

DOOMHAMMER

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

AUFSTELLUNG

1x Doomhammer

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.

🎯 RANGED WEAPONS

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

RULES - Deadly Demise D6+2, Firing Deck 6

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 (Transport)

Capacity: 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 RULES

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).

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.