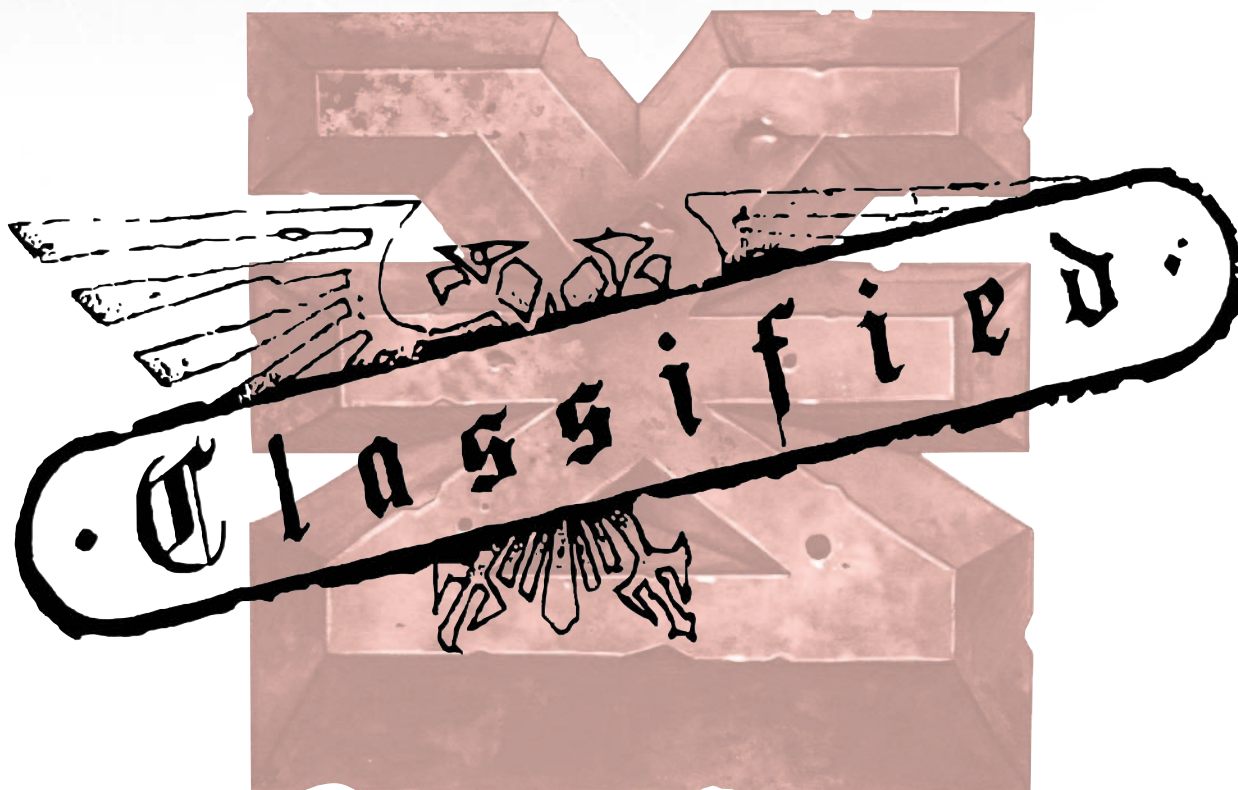


DOOM BLASTER OF KHORNE

POINTS: 350

Across the nightmare battlefields of the 41st Millennium, lumbering beasts of iron and brass reap the souls of thousands in the dread name of Khorne, dark god of bloodshed and war. Amongst the greatest of Khorne's weapons are the part-magical, part-technological Daemon engines. One of the most effective of these monstrous creations is the Doom Blaster.

Doom Blasters crawl forward on heavy, clanking treads with the gaping maws of their quad-mounted doom mortars menacing the enemy. The guns lob a thunderous carpet of shrapnel-packed shells amongst the foe, tossing troops and vehicles aside with their close-packed barrages, until nothing is left but bleeding remnants to be crushed as they advance.



UNIT: 1 Doom Blaster of Khorne

TYPE: Super-heavy Vehicle

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- 4 Doom Mortars

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	3	10	13	12	10	1	2

WEAPON	RANGE	STR	AP	SPECIAL
Doom Mortar	12"-72"	7	4	Apocalypse Barrage (X)

X is equal to the number of functioning Doom Mortars at the time the attack is made. Note that the Doom Mortars may not fire individually; they must all fire as part of a single Apocalypse Barrage.

SPECIAL RULES:

Possessed: A Doom Blaster ignores Gun Crew Shaken and Driver Stunned results.

Runes of the Blood God: Any psyker that targets the Doom Blaster with a psychic power automatically suffers a Peril of the Warp attack, regardless of whether or not they pass their psychic test.

"Hurl forth your holy shells upon
the foe. Let them tear the enemy
asunder and spill their blood!
BLOOD for Lord Khorne!!
BLOOD FOR THE BLOOD GOD!!!!"

- Doomblaster Incantation of Destruction.