

CAESTUS ASSAULT RAM [LEGENDS]

M	T	SV	W	LD	OC
14"	10	3+	18	6+	0

AUFSTELLUNG

1x Caestus Assault Ram [Legends]

Equipped with: Firefury Missile Batteries, Twin Magna-Melta, Armoured Hull

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Firefury Missile Batteries <small>BLAST, IGNORES COVER</small>	36"	2D6	3+	6	-1	1
Twin Magna-Melta <small>MELTA 4, TWIN-LINKED</small>	18"	2	3+	12	-4	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull <small>LANCE</small>	Melee	6	4+	8	0	1

ABILITIES

RULES - Combat Doctrines, Deadly Demise D6, Hover

Damaged: 1-6 wounds remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Into the Foe

If a unit disembarks from this Transport before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

Transport

This model has a transport capacity of 12 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.



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).*

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*



Twin-linked

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

