

# DOMINUS ARMoured SIEGE BOMBARD [LEGENDS]

**325 PTS**

| M  | T  | Sv | W  | LD | OC |
|----|----|----|----|----|----|
| 9" | 13 | 2+ | 20 | 7+ | 8  |

## RANGED WEAPONS

| WEAPON                                                  | RANGE | A   | BS  | S  | AP | D    |
|---------------------------------------------------------|-------|-----|-----|----|----|------|
| Autocannon                                              | 48"   | 2   | 4+  | 9  | -1 | 3    |
| Dominus triple bombard<br><b>BLAST</b><br>INDIRECT FIRE | 48"   | 2D6 | 4+  | 12 | -2 | 3    |
| Heavy bolter<br>SUSTAINED HITS 1                        | 36"   | 3   | 4+  | 5  | -1 | 2    |
| Heavy flamer<br>IGNORES COVER<br>TORRENT                | 12"   | D6  | N/A | 5  | -1 | 1    |
| Heavy stubber<br>RAPID FIRE 3                           | 36"   | 3   | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT                       | 48"   | 1   | 4+  | 14 | -3 | D6   |
| Lascannon                                               | 48"   | 1   | 4+  | 12 | -3 | D6+1 |
| Storm bolter<br>RAPID FIRE 2                            | 24"   | 2   | 4+  | 4  | 0  | 1    |

## MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 3 | 4+ | 6 | 0  | 1 |

## ABILITIES

**Damaged: 1-7 Wounds Remaining**

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

## Pinning Bombardment

In your Shooting phase, after this model has shot, if one or more of those attacks made with its Dominus triple bombard scored a hit against an enemy Infantry unit, that unit must take a Battle-shock test.

## WEAPON ABILITIES

## Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### Ignores Cover

Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

## AUFSTELLUNG

1x Dominus Armoured Siege Bombard [Legends]

**Equipped with:** Autocannon, Dominus triple bombard, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Storm bolter, Armoured tracks

### Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Storm bolter, Heavy stubber.
- This model can replace its 2 Heavy Bolters with 2 Heavy Cannons, 2 Heavy Lasers, 2 Large

**KEYWORDS:** Vehicle,  
Titanic, Smoke, Dominus  
Armoured Siege Bombard,  
Frame  
**FACTION KEYWORDS:**  
Astra Militarum

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### Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

### One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

### Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

### Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*

### Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

## CORE RULES

### Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks.*

*First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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