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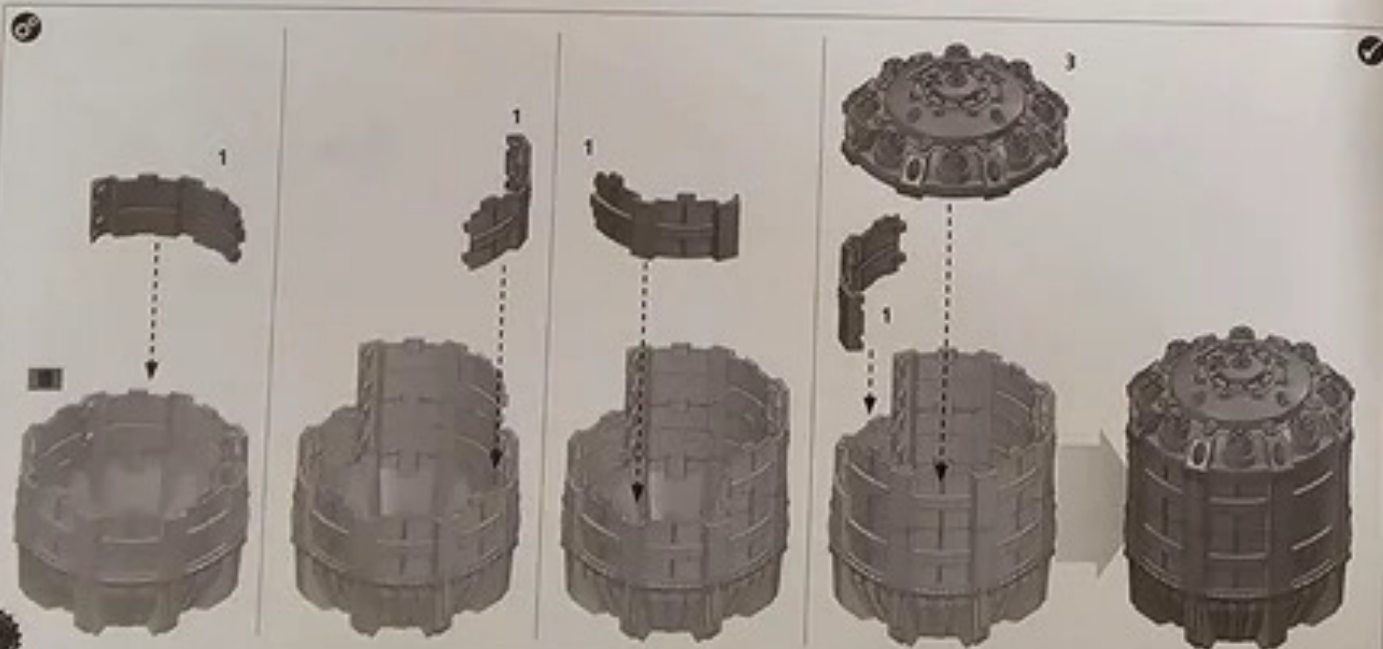
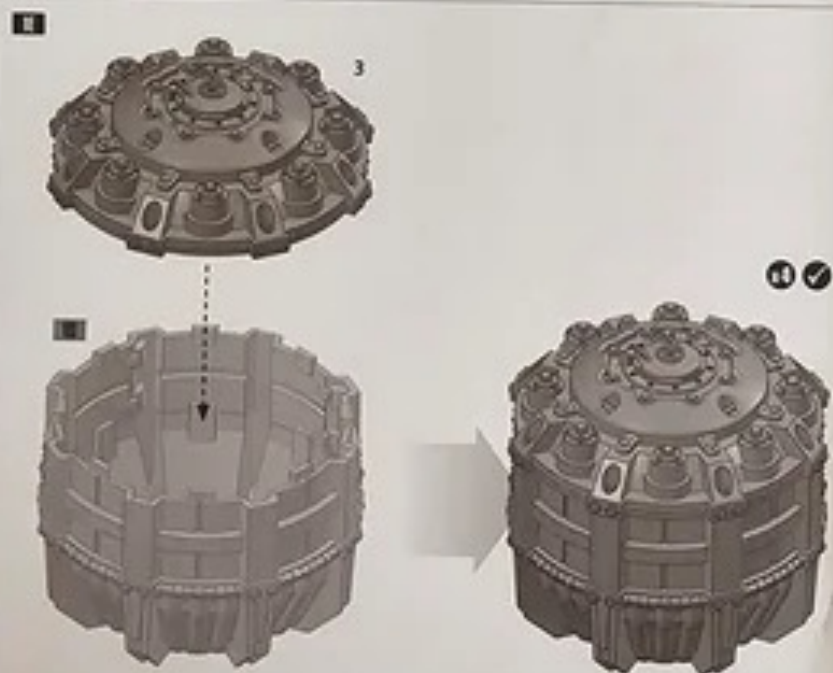
