CALADIUS ANNIHILATOR GRAV-TANK

M	T	SV	W	LD	OC	
10"	11	2+	14	5+	4	5+

AUFSTELLUNG

1x Caladius Annihilator Grav-tank (150 x 95mm)

Equipped with: Arachnus Blaze Carronade, 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arachnus Blaze Carronade LETHAL HITS: MONSTER/VEHICLE	48"	4	2+	12	-3	D6+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

RULES - Aegis of the Emperor, Deadly Demise D3, Deep Strike

Advanced Firepower
This unit's ranged attacks that target a MONSTER/VEHICLE unit can:

- Re-roll one hit roll.
- Re-roll one wound roll.
- Re-roll one damage roll.

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

KEYWORDS: Vehicle, Fly, Imperium, Frame, Grav-assault, Caladius Annihilator Grav-tank, Emissaries

FACTION: Adeptus Custodes **250 PTS**

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).*

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.

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