

# LEVIATHAN

1660 points

**UNIT:** 1 Leviathan  
**TYPE:** Super-heavy tank  
**STRUCTURE POINTS:** 5  
**VOID SHIELDS:** 4  
**CAPACITY:** 50

BS	Armor		
	Front	Side	Rear
3	14	14	13



**ACCESS POINTS:** 1 Rear Hatch (counts as 3 access points)  
**FIRE POINTS:** None (see Firing Platform)  
**WEAPONS AND EQUIPMENT:**

- Hull-mounted Doomsday Cannon
- Turret-mounted Baneblade Cannon
- co-axial Autocannon & Search Light
- 6 Turret-mounted twin-linked Lascannons
- 10 Sponson-mounted Heavy Bolters
- 2 Icarus Lascannons

**SPECIAL RULES:**

**Firing Platform:** The top platform is a Battlement surrounded by a Defense Line.  
**Co-Axial:** Must be fired at the same target as the main gun. If a hit is scored, you may re-roll the scatter die & distance dice.

**Earthshock:** When the final position of the Doomsday Cannon blast is determined, place a suitable marker under the hole and roll 4D6.

This is the size of the shockwave zone generated by the shot. The shockwave lasts until the start of the Leviathan's next turn. Any units moving through the shockwave zone will do so as if they were moving through difficult terrain. Any units moving through difficult terrain in the shockwave zone will roll 1D6 less than normal to determine their maximum movement. Vehicles treat the shockwave zone as dangerous terrain – including skimmers (their motive systems are particularly vulnerable to boulders and rock shards being hurled into the sky).

**Regimental HQ:** The following strategic assets apply to friendly Imperial Guard forces:

- *Supreme Headquarters:* Friendly Imperial Guard units within 12" of the Leviathan benefit from the following special rules: **Counter-Attack, Fearless, Night Vision/Acute Senses, and Tank Hunters.**
- *General Staff:* Friendly Imperial Guard units within 96" roll 3D6 for all Leadership tests and may choose which two to use.

Weapon	Range	S	AP	Special
<b>Autocannon</b>	48"	7	4	Heavy 2, Co-axial
<b>Baneblade Cannon</b>	72"	9	2	Ordinance 1, 10" blast, Primary Weapon
<b>Doomsday Cannon</b>	72" (direct), 36"-240" barrage	8	3	Ordinance 1, 15" blast, Primary Weapon, Earthshock
<b>Heavy Bolter</b>	36"	5	4	Heavy 3
<b>Icarus Lascannon</b>	96"	9	2	Heavy 1, Interceptor, Skyfire
<b>Lascannon</b>	48"	9	2	Heavy 1