

ARES GUNSHIP

580 PTS

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

INVULNERABLE  
SAVE



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