

Mastodon Heavy Assault Transport 700 points

The Mastodon is the heaviest transport vehicle still in use amongst the Adeptus Astartes. Its cavernous assault bay, capable of housing almost half a Company, is protected both by thick layers of ceramite armour as well as crackling void shields. It also mounts a fearsome siege melta array, allowing it to breach even the most formidable defences with ease, as well as an array of secondary weaponry intended to defend the vehicle as it approaches its target. Unleashed only against the most fearsome of enemy redoubts, there are few obstacles that can stay the wrath of this relic of the Imperium's bloody birth.

	BS	Armour			HP
		Front	Side	Rear	
Mastodon	4	14	14	14	10



Unit Composition

- 1 Mastodon

Unit Type

- Vehicle (Super-heavy)

Wargear

- One fixed forward siege melta array
- Two sponson-mounted heavy flamers
- Two sponson-mounted lascannon
- One turret-mounted Skyreaper battery
- Smoke launchers
- Searchlight
- Armoured Ceramite

Special Rules

- Assault Vehicle
- Enhanced Defensive Fire
- Reinforced Shell
- Void Shields (2)
- Relic of the Armoury

Transport

The Mastodon can carry 40 models. It may also carry up to two Dreadnoughts of the following types in any combination: Space Marine Dreadnoughts, Ironclad Dreadnought, Space Marine Venerable Dreadnoughts, Chaplain Dreadnoughts, Blood Angels Furioso Dreadnoughts, Blood Angels Death Company Dreadnoughts, Blood Angels Librarian Dreadnoughts or Contemptor Dreadnoughts. Each Dreadnought counts as ten models respectively.

Fire Points

- None

Access Points

- The Mastodon has two access points, one at the front and one at the rear.

Options

- The Mastodon may be upgraded to a:
 - Super-heavy Command Tank +20 points
- The Mastodon may mount up to:
 - Four hunter-killer missiles..... +5 points each
- The Mastodon may exchange its Skyreaper battery for a:
 - Command vox relay..... +25 points

The Mastodon Heavy Assault Transport is a Lords of War choice for any Detachment with the Faction Space Marines, Blood Angels, Dark Angels, Space Wolves or Grey Knights*.

**When selected as part of a Detachment with the Faction Grey Knights, the Relic of the Armoury special rule is ignored, but the vehicle may not purchase any upgrades other than those that are listed here.*



SPECIAL RULES

Enhanced Defensive Fire

So long as at least one unit occupies the Mastodon, the Mastodon may use Overwatch fire with its sponson-mounted weapons when assaulted. When this is the case, each sponson may be fired once per Assault phase at an assaulting unit within the particular weapon's arc of fire. In the case of the Mastodon's lascannon, this Overwatch fire is carried out at BS 2, and in the case of the Mastodon's heavy flammers, D3+1 automatic hits are inflicted per heavy flamer on the assaulting unit that is fired upon.

Reinforced Shell

The Mastodon is designed to withstand withering punishment and endure, and is fitted with a reinforced inner armour shell as well as considerable special defensive measures around its reactor core and munitions stores. As a result, if it is Destroyed, reduce the roll made on the Catastrophic Damage table by -2. If the result rolled is actually '0' or '-1' after this modifier is taken into account, the Mastodon does not Explode, but it instead becomes a broken shell (note that it still counts as being destroyed for the purpose of Victory points or any relevant mission objectives however). Any models transported inside suffer an immediate Strength 4 hit – Vehicles are struck on their weakest Armour value. From this point onwards, its shell is treated as a ruined building rather than a vehicle wreck, with its two doorways counted as being open access points to the interior.

Command Vox Relay

This allows the Mastodon's controlling player to add +1 to or subtract -1 from the results of any Reserves rolls they make while the Mastodon is in play. In addition, should enemy models suffer a Deep Strike Mishap when the Mastodon is in play, the roll suffers a -1 modifier.

Void Shields (2)

While the model's void shields are active, any hits scored by shooting attacks against it strike its void shields instead. The Mastodon has two void shields, each with an Armour value of 12. A glancing hit or penetrating hit or any hit by a Destroyer weapon scored against a shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of its controlling player's turns, roll a D6 for each collapsed shield – a roll of 5+ instantly restores it.

Mastodon Weapons

Weapon	Range	Str	AP	Type
Siege melta array	12"	9	1	Heavy 4, Blast (3"), Melta, Stone Burner
Skyreaper battery	48"	7	4	Heavy 5, Skyfire, Twin-linked, Interceptor

Stone Burner: When striking against buildings and fortifications, each penetrating hit inflicted becomes D3 penetrating hits.