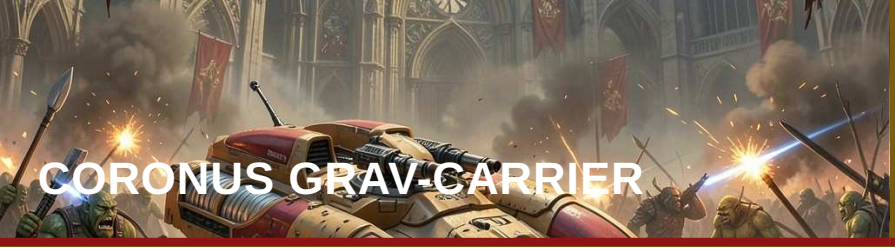

CORONUS GRAV-CARRIER

225 PTS

M	T	SV	W	LD	OC
12"	12	2+	16	5+	5

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Arachnus Blaze Cannon TWIN-LINKED	24"	2	2+	10	-3	D3+2
Twin Lastrum Bolt Cannon SUSTAINED HITS 1, TWIN-LINKED	36"	3	2+	6	-2	2
Twin Neutronium Cascade Projectors BLAST 1, TORRENT, 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

Assault Vehicle
In your Movement phase, when this unit ends an advance move, units embarked within this unit can make a shock disembark move.

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

Repulsor Suspensor Technology
(Once per phase, per unit)

In your opponent's Shooting phase, when an enemy unit has shot, if this unit lost a wound as a result of those attacks and is unengaged, this unit can make a normal move* of up to D6".

Coronus Grav-carrier (Transport)
Capacity: This model has a transport capacity of 8 Adeptus Custodes Infantry models. It cannot transport Jump Pack models.

KEYWORDS: Vehicle, Transport, Fly, Imperium, Coronus Grav-carrier, Frame, Grav-assault, Emissaries

FACTION: Adeptus Custodes

AUFSTELLUNG

1x Coronus Grav-carrier (170x109mm Oval Base)

Equipped with: Twin Arachnus Blaze 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.

WEAPON RULES

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).*

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.

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").

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, Transport, Fly, Imperium, Coronus Grav-carrier, Frame, Grav-assault, Emissaries

FACTION: Adeptus Custodes