

| M   | T  | Sv | W  | LD | OC |
|-----|----|----|----|----|----|
| 10" | 11 | 2+ | 18 | 7+ | 5  |

RANGED WEAPONS

| WEAPON                           | RANGE | A | BS | S | AP | D |
|----------------------------------|-------|---|----|---|----|---|
| Heavy bolter<br>SUSTAINED HITS 1 | 36"   | 3 | 4+ | 5 | -1 | 2 |
| Heavy stubber<br>RAPID FIRE 3    | 36"   | 3 | 4+ | 4 | 0  | 1 |
| Storm bolter<br>RAPID FIRE 2     | 24"   | 2 | 4+ | 4 | 0  | 1 |

MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 6 | 4+ | 7 | 0  | 1 |

ABILITIES

- Damaged: 1-6 Wounds Remaining**  
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Fire Support**  
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound 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).*

CORE RULES

- 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").  
*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.*

AUFSTELLUNG

1x Crassus [Legends]

Equipped with: Heavy bolter, Heavy stubber, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Heavy stubber, Storm bolter.

KEYWORDS: Vehicle, Imperium, Squadron, Transport, Smoke, Crassus, Frame

FACTION KEYWORDS: Astra Militarum

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TRANSPORT

**Crassus**  
This model has a transport capacity of 35 ASTRA MILITARUM INFANTRY models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each OGRYN model takes up the space of 3 models. It cannot transport ARTILLERY models.

KEYWORDS: Vehicle, Imperium,  
Squadron, Transport, Smoke,  
Crassus, Frame  
FACTION KEYWORDS: Astra  
Militarum