

ORION ASSAULT DROPSHIP

M	T	SV	W	LD	OC	
14"	12	2+	22	6+	0	

AUFSTELLUNG

1x Orion Assault Dropship (160mm)

Equipped with: 2x Arachnus heavy blaze cannon, 2x Spiculus heavy bolt launcher, 2x Twin lastrum bolt cannon, Armoured hull

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Arachnus heavy blaze cannon	36"	4	2+	12	-3	D3+3
2x Spiculus heavy bolt launcher BLAST 2	36"	8	2+	7	-1	2
2x Twin lastrum bolt cannon SUSTAINED HITS 1, TWIN-LINKED	36"	3	2+	6	-2	2

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, Hover

Assault Dropship

In your Movement phase, when a friendly Adeptus Custodes unit is selected to make a tactical disembark move from this unit, if that unit is then selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

Orion Assault Dropship (Transport)

Capacity: This model has a transport capacity of 12 Adeptus Custodes Infantry models. Or 1 Dreadnought models. While transporting 1 Dreadnought unit, this unit also has a transport capacity of 6 Adeptus Custodes Infantry 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).*

