

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

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+

KEYWORDS: VEHICLE, FLY, DOOMSDAY ARK



FACTION KEYWORDS:
NECRONS

DOOMSDAY ARK

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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