

CAESTUS ASSAULT RAM [LEGENDS] -
IMPERIUM - SPACE MARINES

215 PTS

M	T	Sv	W	LD	OC
14"	10	3+	18	6+	0

AUFSTELLUNG 1x Caestus Assault Ram [Legends] Equipped with: Firefury Missile Batteries, Twin Magna-Melta, Armoured Hull	KEYWORDS: Vehicle, Aircraft, Transport, Fly, Imperium, Caestus Assault Ram FACTION KEYWORDS: Adeptus Astartes
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Firefury Missile Batteries BLAST, IGNORES COVER	36"	2D6	3+	6	-1	1
Twin Magna-Melta MELTA 4, TWIN-LINKED	18"	2	3+	12	-4	D6

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull LANCE	Melee	6	4+	8	0	1

ABILITIES

Into the Foe If a unit disembarks from this Transport before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.
Transport This model has a transport capacity of 12 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

WEAPON ABILITIES

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. <i>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).</i>
Ignores Cover Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
Lance Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
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. <i>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.</i>
Twin-linked Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

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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"). <i>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.</i>
Hover Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.