

PALLAS GRAV-ATTACK

135 PTS

M	T	Sv	W	LD	OC
12"	9	2+	10	5+	2

INVULNERABLE
SAVE



 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Arachnus Blaze Cannon TWIN-LINKED	24"	2	2+	10	-3	D3+2
Twin Iliastus Accelerator Fusil RAPID FIRE 2 TWIN-LINKED	48"	2	2+	10	-1	3

 MELEE WEAPONS

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

ABILITIES

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

Mobile Hunter
In your Shooting phase, when this unit has shot, you can use this ability. If you do:
- This unit can make a normal move of up to D6".
- This unit is not eligible to declare a charge until the end of the turn.

WEAPON ABILITIES

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).

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

FACTION RULES

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



AUFSTELLUNG

1x Pallas Grav-attack
(105x70mm Oval Base)

Equipped with: Twin Arachnus
Blaze Cannon, Twin Iliastus
Accelerator Fusil, Armoured hull

Wargear Options:

- This model can replace its
Twin Iliastus Accelerator Fusil
with Twin Arachnus Blaze
Cannon.



KEYWORDS: Vehicle, Fly,
Pallas Grav-attack,
Imperium, Frame, Grav-
assault, Emissaries

FACTION KEYWORDS:
Adeptus Custodes

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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.

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