

PALLAS GRAV-ATTACK

M	T	SV	W	LD	OC	
12"	9	2+	10	5+	2	

AUFSTELLUNG

1x Pallas Grav-attack (105x70mm Oval Base)

Equipped with: Twin Arachnus Blaze Cannon, Twin Iliastus Accelerator Fusil, Armoured hull

Wargear Options:

- This model can replace its Twin Iliastus Accelerator Fusil with Twin Arachnus Blaze Cannon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Arachnus Blaze Cannon <small>TWIN-LINKED</small>	24"	2	2+	10	-3	D3+2
Twin Iliastus Accelerator Fusil <small>RAPID FIRE 2, TWIN-LINKED</small>	48"	2	2+	10	-1	3

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

Flare Shields

This unit has a 4+ InSv against ranged attacks.

Mobile Hunter

In your Shooting phase, when this unit has shot, you can use this ability. If you do:

- This unit can make a normal move of up to D6".
- This unit is not eligible to declare a charge until the end of the turn.



WEAPON RULES

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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

