PALLAS GRAV-ATTACK

135 PTS

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

5+

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

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.

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 RULES

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.

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

FACTION: Adeptus Custodes

RULES

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

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").

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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