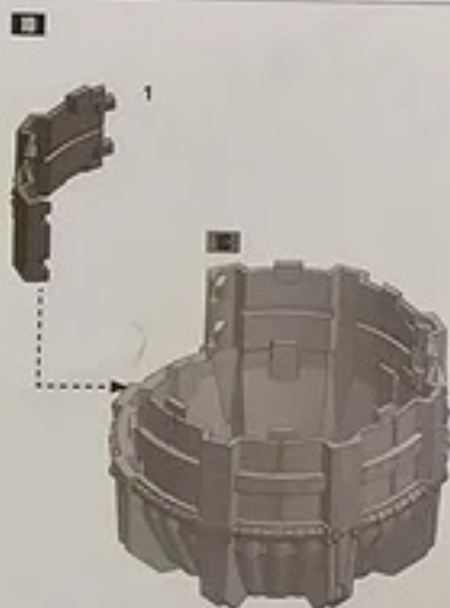
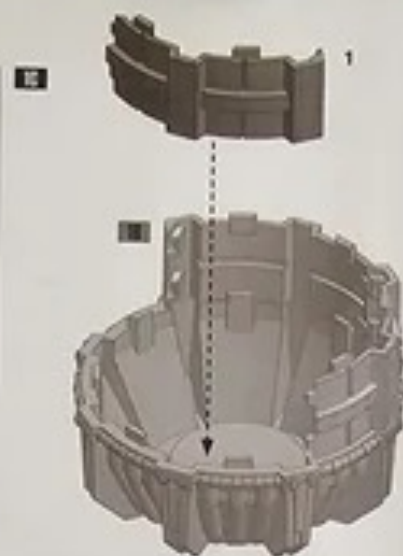
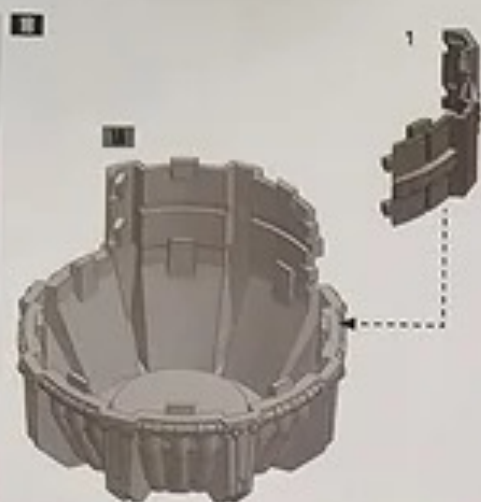
