

HELLBLASTER SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
➡	Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
➡	Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2
➡	Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➡	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	3	3+	4	0	1

➡ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, HELLBLASTER SQUAD

ABILITIES

FACTION: Oath of Moment

For the Chapter!: Each time a model in this unit is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play. When resolving these attacks, any Hazardous tests taken for that attack are automatically passed.

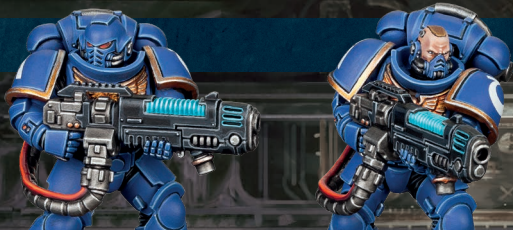
Designer's Note: This ability is triggered even when a model in this unit is destroyed as the result of failing a Hazardous test, meaning such a model may be able to shoot twice in the same phase.



FACTION KEYWORDS:
ADEPTUS ASTARTES

HELLBLASTER SQUAD

Few foes can survive the incandescent fury of a Hellblaster Squad. Whether they be Tyranid Hive Tyrant, Ork Warboss or Heretic Astartes battle tank, all are reduced to ash and slag by searing, well-aimed plasma fire pouring from the Hellblasters' ferocious weapons.



WARGEAR OPTIONS

- All models in this unit can each have their bolt pistol replaced with 1 plasma pistol.

UNIT COMPOSITION

- 1 Hellblaster Sergeant
- 4-9 Hellblasters

Every model is equipped with: bolt pistol; plasma incinerator; close combat weapon.

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