

ARES GUNSHIP

Aegis of the Emperor

Deadly Demise D6

M

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T

12

SV

2+

W

22

LD

6+

OC

-

RW

5+

580 PTS

Base 160mm



1

KOMMANDO

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2

BEWEGUNG

—

3

BESCHUSS

2× Arachnus heavy blaze cannon

R	A	BS	S	AP	D
36"	4	2+	12	-3	D3+3

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Arachnus magna-blaze cannon

R	A	BS	S	AP	D
48"	3	2+	18	-4	D6+6

VERWUNDET

2+	3+	4+	5+	6+
T1–9	T10–17	T18	T19–35	T36+

4

ANGRIFF

—

5

NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	9	4+	9	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

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).

VERTEIDIGUNG

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W12 · RW 2+ · 5++ · 22 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S24+	S13–23	S12	S7–11	S1–6

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	5+	5++

REGELN & KEYWORDS KURZ

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

Deadly Demise D6 This ability always takes the form Deadly Demise X.

AUFSTELLUNG

1x Ares Gunship

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