

ARES GUNSHIP

580 PTS



M	T	SV	W	LD	OC	
-	12	2+	22	6+	-	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Arachnus heavy blaze cannon	36"	4	2+	12	-3	D3+3
Arachnus magna-blaze cannon	48"	3	2+	18	-4	D6+6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

AUFSTELLUNG

1x Ares Gunship (160mm)

Equipped with: 2x Arachnus heavy blaze cannon, Arachnus magna-blaze cannon, Armoured hull

ABILITIES

Infernus Firebombs

At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative and Aircraft units) within 24" of this unit:

- Ranged attacks that target that enemy unit have [IGNORES COVER] until the end of your next turn,
- Roll one D6 for each model in that enemy unit:
- On a 6, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

CORE RULES

◆ Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

◆ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

