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ROGAL DORN BATTLE TANK

260 PTS



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

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
Opressor 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

AUFSTELLUNG

1x Rogal Dorn Battle Tank

Equipped with: Castigator gatling cannon, Coaxial autocannon, Heavy bolter, Heavy stubber, Meltagun, Multi-melta, Opressor cannon, Pulveriser cannon, Twin battle cannon, Armoured tracks

Wargear Options:

- This model can replace its Twin battle cannon with Opressor 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.

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 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).*

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").

