

IMPERIUM - ASTRA MILITARUM - LIBRARY

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 <b>SUSTAINED HITS 1</b>                                         | 36"   | 3   | 4+  | 5 | -1 | 2 |
| Heavy flamer <b>IGNORES COVER</b> <b>TORRENT</b>                             | 12"   | D6  | N/A | 5 | -1 | 1 |
| Heavy stubber <b>RAPID FIRE 3</b>                                            | 36"   | 3   | 4+  | 4 | 0  | 1 |
| Storm bolter <b>RAPID FIRE 2</b>                                             | 24"   | 2   | 4+  | 4 | 0  | 1 |
| ► Omega-pattern plasma blastgun - standard <b>BLAST</b>                      | 60"   | 2D6 | 4   | 8 | -2 | 2 |
| ► Omega-pattern plasma blastgun - supercharged <b>BLAST</b> <b>HAZARDOUS</b> | 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").