IMPERIUM - SPACE MARINES

CAESTUS ASSAULT RAM [LEGENDS]

215 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Caestus Assault Ram [Legends]

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

ABILITIES

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.

CORE RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.