


RELIC SICARAN OMEGA TANK DESTROYER

<div><div></div><div><div>16</div><div>POWER</div></div></div> <div>RELIC SICARAN OMEGA TANK DESTROYER</div>										<div>DAMAGE</div> <div>Some of a Relic Sicaran Omega's characteristics change as it suffers damage in battle, as shown below:</div> <table><thead><tr><th>REMAINING W</th><th>M</th><th>BS</th><th>A</th></tr></thead><tbody><tr><td>7-14+</td><td>14"</td><td>3+</td><td>4</td></tr><tr><td>3-6</td><td>10"</td><td>4+</td><td>3</td></tr><tr><td>1-2</td><td>8"</td><td>5+</td><td>2</td></tr></tbody></table>				REMAINING W	M	BS	A	7-14+	14"	3+	4	3-6	10"	4+	3	1-2	8"	5+	2
REMAINING W	M	BS	A																										
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NAME	M	WS	BS	S	T	W	A	Ld	Sv																				
Relic Sicaran Omega	*	6+	*	6	7	14	*	8	3+																				
A Relic Sicaran Omega is a single model. It is equipped with an Omega plasma array and a heavy bolter.																													
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																						
Omega plasma array	When firing this weapon, choose one of the following profiles:																												
- Plasma volley	24"	Heavy 6		7	-3	1	-																						
- Sustained burn	24"	Heavy 3		9	-3	3	If any hit rolls made for this weapon result in one or more results of a '1', the firing vehicle suffers D3 mortal wounds. Any wound roll of '6' made for this weapon automatically inflicts an additional mortal wound on the target.																						
Heavy bolter	36"	Heavy 3		5	-1	1	-																						
Hunter-killer missile	48"	Heavy 1		8	-2	D6	Each hunter-killer missile can only be fired once per battle.																						
Lascannon	48"	Heavy 1		9	-3	D6	-																						
Storm bolter	24"	Rapid Fire 2		4	0	1	-																						
WARGEAR OPTIONS	<ul style="list-style-type: none">A Relic Sicaran Omega may also be equipped with either two heavy bolters or two lascannon.A Relic Sicaran Omega may also be equipped with a hunter-killer missile and/or a storm bolter.																												
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 9" suffers D3+1 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.</p>																												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>																												
KEYWORDS	VEHICLE, RELIC, RELIC SICARAN OMEGA TANK DESTROYER																												

UNIT POINTS COST		
MODEL	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Relic Sicaran Omega Tank Destroyer	1	170

RANGED WEAPONS POINTS COSTS	
WEAPON	POINTS PER WEAPON
Heavy bolter	10
Hunter-killer missile	6
Lascannon	25
Storm bolter	2
Omega plasma array	0

