

DOOMSDAY DEVICE

POINTS: 400

Renegade Chaos Lords forever seek the easy path, the quick way to material gain. One of the fastest ways towards achieving their selfish, power-hungry plans is to acquire a weapon capable of destruction on an unfeasible level. Being able to destroy an entire planet, continent-sized landmass, or at least a hive city gives a Renegade commander bargaining leverage. Cyclonic torpedoes, massive plasma-reactors, warp-fusion generators, or even little understood (but nonetheless menacing) pieces of dark age technology or alien devices will do the job. A great many Chaos Lords spare no effort in trying to acquire such terrifying weapons through their many nefarious raids and conquests.

Once obtained, a Chaos Lord will not hesitate in using such a Doomsday Device in a number of ruinous ways. The most common play is to hold cities, space ports, or even entire planets to ransom. Whether it is wealth, a handover of rule, slaves, or something more

deviant, the 'I'll-blow-up-all-you-hold-dear' method is almost always easier than the Renegades actually fighting to acquire what they need. After all, a warband can more readily control a single Doomsday Device than gather an army large enough to properly subjugate a planet (although that is a nice option when available). Particularly spiteful Chaos Lords have been known to set off their Doomsday Device when their battle plans go wrong.

All too frequently the foolish inhabitants of a threatened territory will not meet the ransom, refusing to bow down before such a terror tactic. Some under threat even dare to attack the Renegades and their Doomsday device. At these times a Chaos Lord may have no recourse but to activate the device and hope that it works.



UNIT: 1 Doomsday Device
TYPE: Super-heavy vehicle
STRUCTURE POINTS: 3

BS **ARMOUR**
4 14 14 14

SPECIAL RULES:

Immobilized: The Doomsday Device must be deployed on the board in the deployment phase, and may not move once deployed.

Damage Effects: The Doomsday Device is immune to glancing hits. penetrating hits automatically remove a single structure point. At the loss of its final structure point the Chaos player rolls once on the Chart of Devastation instead of the Catastrophic Damage table, before becoming a wreck (if there is anything left!).

The Doomsday Device: At the start of his Shooting phase, the Chaos player can announce that he is attempting to activate the Doomsday Device. This is done in the following sequence:

- Announce activation
- Make demands (for instance, state claim to world domination or order construction of impressive monument in your honour).
- Disregard any enemy replies and hope your Doomsday Device works. Roll to activate as per below:

Activating the Doomsday Device: To see if your fickle wonder weapon does anything, roll a D6 and add the game turn (so add one for Turn One, two for Turn Two, and so on). On a roll of 7 or higher the device is immediately activated and the owning player may roll on the Chart of Devastation (right). Failure to activate (a roll of less than 7) means the Doomsday Device sits idle and does not activate. You must roll again next turn.

Once the device is activated, at the start of each Chaos Shooting phase, roll 2D6 on the Chart of Devastation and apply the results.

CHART OF DEVASTATION:

- Meltdown.** Something has gone very wrong and the Doomsday Device explodes with a radius of 6D6". Everything in the blast takes a S10 hit at AP3. All vehicles are treated as being hit in the side armour.
- It's a Dud.** The Doomsday Device is inert and ineffective. It cannot be used for the rest of the game.
- Nothing yet.** The Doomsday Device thrums with power. Add +1 to the roll next turn.
- Bursting with Power.** The Chaos player may place an Apocalyptic Barrage anywhere on the battlefield with the following profile: Apocalyptic Barrage (4), Strength 8, AP3, Pinning. All vehicles are treated as being hit in the side armour.
- Beams of Destruction.** The Doomsday Device makes a shooting attack with the following profile:
Range: 72", **Strength:** D, AP2, **Heavy:** D6.
- Massive Destruction.** The Chaos player may immediately place D3+2 Apocalyptic blast markers anywhere on the battlefield with the following profile: Strength 10, AP1, Pinning. All vehicles are treated as being hit in the side armour.
- Critical Mass.** The device is on final countdown. Unless the Doomsday Device itself is destroyed, it will explode in the following Chaos Shooting phase, destroying all matter within 6D6" (invulnerable saves still apply). Run away while you can!