CYCLOPS DEMOLITION VEHICLE

40 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	8+	0

ABILITIES

Compact
This model can embark within an ASTRA MILITARUM TRANSPORT model as if it were an INFANTRY model. If it does, it takes up the space of 7 models.

Demolition Charges
Each time this model or an enemy unit ends a move, if this model is within 3" of one or more enemy units, select one of those enemy units. This model is destroyed, but instead of rolling for its Deadly Demise ability, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D6 mortal wounds.

Unstable Payload
When rolling for this model's Deadly Demise ability, units within 6" suffer mortal wounds on a 4+, instead of on a 6.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Cyclops Demolition Vehicle (Hull)

KEYWORDS: Vehicle, Cyclops Demolition Vehicle, Imperium, Frame
FACTION KEYWORDS: Astra Militarum