



# MAGMA CANNON

A fiendish weapon first conceived for use against troggoths, the Magma Cannon is a deadly cross between a field artillery piece and a furnace. In battle, they unleash blasts of blazing magma upon their foes which quickly reduce their victims to ash.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magma Blast	18"	See Below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Improvised Weapons	1"	3	4+	4+	-	1

## DESCRIPTION

A Magma Cannon is a single model armed with a Magma Blast.

**CREW:** This model has a crew that attack with Improvised Weapons. For rules purposes, the crew are treated in the same manner as a mount.

## ABILITIES

**Infernal Engineers:** *Daemonsmiths are masters in the art of directing the fell artillery they forge.*

Add 6" to the Range characteristic of this model's Magma Blast while this model is within 3" of a friendly **DAEMONSMITH**.

**Magma Blast:** *A Magma Cannon is a terrifying weapon, able to unleash blasts of molten rock that effortlessly consume metal and flesh alike.*

Do not use the attack sequence for an attack made with a Magma Blast. Instead, roll a dice. Add 1 to the roll if the target unit has 10 or more models. On a 3+, the target unit suffers a number of mortal wounds equal to the roll.

**Siege Artillery:** *This war machine is a heavily armoured and ponderous device.*

This unit cannot run or make charge moves. In addition, add 1 to save rolls for attacks made with missile weapons that target this model.

**KEYWORDS** CHAOS, DAWI ZHARR, LEGION OF AZGORH, WAR MACHINE, MAGMA CANNON