



ORION ASSAULT DROPSHIP

690 PTS

M	T	SV	W	LD	OC
20+''	12	2+	22	6+	0



⦿ RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
2x Arachnus heavy blaze cannon	36"	4	2+	12	-3	D6+1
2x Spiculus heavy bolt launcher BLAST	36"	D6+6	2+	7	-1	2
2x Twin lastrum bolt cannon SUSTAINED HITS 1	36"	3	2+	6	-1	1

✂ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

AUFSTELLUNG

1x Orion Assault Dropship
Equipped with: Arachnus heavy blaze cannon, Spiculus heavy bolt launcher, Twin lastrum bolt cannon, Armoured hull

ABILITIES

- Assault Dropship**
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.
- 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.

Transport (Transport)
Capacity: This model has a transport capacity of 12 ADEPTUS CUSTODES INFANTRY models. This model can also transport 1 VENERABLE CONTEMPTOR DREADNOUGHT, 1 CONTEMPTOR-ACHILLUS DREADNOUGHT or 1 CONTEMPTOR GALATUS-DREADNOUGHT; while doing so, its transport capacity is reduced to 6 ADEPTUS CUSTODES INFANTRY models.



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WEAPON RULES

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).*

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).*



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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").

Hover

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

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.