

PALLAS GRAV-ATTACK

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

AUFSTELLUNG

1x Pallas Grav-attack

Equipped with: Twin arachnus blaze 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

MELEE WEAPONS

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

ABILITIES

RULES - Deadly Demise D3

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.