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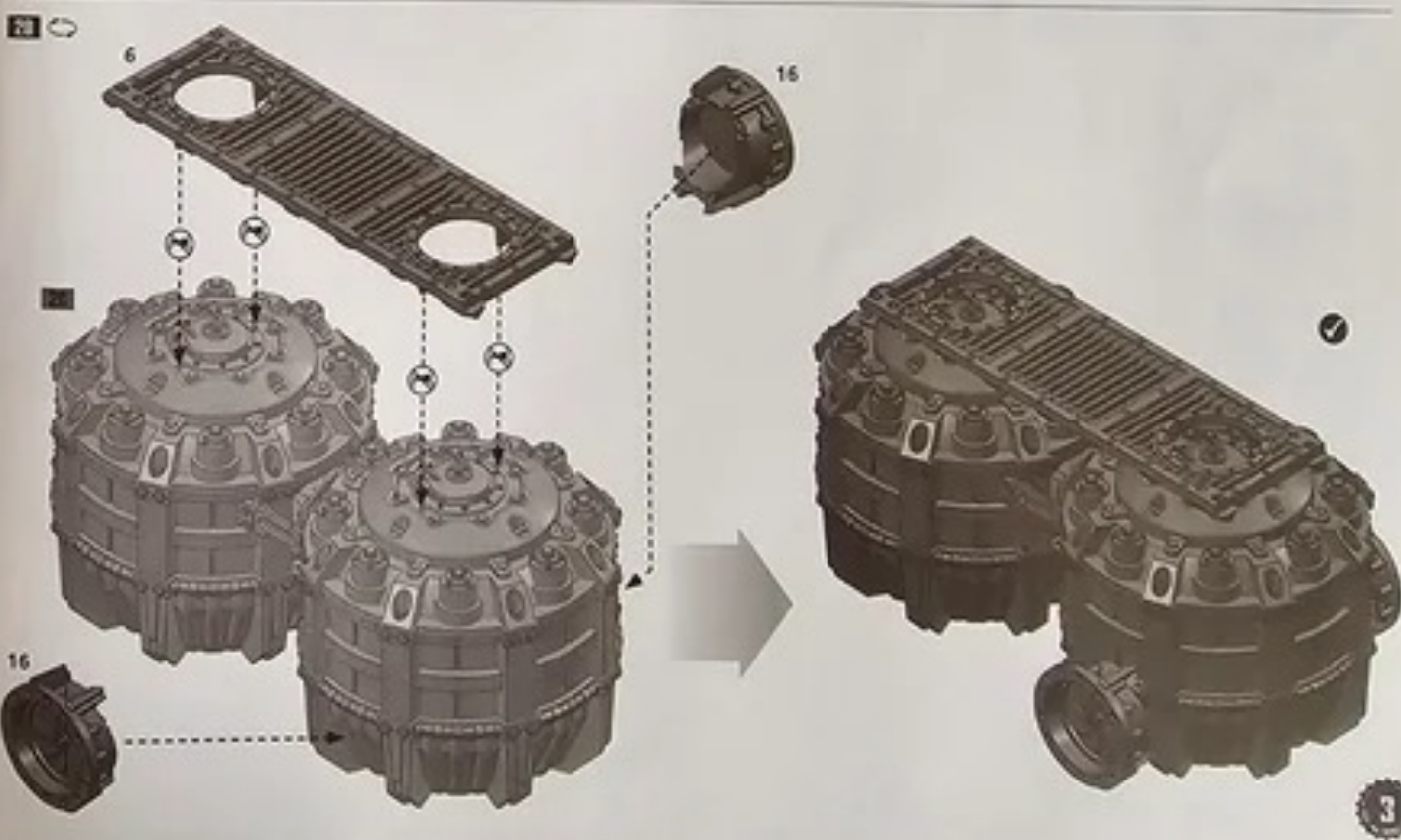
