFFON

VEHICLE DATA

RAM VALUE:

STRENGTH 8

-5 SAVE MODIFIER **D12 DAMAGE**

MOVEMENT:

FAST SPEED: 20" COMBAT SPEED: SLOW SPEED: 6" 12"

TYPE: TRACKED



CREW: 1x IMPERIAL GUARD DRIVER (BS 3) 3x IMPERIAL GUARD GUNNERS (BS 3)

WEAPONS

One heavy mortar with a 90-degree front arc of fire

grenades may be fitted (+5 pts.) 90-degree arc of fire to the front. Auto-launchers with frag or blind One heavy bolter or heavy flamer mounted in the hull with a targeter and

WEAPON DATA

Heavy Mortar	Heavy Flamer	Heavy Bolter 0-20 20-40	Auto-Launchers	Weapon
_		0-20	တ	Ra Short
Guess 12"-48"	Template	20-40	ı	nge Long
2"-48	ate			To Hit Short Long S
•		•	1	Hit Long
As	Οī	0 1		Save Strength Damage Modifier
shell	_	P	As G	Damage
type (Se	မ	-2	As Grenade Type	Save Modifier
As shell type (See Rules)	D6+5	D6+D4+5	уре	Armour Pene. Special
	D6+5 See Rules	D6+D4+5 Sust. 2D		Special

POINTS COST: 140 POINTS

	6	3-5	1-2	D6
Roll a D6: 1-3 = Mortar, 4-6 = Crew	Heavy Mortar / Crew 17	Ħ	Track*	Location
r, 4-6 = Crev	17	21	16	Arr Front
2	17	18	16	Armour Side/Rear

*Hit the one nearest the attacker

Track Damage Table

- DG for the remainder of the game. The track is damaged but keeps running. The griffon may only move at slow speed
- to a permanent halt. The track is blown off and the griffon moves out-of-control next turn and then grinds
- The track is blown off and the resulting damage smashes the griffon's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

Hull Damage Table

- out-of-control for the remainder of the game. The driver is killed. Unless his position is taken over the griffon will move
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on
- The griffon's engine explodes, killing all models on board. The griffon is spun poard. On a roll of 4+, the model is slain.
- G around to face a random direction and comes to a permanent halt.

 A spark ignites the griffon's fuel lines and it bursts into flame, killing all the models on board. The flaming wreck moves out-of-control next turn and then explodes. Any models within 3" of the point of explosion suffers damage as if struck by a heavy lamer.
- with a -3 save modifier. The griffon's ammunition cooks off. The griffon is destroyed and all models on board are slain. Anything within 3" of the center of the griffon suffers D6 Strength 10 hits

Heavy Mortar Damage Table

- → D6
- 6 2-5
- The heavy mortar is damaged and may only be used if you first roll 4+ on a D6. The heavy mortar is destroyed and may no longer be used. The heavy mortar is destroyed and its ammunition explodes, flashing back through the hull. The heavy mortar may no longer be used. Roll on the Hull Damage Table to determine the result of the flash back.

Crew Damage Table

One of the mortar gunners is struck. The gun crew are Toughness 3, wearing Flak Armour (6+). If one gunner is killed the mortar may continue to fire as normal. If both are killed the mortar may not be fired for the remainder of the game.

IMPERIAL HELLHOUND

VEHICLE DATA

RAM VALUE:

-4 SAVE MODIFIER D12 DAMAGE STRENGTH 7

MOVEMENT:

SLOW SPEED: 5" FAST SPEED: 15" COMBAT SPEED: 10"

TYPE: TRACKED



described in the psychology rules. FEAR: This vehicle causes 'Fear' as

CREW: 1x IMPERIAL GUARD DRIVER (BS 3)
2x IMPERIAL GUARD GUNNERS (BS 3)

WEAPONS

One **inferno cannon** in the turret with a 360-degree fire arc

pts.) or **frag defender** grenades (+10 pts.). front fire arc. May equip auto-launchers with frag or blind grenades (+5 One **heavy bolter** with targeter or **heavy flamer** in the hull with a 90-degree

WEAPON DATA

Weapon	Rai Short	Range hort Long	To Hit Short Lor	Hit Long	Strength	Damage	Save Modifier	Range To Hit Save Amnour Short Long Short Long Strength Damage Modifier Pene. Special	Special
Auto-Launchers 6	6					As G	As Grenade Type	уре	
Heavy Bolter 0-20 20-40	0-20	20-40		٠	Οī	2	'n	D6+D4+5	D6+D4+5 Sust. 2D
Heavy Flamer		Template	ate		5	_	۵	D6+5	D6+5 See Rules
Inferno Can.	Art. [Art. Dice (+Template)	Гетр	ate)	တ	D6	4	2D6+6	2D6+6 See Rules
Frag Defender		When fi	red, mo	dels i	n base co	ntact su	uffer Str.	When fired, models in base contact suffer Str. 4 hit, -1 save.	/e.

