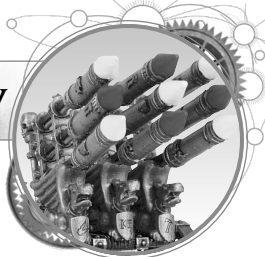


HELSTORM ROCKET BATTERY

Imprecise yet utterly terrifying weapons, Helstorm Rocket Batteries fire off intense volleys of screaming missiles that rain down amidst the ranks of the enemy, blasting them into shreds.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Helstorm Rocket Salvo	10\"-36"	3	5+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	3	5+	5+	-	1

DESCRIPTION

A Helstorm Rocket Battery consists of a Rocket Battery and a crew of three Gunnery Crew. The Rocket Battery is armed with a Helstorm Rocket Salvo, while the Gunnery Crew are armed with Crew's Tools.

The Rocket Battery and its crew are treated as a single model, using the characteristics given above. The crew must remain within 1" of the Rocket Battery.

ABILITIES

Rocket Salvo: *A relentless bombardment of rockets rains down upon the enemy, detonating in a series of blossoming fireballs.*

Add 1 to hit rolls for attacks made with this model's Helstorm Rocket Salvo if all of the attacks made by that Helstorm Rocket Salvo in the same phase target the same enemy unit.

Calculated Trajectory: *Ironweld engineers are excellent judges of wind speed, orientation and other factors, and they can vastly improve a Rocket Battery's chances of hitting the foe.*

You can re-roll hit rolls of 1 for attacks made with this model's Helstorm Rocket Salvo if this model is within 3" of a friendly **IRONWELD ARSENAL ENGINEER**.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, IRONWELD ARSENAL, WAR MACHINE, HELSTORM ROCKET BATTERY