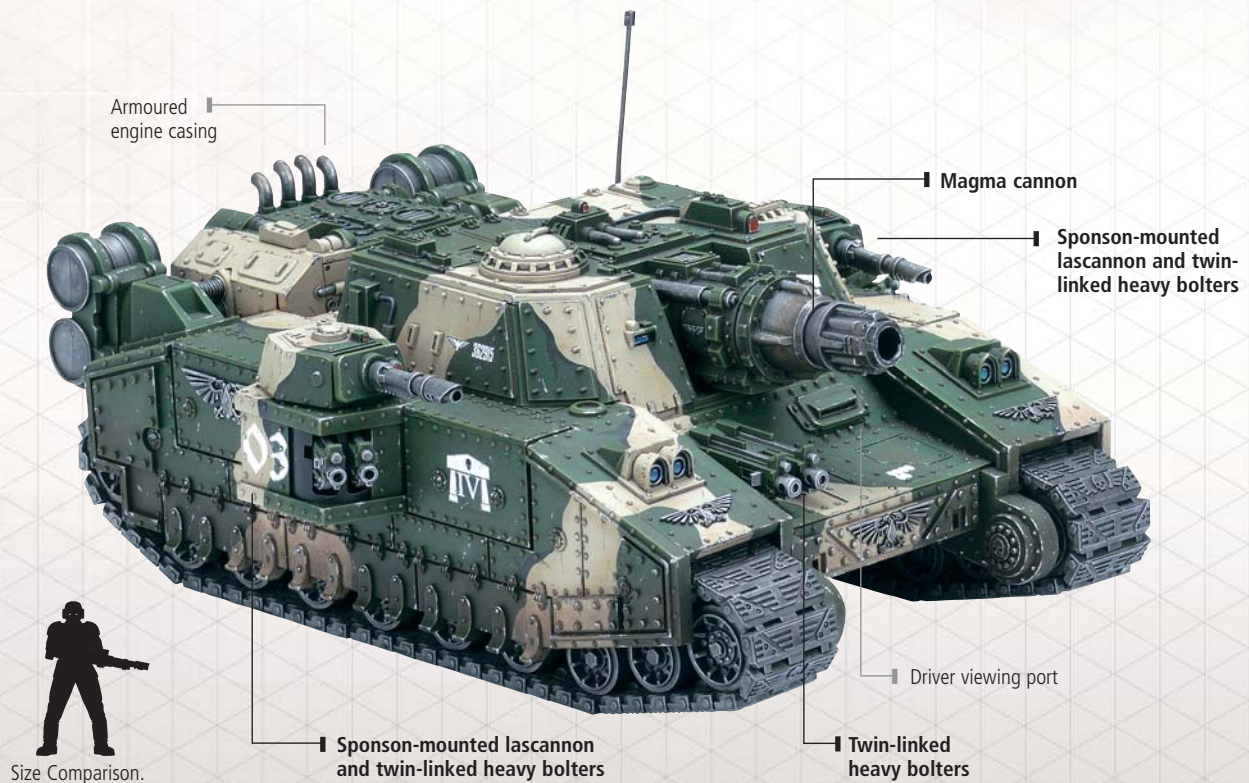


DOOMHAMMER SUPER-HEAVY TANK

POINTS: 450

The thousand-year Siege of Ordana saw a new super-heavy tank design pressed into Imperial service – the Doomhammer. Confronted by a renegade forge world and its associated Titan Legions, the Ordana battlezone commanders were crying out for Shadowwords and other Titan-hunting vehicles. As the campaign dragged on, the attrition rate of such war engines swiftly outstripped supply. In the end, only the retrofitting of Banehammer tanks, exchanging tremor cannons for magma cannons, allowed the Imperium to maintain the war effort.

A Doomhammer's magma cannon is closely modelled on the volcano cannon employed by the famous Shadowword design. While it has a reduced range and area of effect when compared to its larger cousin, the magma cannon is still able to marshal a Titan-killing blast of epic proportions. At the same time, the space saved due to the smaller number of capacitors accords the Doomhammer a modest transport capacity and thus a more flexible battlefield role. This combination was to prove its worth many times over in the Siege of Ordana, and in many other warzones.



UNIT: 1 Doomhammer

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

TRANSPORT: The Doomhammer has a transport capacity of 25.

FIRE POINTS: Up to 10 models may fire from the Doomhammer's fighting platform.

ACCESS POINTS: The Doomhammer is treated as open-topped for the purposes of passengers embarking and disembarking.

Options: A Doomhammer may be given the following upgrades from Codex: Imperial Guard: hunter-killer missile, pintle-mounted heavy stubber, pintle-mounted storm bolter. A Doomhammer may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost. It may instead add two extra sponsons, each with one lascannon and one twin-linked heavy flamer or heavy bolter for +100 points.

BS	ARMOUR		
	Front	Side	Rear
3	14	13	12

WEAPONS AND EQUIPMENT:

- Hull-mounted magma cannon
- Hull-mounted twin-linked heavy bolter
- Two sponsons, each with one lascannon and either a twin-linked heavy flamer or a twin-linked heavy bolter
- Searchlight and smoke launchers

WEAPON	RANGE	STR	AP	SPECIAL
Magma cannon	60"	10	1	Ordnance 1, 5" Blast, Primary weapon
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1