

REPULSOR

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5

AUFSTELLUNG

1x Repulsor (100mm)

Equipped with: Defensive Array, Heavy Onslaught Gatling Cannon, Hunter-slayer missile, Las-talon, Twin heavy bolter, Twin lascannon, Armoured Hull

Wargear Options:

- This model can replace its Twin heavy bolter with Twin lascannon.
- This model can replace its Heavy Onslaught Gatling Cannon with Las-talon.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array	24"	18	3+	5	-1	1
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE, SUSTAINED HITS 2: NON-MONSTER/VEHICLES	24"	12	3+	6	-1	1
Hunter-slayer missile INDIRECT FIRE, ONE SHOT	48"	1	2+	14	-3	D3+3
Las-talon	36"	2	3+	10	-3	D3+3
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

Combat Embarkation

In your opponent's Charge phase, when an enemy unit has selected charge targets, you can select one friendly unengaged Adeptus Astartes unit that was one of those charge targets and is eligible to embark within this Transport. If every model in that unit is within 3" of this Transport, that unit can embark within this Transport. That enemy unit can then select new charge targets for that charge move.

Transport

This model has a transport capacity of 14 Adeptus Astartes Infantry models. It cannot transport Jump Pack models. Each Gravis/Terminator model takes up the space of 2 models.



✂ MELEE WEAPONS

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

WEAPON RULES

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).

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.



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.

