

ARES GUNSHIP - IMPERIUM - ADEPTUS CUSTODES

580 PTS

M	T	Sv	W	LD	OC
-	12	2+	22	6+	-

INVULNERABLE
SAVE



AUFSTELLUNG

1x Ares Gunship
Equipped with: Arachnus heavy blaze cannon, Arachnus magna-blaze cannon, Armoured hull

KEYWORDS: Vehicle, Aircraft, Fly, Imperium, Ares Gunship
FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Arachnus heavy blaze cannon	36"	4	2+	12	-3	D6+1
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

ABILITIES

Damaged: 1-7 wounds remaining

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Infernus Firebombs

At the end of your Movement phase, select one visible enemy unit (excluding AIRCRAFT/Lone Operative units) within 24" of this unit:

- That enemy unit cannot have the benefit of cover until the end of your next Shooting phase.
- Roll one D6 for each model in that enemy unit: for each 6, that enemy unit suffers 1 mortal wound.

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.

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.