

ARES GUNSHIP

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

AUFSTELLUNG

1x Ares Gunship

Equipped with: Arachnus heavy blaze cannon, Arachnus magna-blaze cannon, Armoured hull

⦿ 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

RULES - Deadly Demise D6, Martial Ka'tah

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.

