

# DOOMSDAY ARK

M	T	SV	W	LD	OC
9"	9	3+	14	6+	5



⚡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Doomsday cannon [BLAST, HEAVY]	72"	D6+1	3+	15	-4	4
Gauss flayer array [LETHAL HITS, RAPID FIRE 5]	24"	5	3+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

KEYWORDS: VEHICLE, FLY, DOOMSDAY ARK

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

**Overwhelming Obliteration:** In your Movement phase, if this model Remains Stationary, until the end of the turn, its doomsday cannon has the [DEVASTATING WOUNDS] ability.

## DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
**NECRONS**

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*The Doomsday Ark is a direct-fire plasma artillery piece so powerful that it can threaten even the super-heavy war engines of the lesser races. This vehicle is solely dedicated to overwhelming long-ranged firepower, even diverting energy from its motive functions in order to unleash absolute obliteration upon the foe.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Doomsday Ark

**This model is equipped with:** doomsday cannon; 2 gauss flayer arrays; armoured bulk.

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