POINTS COST: 165 POINTS

5-6	3-4	1-2	D6
Turret	플	Track*	Location
22	21	16	Front
22	18	16	Armour Front Side/Rear

*Hit the one nearest the attacker

Track Damage Table

1 06

- speed for the remainder of the game. The track is damaged but keeps running. The Hellhound may only move at slow
- 2-5 grinds to a permanent hal The track is blown off and the Hellhound moves out-of-control next turn and ther
- The track is blown off and the resulting damage smashes the Hellhound's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier Roll a D6 for each model on board, they are slain on a roll of 4+.

Hull Damage Table

- out-of-control for the remainder of the game. The driver is killed. Unless his position is taken over the Hellhound will move
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on ooard. On a roll of 4+, the model is slain.
- spun around to face a random direction and comes to a permanent halt. The Hellhound's engine explodes, killing all models on board. The Hellhound is
- models on board. The flaming wreck moves out-of-control next turn and then explodes. Any models within 3" of the point of explosion suffers damage as if struck by a heavy flamer. A spark ignites the Hellhound's fuel lines and it bursts into flame, killing all the
- on board are slain. Anything within 2D6" of the centre of the Hellhound suffers damage as if struck by the Inferno Cannon. The Hellhound's ammunition cooks off. The Hellhound is destroyed and all models

Turret Damage Table

1 06

- The Inferno Cannon is damaged and may only be used if you first roll a 4+ on a D6
- The turret is jammed and may no longer rotate. The Inferno Cannon may only fire in
- a straight line at targets directly in front of it. The turret gunner is slain. Unless his position is taken over the turret cannon can no longer be used

4-6

random direction. Any model under the turret suffers D6 Strength 9 hits with a -6 The ammo stored in the turret explodes and the Hellhound is destroyed. All the save modifier models on board are killed and the turret is blown off. It lands 2D6" away in a

IMPERIAL HYDRA

VEHICLE DATA

RAM VALUE

STRENGTH 7
D12 DAMAGE
4 SAVE MODIFIER

MOVEMENT:

SLOW SPEED: 5"
COMBAT SPEED: 10"
FAST SPEED: 15"
TYPE: TRACKED



CREW: 1x IMPERIAL GUARD DRIVER (BS 3) 3x IMPERIAL GUARD GUNNERS (BS 3)

WEAPONS

Two Hydra Auto-Cannon mounts, each equipped with a flak computer.

One **heavy bolter** or **heavy flamer** mounted in the hull with a targeter and 90-degree arc of fire to the front. **Auto-launchers** with **frag** or **blind grenades** may be fitted (+5 pts.)

WEAPON DATA

Weapon	Ra Short	Range ort Long	To Short	To Hit Short Long	Range To Hit Save Short Long Short Long Strength Damage Modifier	Damage	Save Modifier	Armour Pene. Special	Special
Auto-Launchers 6	6					As G	As Grenade Type	Туре	
Heavy Bolter 0-20 20-40	0-20	20-40		•	51	P 4	-2	D6+D4+5	D6+D4+5 Sust. 2D
Heavy Flamer		Template	ate		Οī	_	ယ	D6+5	D6+5 See Rules
Hydra A.C.	12-20	12-20 20-72 -	•		œ	DG	ယ	2D6+8	2D6+8 Sust. 2D*
*Fach mount fires congrately one per suppor (jame are resolved congrately)	fire	conora	5	2	or allipa	or liam	250	rosolvod	oparatoly)

Each mount tires separately, one per gunner (jams are resolved separately)

**Flak computer: Targeter which ignores target's speed penalties.

POINTS COST: 165 POINTS

5-6	3-4	1-2	D6
Gundeck*	Ŧ	Track*	Location
17	21	16	Arr Front
17	18	16	Armour Front Side/Rear

*Hit the one nearest the attacker

Track Damage Table

DG

- The track is damaged but keeps running. The Hydra may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the Hydra moves out-of-control next turn and then grinds to a permanent halt.

