



# ARES GUNSHIP

580 PTS

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



| ☯ 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 |

### AUFSTELLUNG

1x Ares Gunship (160mm)

**Equipped with:** 2x Arachnus heavy blaze cannon, Arachnus magna-blaze cannon, Armoured hull

## 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).

## RULES

### 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. 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").