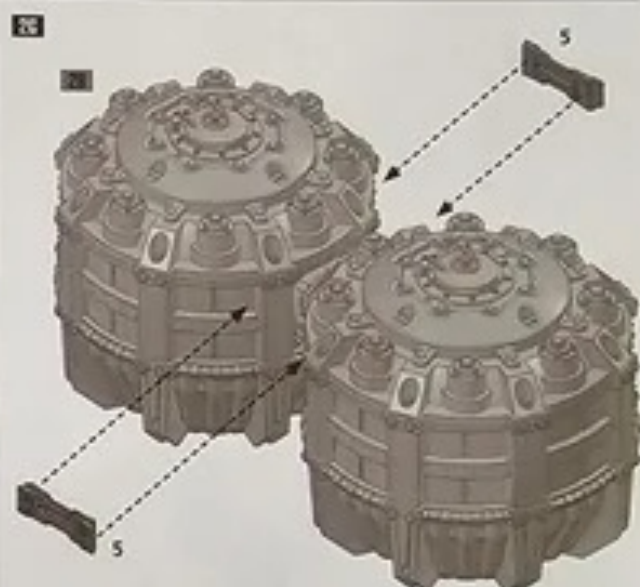
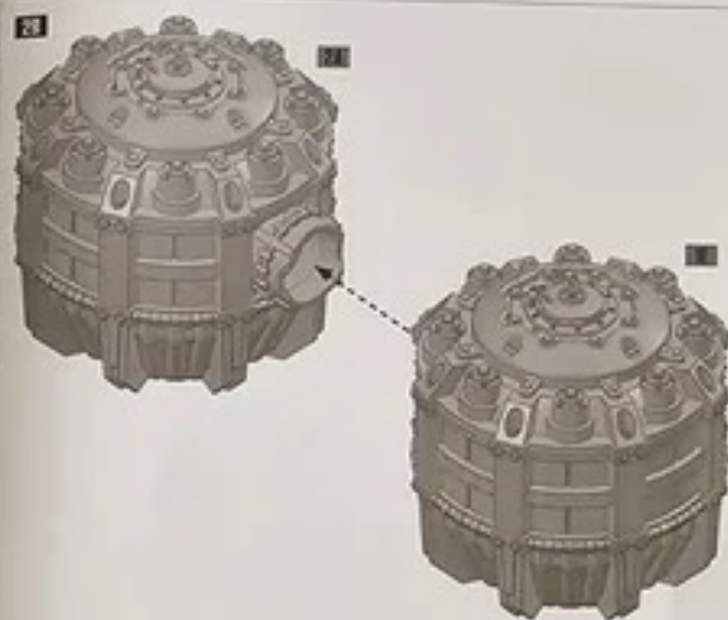
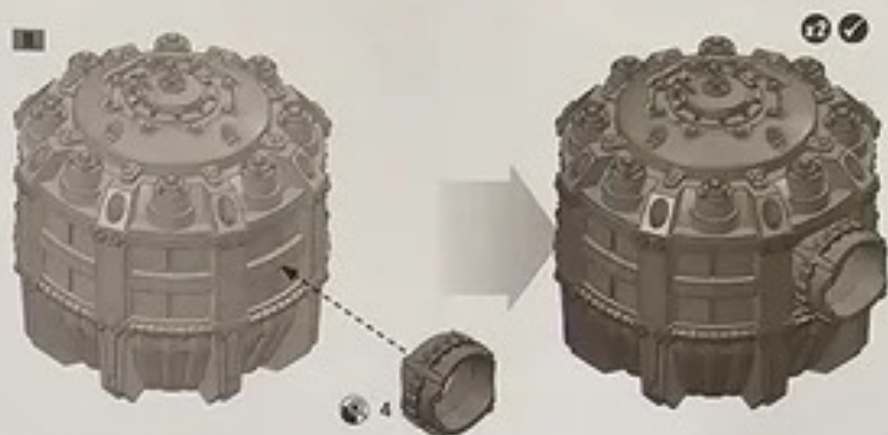


