



PALLAS GRAV-ATTACK

100 PTS

M	T	SV	W	LD	OC
12"	8	2+	9	6+	2



RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Twin arachnus blaze cannon DEVASTATING WOUNDS, TWIN-LINKED	24"	8	2+	5	-1	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Pallas Grav-attack

Equipped with: Twin arachnus blaze cannon, Armoured hull

ABILITIES

Merciless Hunter

In your Shooting phase, each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Wound roll.

WEAPON RULES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Twin-linked

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



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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").