6

The track is blown off and the resulting damage smashes the Hydra's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

Hull Damage Table

- The driver is killed. Unless his position is taken over the Hydra will move out-of-control for the remainder of the game.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4+, the model is slain.
- The Hydra's engine explodes, killing all models on board. The Hydra is spun around to face a random direction and comes to a permanent halt.
- A spark ignites the Hydra's fuel lines and it bursts into flame, killing all the models on board. The flaming wreck moves out-of-control next turn and then explodes. Any models within 3" of the point of explosion suffers damage as if struck by a heavy flamer.
- The Hydra's ammunition cooks off. The Hydra is destroyed and all models on board are slain. Anything within 3" of the center of the Hydra suffers D6 Strength 10 hits with a -3 save modifier.

6

5

Gundeck Damage Table

- One of the Hydra's Auto-Cannon banks is destroyed. If this result is rolled twice, the Hydra's Auto-Cannons are useless for the remainder of the game.
- 3-5 The Hydra's Auto-Cannons are destroyed and may no longer be used.
 6 The Hydra's Auto-Cannons are destroyed and its ammunition explodes
- The Hydra's Auto-Cannons are destroyed and its ammunition explodes, flashing back through the hull. The Auto-Cannons may no longer be used. Roll on the Hull Damage Table to determine the result of the flash back.

LEMAN RUSS BATTLE TANK

VEHICLE DATA

RAM VALUE:

-5 SAVE MODIFIER **D12 DAMAGE STRENGTH 8**

MOVEMENT:

SLOW SPEED: 5" FAST SPEED: 20" COMBAT SPEED: 10"





WEAPONS

One battlecannon with targeter in the turret with a 360-degree fire arc

One **lascannon** with targeter in the hull with a 90-degree front arc. Two **heavy bolters** with targeters in side-sponsons with 180-degree arcs to their sides. The **lascannon** may be replaced by a **heavy flamer** or **heavy bolter** (-10 pts.). The **heavy bolters** may be replaced with **multi-meltas** (+60 pts.), **heavy plasma guns** (+30 pts.) or may rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models be deleted (-30 points). Auto-Launchers may be added (+5 pts.). Frag Defender

WEAPON DATA

Battlecannon 0-20 20-72 -	Heavy Plasma Gun	Lascannon	Multi-Melta	Heavy Flamer	Heavy Bolter 0-20 20-40	Auto-Launchers 6	Weapon
0-20	3	0-20	0-12		0-20	6	Rai Short
20-72		0-20 20-60	0-12 12-24	Template	20-40	1	Range Short Long
		ī	±	te		1	To Hit Short Lor
100	See	٠	٠		•	1	Fong H≓
8	See Wargear Book	9	œ	5ī	OI		To Hit Save Short Long Strength Damage Modifier
2D6	Book	2D6	2D12	_	D4	As Gr	Damage
ယ		ხ	4	ယ	-2	As Grenade Type	Save Modifier
3D6+8		3D6+9	D6+2D12+8	D6+5	D6+D4+5	Туре	Armour Pene. Special
3D6+8 2" Blast			D6+2D12+8 2" Blast	D6+5 See Rules	D6+D4+5 Sust. 2D		Special

POINTS COST: 205 POINTS

	5-6	4	2-3	_	D6
Hit one nearest attacker	Turret	Sponson	풀	Track	Location
est attacker	25	17	22	16	Ar Front
	22	17	18	16	\rmour Side/Rear

Track Damage Table

1 D6

- remainder of the game. The track is damaged but keeps running. The Leman Russ may only move at slow speed for the
- 2-5 The track is blown off and the Leman Russ moves out-of-control next turn and then grinds to a
- The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+. permanent halt.

Hull Damage Table

- → B The hull mounted weapon is destroyed.
- 2-3 The Leman Russ' engine explodes, killing the crew. The tank is spun around to face in a random they are slain A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+
- A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a
- The Leman Russ' ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

heavy flamer

Sponson Damage Table

- 1 D6
- 6
- The sponson weapon is damaged and may only be fired if you roll 4+ on a D6. The sponson weapon is destroyed and may no longer be used. The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

- Turret Damage Table
 The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.
 The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight.
- 2 1 0
- The turret gunner is killed. Unless his position is taken by another crew member the weapon may
- no longer be fired.