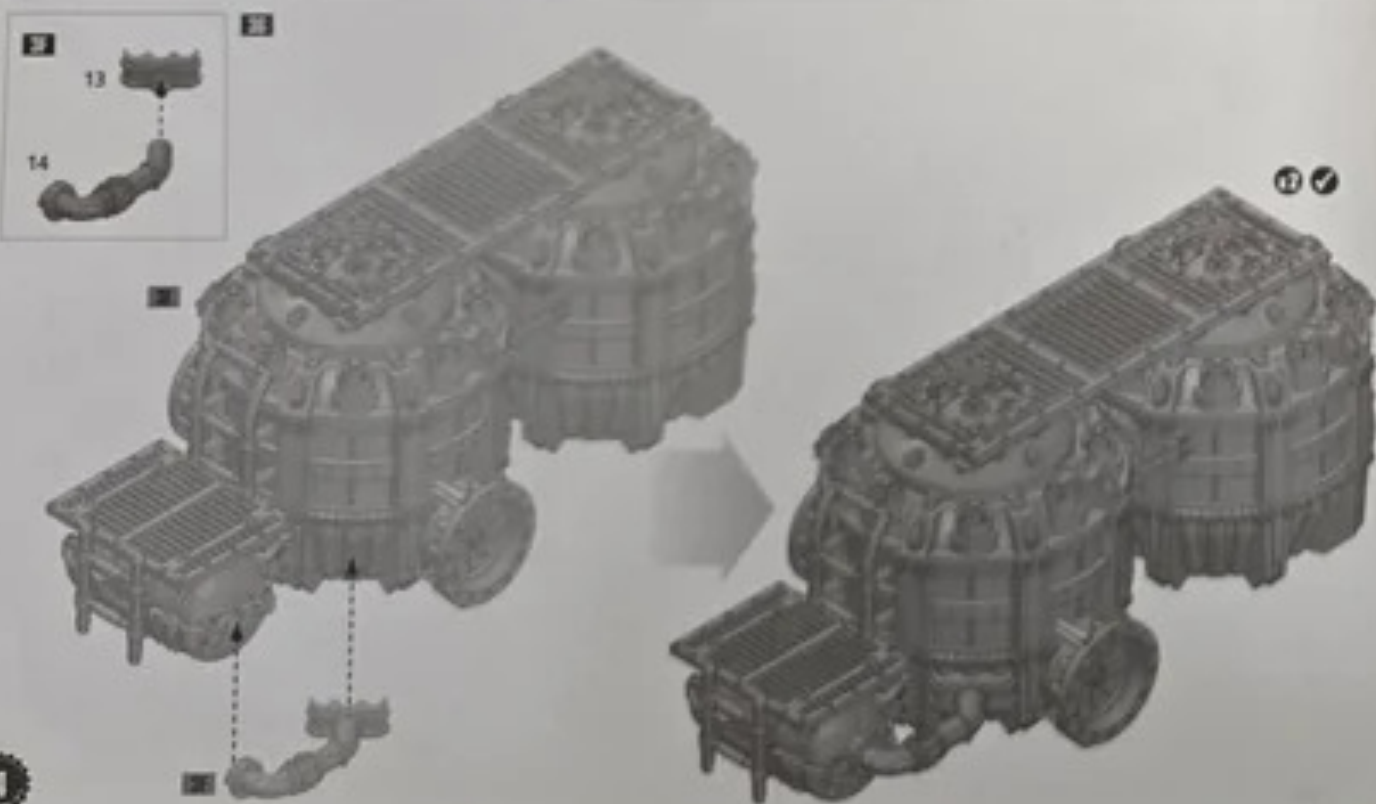
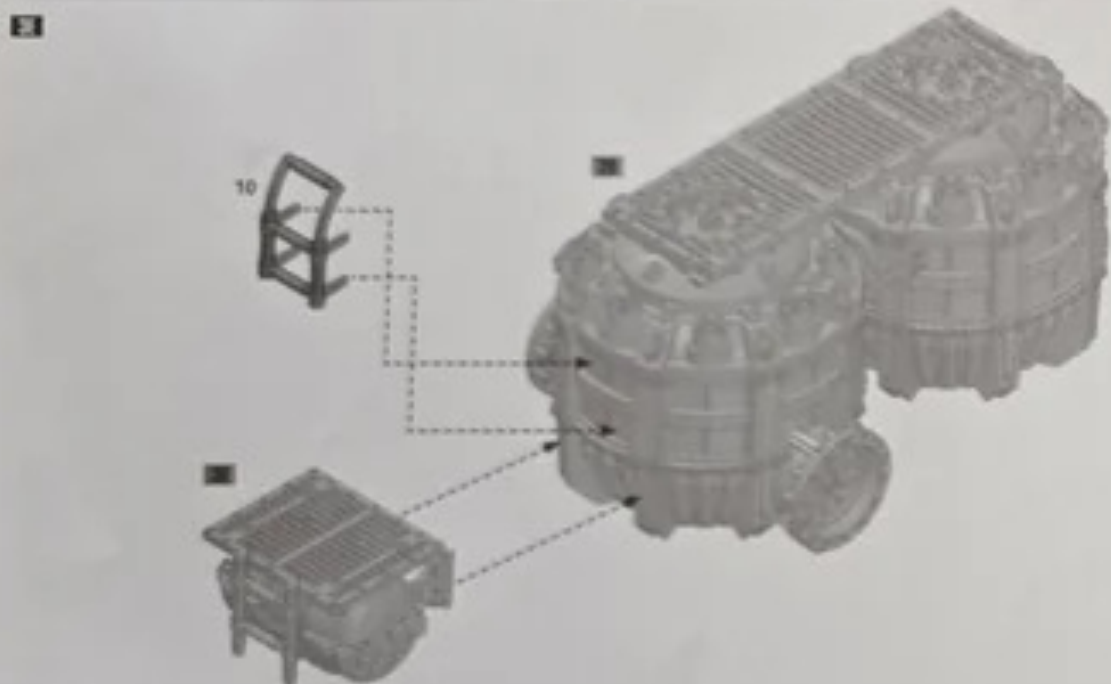
PROMETHIUM TANKS
REFUELLING STATION
HIGHLY DETAILED MODULAR PLASTIC KIT



