

# STEAM TANK



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Handgun		14"	D3	4+	3+	-1	1
Long Rifle		30"	1	3+	3+	-1	2
Steam Cannon		☼	1	4+	2+	-2	D6
Steam Gun		8"	2D6	4+	☼	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Wheels and Ironclad Bulk		1"	D6	4+	3+	-1	2
Commander's Sword or Rod		1"	2	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Steam Cannon	Steam Gun
0-2	2D6"	30"	2+
3-4	2D6"	24"	3+
5-7	D6"	18"	4+
8-9	D6"	12"	5+
10+	D3"	6"	6+

## DESCRIPTION

A Steam Tank is a single model. The Steam Tank Commander in the Steam Tank's turret can fight with a Commander's Sword or Rod. Some Commanders may also carry a Repeater Handgun, and some may also man a Long Rifle attached to the Steam Tank's cupula. The Steam Tank itself is armed with a Steam Cannon and Steam Gun, and uses its Crushing Wheels and Ironclad Bulk to grind its foes into paste.

## ABILITIES

**More Pressure!:** In your hero phase, the Steam Tank Commander can attempt to overpressure the Steam Tank's Boiler. If he does, roll two dice. If the total is less than the number of wounds the Steam Tank has suffered, valves start to crack and mechanisms break – the Steam Tank immediately suffers D3 mortal wounds. Otherwise, the overpressure of steam means that until your next hero phase you can re-roll any random values for this model (with the exception of the Commander's Repeater Handgun, which isn't connected to the Steam Tank's boiler!).

**Steel Behemoth:** After a Steam Tank completes a charge move, you may select an enemy unit within 1"; that unit suffers D3 mortal wounds.

**Bouncing Cannon Balls:** You can add 1 to hit rolls for a Steam Cannon if the target unit has 10 or more models.

**I'll Fix It:** Instead of using the More Pressure! ability, the Steam Tank Commander can attempt to make repairs to the Steam Tank in your hero phase. If he does, roll a dice; on a 4 or more he repairs one wound.

## KEYWORDS

ORDER, HUMAN, IRONWELD ARSENAL, WAR MACHINE, STEAM TANK