

ROGAL DORN BATTLE TANK - IMPERIUM -
ASTRA MILITARUM

260 PTS

M	T	Sv	W	LD	OC
10"	12	2+	18	7+	5

AUFSTELLUNG
1x Rogal Dorn Battle Tank
Equipped with: Castigator gatling cannon, Coaxial autocannon, Heavy bolter, Heavy stubber, Meltagun, Multi-melta, Oppressor cannon, Pulveriser cannon, Twin battle cannon, Armoured tracks
Wargear Options:

- This model can replace its Twin battle cannon with Oppressor cannon and coaxial autocannon.
- This model can replace its Castigator gatling cannon with Pulveriser cannon.
- This model can be equipped with one of: 2 Multi-meltas, 2 Heavy Bolters.
- This model can be equipped with one of: 2 Meltaguns, 2 Additional Heavy Stubbers.

KEYWORDS: Rogal Dorn Battle Tank, Imperium, Vehicle, Squadron, Smoke, Frame
FACTION KEYWORDS: Astra Militarum

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castigator gatling cannon	24"	12	4+	5	0	1
Coaxial autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Oppressor cannon BLAST	72"	D6+3	4+	12	-2	3
Pulveriser cannon BLAST	24"	D6	4+	9	-3	3
Twin battle cannon BLAST, TWIN-LINKED	48"	D6+3	4+	10	-1	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

ABILITIES

Ablative Plating
Once per battle, when an attack is allocated to this model, you change the Damage characteristic of that attack to 0.

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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).*

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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.

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).

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
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.