

CALADIUS GRAV-TANK

210 PTS

| M   | T  | Sv | W  | LD | OC |
|-----|----|----|----|----|----|
| 10" | 11 | 2+ | 14 | 6+ | 4  |

INVULNERABLE  
SAVE

5+

RANGED WEAPONS

| WEAPON                                                                          | RANGE | A | BS | S  | AP | D    |
|---------------------------------------------------------------------------------|-------|---|----|----|----|------|
| Twin arachnus heavy blaze cannon<br><small>TWIN-LINKED</small>                  | 48"   | 4 | 2+ | 12 | -3 | D6+2 |
| Twin iliastus accelerator cannon<br><small>RAPID FIRE 4<br/>TWIN-LINKED</small> | 48"   | 4 | 2+ | 10 | -1 | 3    |
| Twin lastrum bolt cannon<br><small>SUSTAINED HITS 1</small>                     | 36"   | 3 | 2+ | 6  | -1 | 1    |

MELEE WEAPONS

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Armoured hull | Melee | 4 | 4+ | 6 | 0  | 1 |

ABILITIES

- Advanced Firepower**  
Each time this model makes an attack with its Twin iliastus accelerator cannon that targets an enemy unit (excluding MONSTERS and VEHICLES), that attack has the [LETHAL HITS] ability. Each time this model makes an attack with its Twin arachnus heavy blaze cannon that targets an enemy MONSTER or VEHICLE unit, that attack has the [LETHAL HITS] ability.
- Damaged: 1-5 wounds remaining**  
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

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

FACTION RULES

- Martial Ka'tah**  
Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.
  - DACATARAI STANCE  
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.
  - RENDAX STANCE  
Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



- AUFSTELLUNG
- 1x Caladius Grav-tank
- Equipped with:** Twin arachnus heavy blaze cannon, Twin iliastus accelerator cannon, Twin lastrum bolt cannon, Armoured hull
- Wargear Options:**
  - This model can replace its Twin iliastus accelerator cannon with Twin arachnus heavy blaze cannon.



KEYWORDS: Vehicle, Fly, Imperium,  
Caladius Grav-tank, Frame

FACTION KEYWORDS: Adeptus  
Custodes

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CORE RULES

**Deadly Demise D3**

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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*