MANTA

M	T	SV	W	LD	OC
40"	14	2+	60	7+	-

5+

AUFSTELLUNG

1x Manta (Unique)

Equipped with: 2x Heavy rail cannon, 2x Long-barrelled burst cannon array, Missile pod, Seeker missile, 6x ➤ Ion cannon - overcharge, 6x ➤ Ion cannon - standard, Armoured hull

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Heavy rail cannon DEVASTATING WOUNDS	120"	1	4+	26	-5	12
2x Long-barrelled burst cannon array	24"	32	4+	6	-1	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
6x ➤ Ion cannon - overcharge BLAST, HAZARDOUS	60"	D6+3	4+	8	-2	3
6x ➤ Ion cannon - standard BLAST	60"	D6+3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	8	5+	6	0	1

ABILITIES

RULES - Deadly Demise 3D6, For The Greater Good, Hover

Aggressive Deployment
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this TRANSPORT this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

Air Caste Colossus
Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

Damaged: 1-20 Wounds Remaining
While this model has 1-20 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: Vehicle, Aircraft, Fly, Titanic, Transport, Markerlight, Manta, Non-Kroot, Frame

Manta (Transport)
Capacity: This model has a transport capacity of all of the following:

- 200 T’AU EMPIRE INFANTRY or TACTICAL DRONE models
- 4 DEVILFISH, SKY RAY GUNSHIP or HAMMERHEAD models
- 8 BATTLESUIT models with a Wounds characteristic of 9 or less

WEAPON RULES

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.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.