 The ammunition stores explode and the Leman Russ is destroyed. All crew are killed and the with a -6 save modifier turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits

LEMAN RUSS PUNISHER

VEHICLE DATA

RAM VALUE:

-6 SAVE MODIFIER D20 DAMAGE STRENGTH 9

MOVEMENT:

SLOW SPEED: 4" COMBAT SPEED: 8"

TYPE: TRACKED FAST SPEED: 16"

CREW: 1x IMPERIAL GUARD DRIVER (BS 3)

4x IMPERIAL GUARD GUNNERS (BS 3)



1 D6

2-5

WEAPONS

One punisher cannon with targeter in the turret with a 360-degree fire arc

with targeters in side-sponsons with 180-degree arcs to their sides. The lascannon may be replaced by a heavy flamer or heavy bolter (-10 pts.). The heavy bolters may be replaced with multi-meltas (+60 pts.), heavy plasma guns (+30 pts.) or may One lascannon with targeter in the hull with a 90-degree front arc. Two heavy bolters rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models be deleted (-30 points). Auto-Launchers may be added (+5 pts.). Frag Defender

WEAPON DATA

Weapon	Short Lo	Short Long Short Long Strength Damage Modifier	Short Lor	Long	Strength	Damage	Modifier	Pene. Special	Special
Auto-Launchers 6	6	•		ı		As G	As Grenade Type	Туре	
Heavy Bolter 0-20 20-40	0-20	20-40		,	Οī	D 4	ż	D6+D4+5 Sust. 2D	Sust
Heavy Flamer		Template	te		51	_	မ	D6+5 See Rules	See
Multi-Melta	0-12	0-12 12-24	ţ		œ	2D12	4	D6+2D12+8 2" Blast	3 2" B
Lascannon	0-20	0-20 20-60	ī	٠	9	2D6	ტ	3D6+9	
Heavy Plasma Gun	3			See	See Wargear Book	Book			
Punisher	0-20	0-20 20-48			7	D6 -3	ယ	2D6+7 Sust 3D	Sust

POINTS COST: 205 POINTS

	5-6	4	2-3	1	D6	
Hit one	Turret	Sponson	2-3 Hull 22	Track	Location	
nearest attacker	25	18	22	17	Ar Front	
		18		17	\rmour Side/Rear	

- Track Damage Table
 The track is damaged but keeps running. The Leman Russ may only move at slow speed for the remainder of the game.
- The track is blown off and the Leman Russ moves out-of-control next turn and then grinds to a
- The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

Hull Damage Table

- → B The hull mounted weapon is destroyed.
- 2-3 they are slain A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+

The Leman Russ' engine explodes, killing the crew. The tank is spun around to face in a random

- A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a
- The Leman Russ' ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

heavy flamer.

- B
- 6
- The sponson weapon is damaged and may only be fired if you roll 4+ on a D6. The sponson weapon is destroyed and may no longer be used. The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

- 2 1 5 Turret Damage Table
 The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.
 The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight.
- The turret gunner is killed. Unless his position is taken by another crew member the weapon may
- no longer be fired.

 The ammunition stores explode and the Leman Russ is destroyed. All crew are killed and the turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits

IMPERIAL SENTINEL

VEHICLE DATA

RAM VALUE:

-3 SAVE MODIFIER D6 DAMAGE **STRENGTH 6**





1 06

CREW: 1x IMPERIAL GUARD PILOT (BS 3)

WEAPONS

heavy plasma gun (+15 pts.), an auto-cannon (+10 pts.), heavy flamer arc. The multi-laser may be upgraded to an assault cannon (+15 pts.), a The Sentinel is armed with a **multi-laser** with targeter and a 90-degree fire (+5 pts.) or a **lascannon** (+15 pts.).

