

# ORION ASSAULT DROPSHIP

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

## AUFSTELLUNG

1x Orion Assault Dropship

**Equipped with:** Arachnus heavy blaze cannon, Spiculus heavy bolt launcher, Twin lastrum bolt cannon, Armoured hull

## 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<br>BLAST        | 36''  | D6+6 | 2+ | 7  | -1 | 2    |
| 2x Twin lastrum bolt cannon<br>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 |

## ABILITIES

**RULES** - Deadly Demise D6, Hover, Martial Ka'tah

### 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.



## 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).*

