D-CANNON PLATFORM - AELDARI - CRAFTWORLDS

110 PTS

M	T	Sv	W	LD	OC
7"	6	4+	5	7+	1

AUFSTELLUNG

1x D-Cannon Platform (40mm)

Equipped with: D-cannon, Shuriken Catapult, Close Combat Weapon

KEYWORDS: Support Weapon, Infantry, Aeldari, D-Cannon Platform, Ynnari, Frame

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
D-cannon BLAST, DEVASTATING WOUNDS, INDIRECT FIRE	24"	D3	3+	16	-4	D6+2
Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1

ABILITIES

Structural Collapse
Each time this model makes an attack with its D-Cannon, re-roll a Damage roll of 1. If that attack targets a Titanic unit, you can re-roll the Damage roll instead.

Support Artillery
At the start of the Declare Battle Formations step, this model can join one Guardian Defenders unit from your army (a unit cannot have more than one Support Weapon model joined to it). This model then counts as part of that Guardians unit for the rest of the battle, and that unit's Starting Strength is increased accordingly.

This model, and any unit it is joined to, cannot embark within a Transport.

Support Weapon
Each time an attack targets this model's unit, it that unit contains one or more other models, until that attack is resolved, this model has a Toughness characteristic of 3.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Indirect Fire
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).