

**21**
POWER

HELLFORGED SPARTAN ASSAULT TANK

DAMAGE

Some of a Hellforged Spartan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
12-20+	10"	5+	3+
6-11	5"	4+	4+
1-5	3"	3+	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Spartan	*	*	*	8	8	20	4	9	2+

A Hellforged Spartan is a single model. It is equipped with a twin heavy bolter, two quad lascannon and an infernal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal hunger	Melee	Melee	User	-3	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Havoc launcher	48"	Heavy D6	5	0	1	-

- WARGEAR OPTIONS**
- A Hellforged Spartan may replace both of its quad lascannon with laser destroyers.
 - A Hellforged Spartan may replace its twin heavy bolter with a twin heavy flamer.
 - A Hellforged Spartan may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

TRANSPORT This model can transport 25 <LEGION> INFANTRY models (each TERMINATOR and JUMP PACK model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of three other models).

ABILITIES **Machina Malifica:** At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

In the Belly of the Beast: At the end of any Movement phase in which one or more units disembarks from a Hellforged Spartan, roll a D6. On the roll of a '1', one model from a disembarking unit, chosen by the controlling player, is slain. The number of models removed due to the effects of this rule are counted as slain models for the Spartan's Machina Malifica ability at the end of the turn.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 2D6" suffers D6 mortal wounds unless it is a PSYKER, in which case it suffers 2D3 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or Charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it. In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

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