

IMPERIUM - ASTRA MILITARUM

DOMINUS ARMoured
SIEGE BOMBARD
[LEGENDS]

M9" T13 SV2+ W20 LD7+ OC8

325 PTS

Base —

Deadly Demise D6+2

3 BESCHUSS

Autocannon

R	A	BS	S	AP	D
48"	2	4+	9	-1	3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Dominus triple bombard

BLASTINDIRECT FIRE

R	A	BS	S	AP	D
48"	2D6	4+	12	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Heavy bolter

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Heavy flamer

IGNORES COVERTORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Heavy stubber

RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	4+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Hunter-killer missile

ONE SHOT

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-7

T8-13

T14

T15-27

T28+

Lascannon

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	4+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

5 NAHKAMPF

Armoured tracks

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

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.

GEGEN DIESE EINHEIT

W13 · RW 2+ · 20 LP je Modell

WIRD VERWUNDET MIT

2+
S26+

3+
S14-25

4+
S13

5+
S7-12

6+
S1-6

RETTUNGSWURF JE DS

DS 0
2+

DS -1
3+

DS -2
4+

DS -3
5+

DS -4
6+

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.

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG	∞ IMMER / EINMALIG
—	—	—	—	—

REGELN & KEYWORDS KURZ

- Deadly Demise D6+2** This ability always takes the form Deadly Demise X.
- 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 (roun...
- 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 mod...
- 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.
- RAPID FIRE** This ability always takes the form [RAPID FIRE X].
- SUSTAINED HITS** This ability always takes the form [SUSTAINED HITS X].
- TORRENT** Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

- 1x Dominus Armoured Siege Bombard [Legends]
- Ausrüstung:** Autocannon, Dominus triple bombard, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Storm bolter, Armoured tracks
- 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 Autocannons, 2 Heavy Flamers or 2 Lascannon.