

CORONUS GRAV-CARRIER

M	T	SV	W	LD	OC	
12"	12	2+	16	6+	5	

AUFSTELLUNG

1x Coronus Grav-carrier

Equipped with: Twin arachnus blaze cannon, Twin lastrum bolt cannon, Armoured hull

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin arachnus blaze cannon DEVASTATING WOUNDS, TWIN-LINKED	24"	8	2+	5	-1	1
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	6	4+	8	0	1

ABILITIES

RULES - Deadly Demise D6, Martial Ka'tah

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Fire Support

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

Coronus Grav-carrier (Transport)

Capacity: This model has a transport capacity of 8 Adeptus Custodes Infantry models.



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.

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).

Twin-linked

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