

DOOMHAMMER - IMPERIUM - ASTRA
MILITARUM

380 PTS

M	T	Sv	W	LD	OC
12"	13	2+	24	7+	8

AUFSTELLUNG
1x Doomhammer (Hull)
Equipped with: Lascannon, Magma cannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks
Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

KEYWORDS: Doomhammer, Imperium, Smoke, Vehicle, Titanic, Transport, Frame
FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Magma cannon <small>BLAST, MELTA 6</small>	24"	D6+3	4+	12	-4	D6
Twin heavy bolter <small>SUSTAINED HITS 1, TWIN-LINKED</small>	36"	3	4+	5	-1	2
Twin heavy flamer <small>IGNORES COVER, TORRENT, TWIN-LINKED</small>	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

Close-range Titan Killer
Each time this model's magma cannon targets a Monster or Vehicle unit, that target is always considered to be within half range of that weapon.

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

TRANSPORT

Doomhammer
This model has a transport capacity of 26 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

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).

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- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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.

Firing Deck 6
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:
 1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
 2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
 3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
 4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.