

CORONUS GRAV-CARRIER

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

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.

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

RULES - Aegis of the Emperor, Deadly Demise D6, Deep Strike

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.



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.

