ARES GUNSHIP

580 PTS

M	T	Sv	W	LD	OC
-	12	2+	22	6+	-

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Arachnus heavy blaze cannon	36"	4	2+	12	-3	D3+3
Arachnus magna-blaze cannon	48"	3	2+	18	-4	D6+6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

ABILITIES

Infernus Firebombs
At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative and Aircraft units) within 24" of this unit:

- Ranged attacks that target that enemy unit have [IGNORES COVER] until the end of your next turn,
- Roll one D6 for each model in that enemy unit:
- On a 6, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

FACTION RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Ares Gunship (160mm)

Equipped with: 2x Arachnus heavy blaze cannon, Arachnus magna-blaze cannon, Armoured hull

KEYWORDS: Vehicle, Aircraft, Fly, Imperium, Ares Gunship, Emissaries
FACTION KEYWORDS: Adeptus Custodes