

IMPULSOR

M	T	SV	W	LD	OC
12"	9	3+	11	6+	2

AUFSTELLUNG

1x Impulsor (100mm)

Equipped with: Fragstorm Grenade Launchers, Ironhail Heavy Stubber, Multi-melta, Storm Bolters, ► Bellicatus Missile Array - Frag, ► Bellicatus Missile Array - Icarus, ► Bellicatus Missile Array - Krak, Armoured Hull

Wargear Options:

- This model can be equipped with one of: Orbital Comms Array, Shield Dome, Bellicatus Missile Array.
- This model can be equipped with one of: Ironhail Heavy Stubber, Multi-melta.
- This model can replace its Storm Bolters with Fragstorm Grenade Launchers.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm Grenade Launchers BLAST 2	18"	6	3+	4	-1	1
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	-1	1
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Storm Bolters RAPID FIRE 4	24"	4	3+	5	-1	1
► Bellicatus Missile Array - Frag BLAST 1	48"	4	3+	4	-1	1

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3, Firing Deck 7

Orbital Comms Array [Aura]

This unit has Scouts 6".

Rapid Disembarkation

In your Movement phase, when this unit ends an advance move, units embarked within this unit can make a shock disembark move.

Shield Dome

This unit has 5+ InSv.



► Bellicatus Missile Array - Icarus	48"	3	3+	6	-1	2
ANTI-FLY 2+						
► Bellicatus Missile Array - Krak	48"	1	3+	10	-2	D3+3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

Impulsor (Transport)

Capacity: This model has a transport capacity of 7 Adeptus Astartes Infantry models. It cannot transport Terminator or Jump Pack models. Each Gravis model takes up the space of 2 models.



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



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).