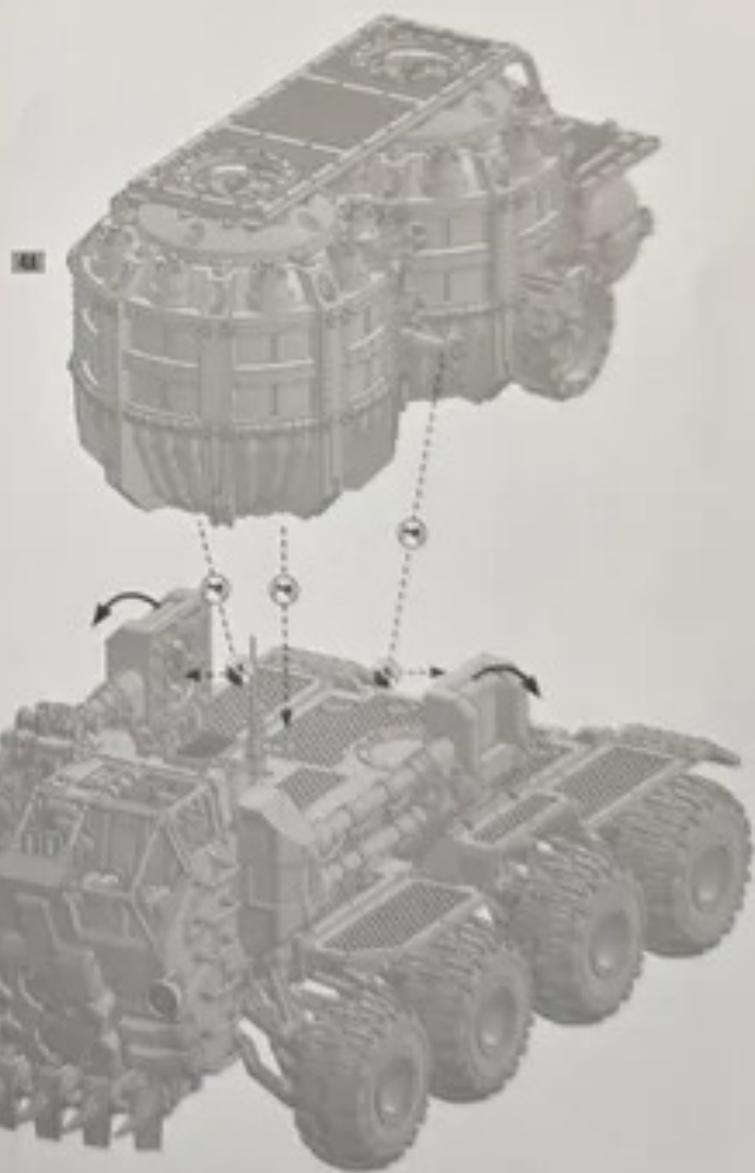
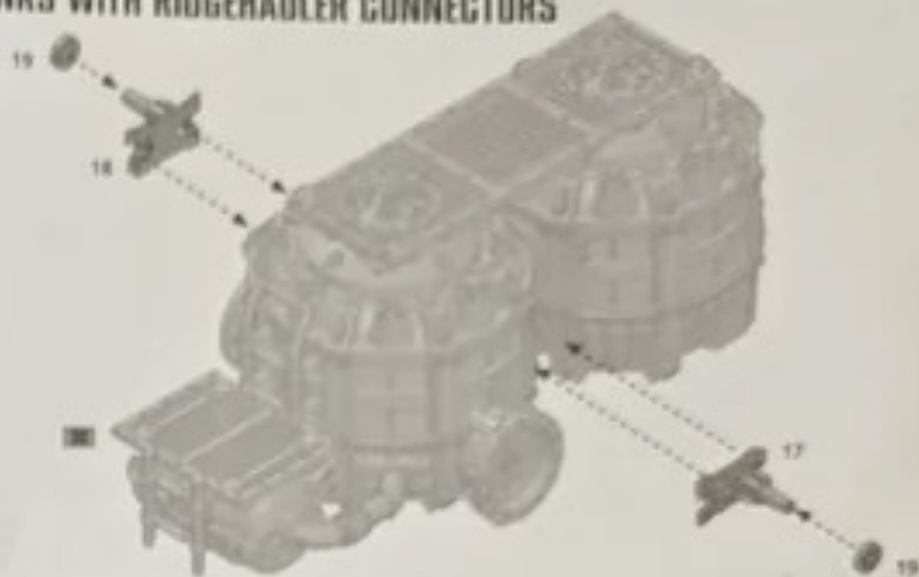
PROMETHIUM TANKS







