ASTRAEUS

M	T	SV	W	LD	OC	
10"	12	2+	24	6+	8	5+*

AUFSTELLUNG

1x Astraeus (Hull)

Equipped with: 2x Astraeus las-ripper, Ironhail Heavy Stubber, Storm bolter, Twin heavy bolter, Twin lascannon, Twin macro-accelerator cannon, 2x ➤ Plasma eradicator - standard, 2x ➤ Plasma eradicator - supercharge, Armoured Hull

Wargear Options:

- This model can replace its Twin heavy bolter with Twin lascannon.
- This model can replace its Two Astraeus las-rippers with Two plasma eradicators.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Astraeus las-ripper	36"	3	3+	12	-3	D3+3
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin heavy bolter RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D3+3

ABILITIES

RULES - Combat Doctrines, Deadly Demise D6+2

***Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: Vehicle, Titanic, Imperium, Astraeus

FACTION: Adeptus Astartes **550 PTS**

Twin macro-accelerator cannon SUSTAINED HITS 1, TWIN-LINKED	72"	12	3+	9	-1	3
2x ➤ Plasma eradicator - standard BLAST 2	36"	D6	3+	7	-2	2
2x ➤ Plasma eradicator - supercharge BLAST 2, HAZARDOUS	36"	3	3+	8	-3	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	8	0	1

Suppression Fire
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more attacks made with its twin macro-accelerator cannon this phase. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

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).*

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.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.