WEAPON DATA

HPG (High) 0-20 20-72	HPG (Low)	Lascannon	Heavy Flamer	Auto Cannon 0-20 20-72	Assault Cannon 0-12 12-32	Multi-Laser	Weapon
0-20	0-20	0-20		0-20	0-12	0-20	Ra Short
20-72	0-20 20-40	0-20 20-60	Template	20-72	12-32	0-20 20-60 +1	Range ort Long
•			ate		<u>‡</u>	ţ	To Hit Short Lo
٠	٠				•	٠	To Hit Short Long
10	7	9	0 1	8	8	6	Save Strength Damage Modifier
D10	P 4	2D6	_	DG	D10	D4	Damage
မ	'n	6	ယ	မ	ယ	7	Save Modifier
D6+D10+1	D6+D4+7	3D6+9	D6+5	2D6+8	D6+D10+8	D6+D4+6	Armour Pene.
D6+D10+10 1.5" Blast	D6+D4+7 1.5" Blast		D6+5 See Rules	2D6+8 Sust. 1D	D6+D10+8 Sust. 3D	D6+D4+6 Sust. 3D	Special

POINTS COST: 60 POINTS

6	4-5	ယ	1-2	D6
Guardsman	Body	Weapon	Legs	Location
See	15	15	15	Front
See Below	15	15	15	Armour Side/Rear

Leg Damage Table

- The Sentinel's leg holds, but the force of the blow slows it down. The Sentinel may not move in its next turn.

 The Sentinel is knocked sprawling. It staggers D3" in a random direction, colliding with anything it touches.

 The leg is seriously damaged. The Sentinel may now only limp D3" per turn.

 The leg is blown off and the Sentinel crashes to the ground. It may not move or attack for the rest of the game and is effectively destroyed.
- 5-6 4

Weapon Damage Table

1 06

- The weapon is jammed or partially damaged and can only be used if you first roll a 4+ on a D6.
- 6 2-5
- The weapon is destroyed and may no longer be used.

 The weapon explodes, killing the pilot the Sentinel is destroyed

Body Damage Table

- The Sentinel's controls are damaged, making it difficult to control. The Sentinel may only move or attack if you first roll a 4+ on a D6.
- 2-3 The shot penetrates the body and hits the pilot, killing him instantly. The Sentinel is destroyed
- The Sentinel's engine explodes, killing the pilot and causing D3 Strength 6 hits with a -2 save modifier to all models within 3".

Guardsman Damage Table

Roll to wound the Guardsman as normal. He has Toughness 3 and is wearing Flak armour (6+). If the Guardsman is slain the Sentinel moves out-of-control for one turn and then crashes to the ground.

LEMAN RUSS VANQUISHER

VEHICLE DATA

RAM VALUE:

STRENGTH 8 -5 SAVE MODIFIER **D12 DAMAGE**

MOVEMENT:

SLOW SPEED: 5" COMBAT SPEED: 10"

FAST SPEED: 20"





One Vanquisher Cannon with targeter in the turret with a 360-degree fire arc.

One **lascannon** with targeter in the hull with a 90-degree front arc. Two **heavy bolters** with targeters in side-sponsons with 180-degree arcs to their sides. The **lascannon** may be replaced by a **heavy flamer** or **heavy bolter** (-10 pts.). The **heavy bolters** may be replaced with **multi-meltas** (+60 pts.), **heavy plasma guns** (+30 pts.) or may rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models be deleted (-30 points). Auto-Launchers may be added (+5 pts.). Frag Defender

Weapon Sh	Kange hort Lor	g	Short Lor	Long	Short Long Strength Damage Modifier	Damage I	Save Modifier	Armour Pene. Special	Special
Auto-Launchers 6	0,	1				As Gr	As Grenade Type	Туре	
Heavy Bolter 0-20 20-40	20	20-40	•	٠	Οī	2	2	D6+D4+5 Sust. 2D	Su
Heavy Flamer		Template	ře		GI	_	မ	D6+5 See Rules	Se
Multi-Melta 0.	12	0-12 12-24 +1	±	•	œ	2D12	4	D6+2D12+8 2" Blast	8 2"
Lascannon 0-	20	0-20 20-60	ı	1	9	2D6	ტ	3D6+9	
Heavy Plasma Gun				See	See Wargear Book	Book			
Vanquisher 0-20 20-120 -	20 :	20-120	•	•	6	D20	4	10 D20 -4 D20+D6+10 1.5" Blast	1.

POINTS COST: 225 POINTS

	5-6	4	2-3	_	D6
Hit one near	Turret	Sponson	Hull	1 Track 16	Location
est attacker	25	17	22	16	Ar Front
					Armour Side/Rear

- Track Damage Table
 The track is damaged but keeps running. The Leman Russ may only move at slow speed for the remainder of the game.
- The track is blown off and the Leman Russ moves out-of-control next turn and then grinds to a

2-5 1 06

The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

Hull Damage Table

- 2-3 The hull mounted weapon is destroyed.

