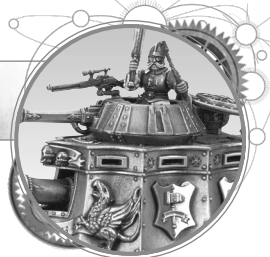


STEAM TANK

Clanking monstrosities of steel and iron, Steam Tanks rattle across the battlefield, blasting away at targets with their cannons and steam-spewing guns while grinding yet more to paste beneath their metal-clad wheels.



DESCRIPTION

A Steam Tank is a single model armed with a Steam Cannon, Steam Gun and Crushing Wheels.

COMMANDER: This model can include 1 Commander armed with a Long Rifle, Repeater Handgun, and Sword or Rod. If it does, this unit has the **HERO** keyword. However, if it does, the Look Out, Sir! rule does not apply to this model, and any command traits or artefacts of power only affect attacks made by the Commander.

ABILITIES

Bouncing Cannon Balls: *Large blocks of enemy troops are prime targets for a Steam Cannon.*

Add 1 to hit rolls for attacks made by this model's Steam Cannon that target an enemy unit that has 10 or more models.

I'll Fix It: *Steam Tank Commanders are known to make spot repairs during battle.*

In your hero phase, you can heal up to D3 wounds allocated to this model if it includes a Commander and has not used the More Pressure! ability.

More Pressure! *Pumping pressure into the valves and pistons of a Steam Tank can improve its performance – but risks a catastrophic backfire.*

At the start of your hero phase, you can choose to overpressure this model's boiler. If you do so, roll 2D6. If the roll is less than the number of wounds currently allocated to this model, this model immediately suffers D3 mortal wounds.

If the roll is equal to or greater than the number of wounds currently allocated to this model, until the start of your next hero phase, you can add 2 to this model's Move characteristic and add 2 to the Attacks characteristic of this model's Steam Gun.

Steel Behemoth: *Enemy warriors are crushed beneath the ironclad bulk of this war machine.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

COMMAND ABILITY

Target Sighted: *From atop the turret, the Commander directs the other tanks in their division to let loose a thundering salvo upon the enemy lines.*

You can use this command ability at the start of your shooting phase. If you do so, pick 1 friendly **IRONWELD ARSENAL HERO** with this command ability and 1 enemy unit. Until the end of that phase, add 1 to hit rolls for attacks that target that enemy unit made by friendly **STEAM TANKS** while they are within 6" of that friendly **IRONWELD ARSENAL HERO**. A unit cannot benefit from this command ability more than once per phase.

MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam Cannon	☀	1	4+	2+	-2	D6
Steam Gun	8"	2D6	4+	☀	-	1
Long Rifle	30"	1	3+	3+	-1	2
Repeater Handgun	16"	D3	4+	3+	-1	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Crushing Wheels	1"	D6	4+	3+	-1	2
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+

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, IRONWELD ARSENAL, WAR MACHINE, STEAM TANK