



HELBLASTER VOLLEY GUN

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volley of Shots	26"	D6	✱	3+	-1	1

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Volley of Shots
3 models	4"	3+
2 models	3"	4+
1 model	2"	5+
No models	0"	-

WAR MACHINE

KEYWORDS	ORDER, WAR MACHINE, HELBLASTER VOLLEY GUN
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CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	5+	5+	-	1

DESCRIPTION

A Helblaster Volley Gun consists of a lethal war machine that fires a Volley of Shots at the foe, and a unit of 3 Ironweld Crew. The Crew load and fire the Volley Gun and can defend it in melee using their Tools as improvised weapons.

ABILITIES

Point Blank: You can add 1 to hit rolls for this model's Volley of Shots if the target unit is within 13".

CREW

KEYWORDS	ORDER, HUMAN, IRONWELD ARSENAL, CREW
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Crewed Artillery: A Helblaster Volley Gun can only move if its Crew are within 1" at the start of the movement phase. If its Crew are within 1" of the Volley Gun in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Helblaster Volley: In the shooting phase the Helblaster Volley Gun's Crew can attempt to load and fire 1, 2, or 3 gun decks. If they loaded 2 gun decks, the war machine makes 2D6 attacks when it fires its Volley of Shots instead of D6, and if

they loaded 3 gun decks, it will make 3D6 attacks. However, if any doubles are rolled when determining how many attacks are made when firing a Volley of Shot, the Helblaster Volley Gun jams and no shots are fired this phase.

Working Like Clockwork: Engineers know just how to tinker with Volley Guns to ensure they work at maximum efficiency and do not jam in the heat of battle. You can re-roll all the dice when determining how many attacks are made with a Volley of Shots if there is an **ENGINEER** from your army within 1" of this war machine.