

CALADIUS GRAV-TANK

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

AUFSTELLUNG

1x Caladius Grav-tank (170x109mm Oval Base)

Equipped with: Twin Iliastus Accelerator 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.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Iliastus Accelerator Cannon RAPID FIRE 4, SUSTAINED HITS 1: NON-MONSTER/VEHICLE	48"	4	2+	10	-1	3
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

Destructor Optics

This unit's ranged attacks that target a unit (excluding MONSTER/VEHICLE) have +1 AP.

Flare Shields

This unit has a 4+ InSv against ranged attacks.



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).*

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).*

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.

