# CALADIUS GRAV-TANK

**230 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 10" | 11 | 2+ | 14 | 5+ | 4 |

**INVULNERABLE SAVE** 5+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Twin Iliastus Accelerator Cannon<br>RAPID FIRE 4<br>SUSTAINED HITS 1: NON-MONSTER/VEHICLE | 48" | 4 | 2+ | 10 | -1 | 3 |
| Twin Lastrum Bolt Cannon<br>SUSTAINED HITS 1<br>TWIN-LINKED | 36" | 3 | 2+ | 6 | -2 | 2 |
| Twin Neutronium Cascade Projectors<br>BLAST 1<br>TORRENT<br>TWIN-LINKED | 12" | 3 | - | 7 | -2 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Armoured hull | Melee | 4 | 4+ | 6 | 0 | 1 |

## ABILITIES

**Destructor Optics**
This unit's ranged attacks that target a unit (excluding MONSTER/VEHICLE) have +1 AP.

**Flare Shields**
This unit has a 4+ InSv against ranged attacks.

## WEAPON ABILITIES

**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).*

**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).*

**Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

### AUFSTELLUNG

1x Caladius Grav-tank (170x109mm Oval Base)

**Equipped with:** Twin Iliastus Accelerator Cannon, Twin Lastrum Bolt Cannon, Twin Neutronium Cascade Projectors, Armoured hull

**Wargear Options:**
- This model can replace its Twin Lastrum Bolt Cannon with Twin Neutronium Cascade Projectors.

**KEYWORDS:** Vehicle, Fly, Imperium, Caladius Grav-tank, Frame, Grav-assault, Emissaries
**FACTION KEYWORDS:** Adeptus Custodes

# CALADIUS GRAV-TANK 230 PTS

## 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 D3**
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.*

**Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

**KEYWORDS:** Vehicle, Fly, Imperium, Caladius Grav-tank, Frame, Grav-assault, Emissaries
**FACTION KEYWORDS:** Adeptus Custodes