 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+ they are slain
- out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves The Leman Russ' engine explodes, killing the crew. The tank is spun around to face in a random
- The Leman Russ' ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier. heavy flamer.

Sponson Damage Table

- 1 D6
- 2-5 6
- The sponson weapon is damaged and may only be fired if you roll 4+ on a D6. The sponson weapon is destroyed and may no longer be used. The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

- **Turret Damage Table**The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.

 The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight
- The turret gunner is killed. Unless his position is taken by another crew member the weapon may
- no longer be fired. with a -6 save modifier turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits The ammunition stores explode and the Leman Russ is destroyed. All crew are killed and the

IMPERIAL WYVERN

VEHICLE DATA

RAM VALUE:

-4 SAVE MODIFIER D12 DAMAGE STRENGTH 7

MOVEMENT

SLOW SPEED: 5" FAST SPEED: 15" COMBAT SPEED: 10"



0

TYPE: TRACKED

CREW: 1x IMPERIAL GUARD DRIVER (BS 3) 3x IMPERIAL GUARD GUNNERS (BS 3)

WEAPONS

One Stormshard Mortar in a turret with a 90-degree arc of fire

grenades may be fitted (+5 pts.) 90-degree arc of fire to the front. Auto-launchers with frag or blind One heavy bolter or heavy flamer mounted in the hull with a targeter and

	Ra	Range	To Hit	∓			Save	Armour		
Weapon	Short	Long	Short	Long	Strength	Damage	Modifier	Short Long Short Long Strength Damage Modifier Pene. Special	Special	
Auto-Launchers 6	6	•				As G	As Grenade Type	уре		
Heavy Bolter 0-20 20-40	0-20	20-40		•	(Ji	D4	'n	D6+D4+5	D6+D4+5 Sust. 2D	
Heavy Flamer		Template	ate		51	_	ပ်	D6+5	D6+5 See Rules	
Stormshard Mortar* Guess 12"-48"	ar*	Suess 1.	2"-48	•	51	_	2	D6+5	D6+5 1.5" Blast	
*Cupper constitut Av A Ell tompleton from point of sim 'Uit' Inquie		onthor A	1 1	-	platon	from n	int of		2000	

Guess range, scatter 4x 1.5" templates from point of aim. template in place. 'Misfire' indicates a dud. HIL leaves

POINTS COST: 145 POINTS

5-6	3-4	1-2	D6
Gundeck*	Ħ	Track*	Location
17	21	16	Front Ar
17	18	16	mour Side/Rear

*Hit the one nearest the attacker

Track Damage Table

DG

- The track is damaged but keeps running. The Wyvern may only move at slow
- 2-5 speed for the remainder of the game.
 The track is blown off and the Wyvern moves out-of-control next turn and then
- grinds to a permanent halt.

 The track is blown off and the resulting damage smashes the Wyvern's drive shaft. causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

Hull Damage Table

- The driver is killed. Unless his position is taken over the Wyvern will move
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on out-of-control for the remainder of the game.
- The Wyvern's engine explodes, killing all models on board. The Wyvern is spun board. On a roll of 4+, the model is slain.
- on board. The flaming wreck moves out-of-control next turn and then explodes. Any A spark ignites the Wyvern's fuel lines and it bursts into flame, killing all the models around to face a random direction and comes to a permanent halt

5

The Wyvern's ammunition cooks off. The Wyvern is destroyed and all models on board are slain. Anything within 3" of the center of the Wyvern suffers D6 Strength 10 hits with a -3 save modifier. flamer.

models within 3" of the point of explosion suffers damage as if struck by a heavy

Gundeck Damage Table

- The Stormshard Mortar is damaged, reduce the number of templates fired by one. If reduced to zero templates the mortar is destroyed
- by two. If reduced to zero templates the mortar is destroyed The Stormshard Mortar is heavily damaged. Reduce the number of templates fired
- ი ა -ნ
- The Stormshard Mortar is destroyed and may no longer be used.

 The Stormshard Mortar is destroyed and its ammunition explodes, flashing back through the hull. The Stormshard Mortar may no longer be used. Roll on the Hull Damage Table to determine the result of the flash back.