

ARES GUNSHIP

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

AUFSTELLUNG

1x Ares Gunship (160mm)

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

⦿ 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

ABILITIES

RULES - Aegis of the Emperor, Deadly Demise D6

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).

