Baal Predator
30 points plus Weapons

Vehicle Data

Movement
SLOW SPEED: 7"
COMBAT SPEED: 20"
FAST SPEED: 25"
TYPE: TRACKED

Ram Value:
STRENGTH 8
D12 DAMAGE
-5 SAVE

Crew: 1 SPACE MARINE DRIVER
3 SPACE MARINE GUNNERS

Weapons
The vehicle *must* be equipped with either twin-linked **assault cannons** for 90 points or a **flamestorm cannon** for 45 points, which is mounted in the turret with a 360° field of fire.

The Predator *may be* equipped with side sponsons, with a 180º field of fire, carrying either **heavy bolters** for 30 points, or **heavy flamers** for 50 points.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points.
All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1	Track *	15	15
2 - 3	Hull	20	18
4	Sponson*	17	15
5 - 6	Turret	22	22

* Hit the nearest to the attacker.

	TRACK DAMAGE
1	The track is damaged but keeps running. The tank may only move at slow speed for the rest of the game.
2 - 5	Track blown off. The tank will move out of control next turn then come to a permanent halt.
6	Track blown off, flipping the vehicle over. Wreck stops D6" away in a random direction, any model crushed suffers D6 S7 hits, -2 save. Models on board are killed on a 4+.
	HULL DAMAGE
1 - 3	A large explosion tears through the crew compartment, killing any model on board on a 4+
4	The tank's engine explodes, killing the crew. The tank is spun around to face a random direction and then comes to a permanent halt.
5	A spark ignites the fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" suffers damage as if hit by a heavy flamer.

6	The tank's ammunition explodes. The model is destroyed and anything within 3" suffers D6 S10 hits, -3 save.
	SPONSON DAMAGE
1	The weapon is damaged and may only be fired if you first roll a 4+.
2 - 5	The sponson is destroyed, and any weapon mounted on it may not fire for the rest of the game.
6	The sponson is destroyed as above, but the explosion causes a flashback. Roll once on the Hull damage table.
	TURRET DAMAGE
1	The weapon mounted in the turret is damaged, and may only be fired if you first roll a 4+
2	The turret is jammed and may no longer rotate. The weapon mounted may only fire straight ahead.
3	The turret gunner is killed. Unless the position is filled by another crew member the turret weapon may not fire.
4 - 6	The ammunition explodes and the predator is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction. Anything hit by it suffers D6 Strength 9 hits with a -6 saving throw.

The flamestorm cannon is a heavy flamer with a strength of 6, and a -4 save modifier. It follows all the usual flamer rules.