

ORION ASSAULT DROPSHIP

690 PTS

M	T	Sv	W	LD	OC
14"	12	2+	22	6+	0

INVULNERABLE
SAVE



AUFSTELLUNG

1x Orion Assault Dropship
(160mm)

Equipped with: 2x Arachnus heavy blaze cannon, 2x Spiculus heavy bolt launcher, 2x Twin lastrum bolt cannon, Armoured hull

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Arachnus heavy blaze cannon	36"	4	2+	12	-3	D3+3
2x Spiculus heavy bolt launcher BLAST 2	36"	8	2+	7	-1	2
2x Twin lastrum bolt cannon SUSTAINED HITS 1 TWIN-LINKED	36"	3	2+	6	-2	2

MELEE WEAPONS

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

ABILITIES

Assault Dropship

In your Movement phase, when a friendly Adeptus Custodes unit is selected to make a tactical disembark move from this unit, if that unit is then selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

TRANSPORT

Orion Assault Dropship

This model has a transport capacity of 12 Adeptus Custodes Infantry models. Or 1 Dreadnought models. While transporting 1 Dreadnought unit, this unit also has a transport capacity of 6 Adeptus Custodes Infantry models.

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).*

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).*

FACTION RULES

Aegis of the Emperor

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



KEYWORDS: Vehicle, Transport, Fly, Imperium, Orion Assault Dropship, Emissaries

FACTION KEYWORDS: Adeptus Custodes

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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.

Hover

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

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