PROMETHIUM TANKS WITH RIDGEHAULER CONNECTORS



PROMETHIUM TANKS CONSTRUCTION EXAMPLES



PROMETHIUM TANKS ARE FULLY COMPATIBLE WITH THE DARGO-B RIDGHAULER



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PROMETHIUM TANKS CAN BE TRANSPORTED ON DARGO-B TRAILERS



COMBINE TRAILERS, DARGO-B RIDGHAULER AND THE CONTENTS OF THIS KIT TO CREATE A PROMETHIUM ROAD TRAIN



PROMETHIUM TANKS CAN BE CONNECTED TO PLASMA CONDUITS



REFUELLING STATION CONFIGURATION ONE



REFUELLING STATION CONFIGURATION TWO



REFUELLING STATION CONFIGURATION THREE



PROMETHIUM TANKS CAN BE BUILT WITH MULTIPLE NUMBERS OF 'RINGS' TO CREATE A WIDE VARIETY OF SIZES

PROMETHIUM TANKS REFUELLING STATIONS

Promethium tanks are a common sight throughout the wastes of Necromunda. Whether installed as refuelling stations for travelling rigs, or left behind after a raid on a convoy, bitter gunfights often erupt for their control. To include Promethium Tanks in Necromunda battles, use the following rules:

PROMETHIUM TANKS AND CARGO-B RIDGEHAULERS

The Promethium Tanks supplied in this kit can also be used as Cargo Loads for the Ridgehauler vehicle. Full rules for them can be found in *Necromunda: Book of the Outlands*.

Promethium Tank Objectives: In a battle where a player gets to choose the scenario played, they may add up to four Promethium Tanks as additional objectives. Players take turns placing tanks, starting with the player with the lowest Gang Rating, within 10" of the centre of the battlefield – these tanks can be linked together if players wish. Alternatively, if both players agree then Promethium Tanks may be included in any scenario as part of the battlefield terrain.

Kaboom! A Promethium Tank may be targeted by attacks in the same way as any other model. Each Promethium Tank has 4 Wounds, Toughness 5, and a 3+ armour save.

Whenever a Promethium Tank is hit by a ranged or close combat attack, roll a D6 and add the attacking weapon's Strength. On a 9+, the tank's iron casing has been pierced and unleashes a jet of gas. Centre the 5" Blast marker on the part of the tank closest to the attacker. Any fighter touched by the marker must pass an Initiative check or become blinded just as if they were hit by a weapon with the Flash trait. If the weapon that hit the tank has the Blaze trait, any fighter touched by the marker must pass an Initiative check or suffer a hit from a flamer instead.

When a Promethium Tank loses its last Wound, it may explode with devastating consequences! The player that caused the last Wound to be lost rolls a D6 – on a 3+ the Promethium Tank explodes! All models (including other Promethium Tanks) belonging to both players within 3" of the exploding Promethium Tank suffer a S4, AP -1, D1 hit as if from a weapon with the Blaze trait. The Promethium Tank is then removed from the battlefield.

Liquid Credits: As fuel is always in high demand out in the wastes, if only one gang has fighters within 1" of a Promethium Tank at the end of a battle, that gang adds an additional D6x10 credits to its Stash. Note that each individual fighter can only claim one Promethium Tank each.

Fuel Slicks: Out in the wastes where equipment is subjected to extreme weather conditions, things are constantly falling apart. In the End phase, roll a D6 for each Promethium Tank on the battlefield to see if they are leaking. On a 6, fuel leaks from the Promethium Tank and any Move (Simple) or Charge (Double) actions that take a fighter within 3" of the terrain piece require an Initiative check after the move is completed. Fighters that fail this check become Prone and Pinned. If the fighter was performing a Charge (Double) action, they must end their movement at least 1" away from any enemy fighters and therefore are not Engaged. Any vehicle that moves within 3" of a Promethium Tank that has leaked must make a Handling check at the end of its movement.

Free Fuel: Flame weapons with the Scarce trait lose it when within 3" of a Promethium Tank. If the weapon does not have the Scarce trait then it gains the Plentiful trait instead while within this range.

