

IMPERIUM - ASTRA MILITARUM

MACHARIUS OMEGA

[LEGENDS]

310 PTS



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

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

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.

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 of 1.



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).

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).

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").