MACHARIUS OMEGA [LEGENDS] - IMPERIUM - ASTRA MILITARUM

310 PTS

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

AUFSTELLUNG

1x Macharius Omega [Legends]

Equipped with: Autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Storm bolter, ➤ Omega-pattern plasma blastgun - standard, ➤ Omega-pattern plasma blastgun - supercharged, Armoured tracks

Wargear Options:
- This model can be equipped with one of: 2 Autocannons, 2 Heavy Bolters, 2 Heavy Flamers.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

KEYWORDS: Vehicle, Titanic, Imperium, Smoke, Macharius Omega, Frame

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
➤ Omega-pattern plasma blastgun - standard BLAST	60"	2D6	4	8	-2	2
➤ Omega-pattern plasma blastgun - supercharged BLAST, HAZARDOUS	60"	2D6	4+	9	-3	3

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.

Overwhelming Short-range Firepower
Each time this model makes an attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll or 1.

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).

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).

MACHARIUS OMEGA [LEGENDS] - IMPERIUM - ASTRA MILITARUM

310 PTS

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

AUFSTELLUNG

1x Macharius Omega [Legends]

Equipped with: Autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Storm bolter, ➤ Omega-pattern plasma blastgun - standard, ➤ Omega-pattern plasma blastgun - supercharged, Armoured tracks

Wargear Options:
- This model can be equipped with one of: 2 Autocannons, 2 Heavy Bolters, 2 Heavy Flamers.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

KEYWORDS: Vehicle, Titanic, Imperium, Smoke, Macharius Omega, Frame

FACTION KEYWORDS: Astra Militarum

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.