

# ASTRAEUS

|     |    |    |    |    |    |     |
|-----|----|----|----|----|----|-----|
| M   | T  | SV | W  | LD | OC |     |
| 10" | 12 | 2+ | 24 | 6+ | 8  | 5+* |

## AUFSTELLUNG

1x Astraesus

**Equipped with:** Astraesus las-ripper, Ironhail Heavy Stubber, Twin macro-accelerator cannon, ► Plasma eradicator - standard, ► Plasma eradicator - supercharge

### Wargear Options:

- This model can replace its Twin heavy bolter with Twin lascannon.
- This model can replace its Two Astraesus las-rippers with Two plasma eradicators.

## RANGED WEAPONS

| WEAPON                                                         | RANGE | A  | BS | S  | AP | D    |
|----------------------------------------------------------------|-------|----|----|----|----|------|
| 2x Astraesus las-ripper                                        | 36"   | 2  | 3+ | 12 | -3 | D6+1 |
| Ironhail Heavy Stubber<br>RAPID FIRE 3                         | 36"   | 3  | 3+ | 4  | 0  | 1    |
| Twin macro-accelerator cannon<br>SUSTAINED HITS 1, TWIN-LINKED | 72"   | 12 | 3+ | 9  | -1 | 3    |
| 2x ► Plasma eradicator - standard<br>BLAST                     | 36"   | D6 | 3+ | 7  | -2 | 2    |
| 2x ► Plasma eradicator - supercharge<br>BLAST, HAZARDOUS       | 36"   | D6 | 3+ | 8  | -3 | 3    |

## ABILITIES

**RULES** - Deadly Demise D6+2

### \*Invulnerable Save

This model has a 5+ invulnerable save against ranged attacks.

### Suppression Fire

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more attacks made with its twin macro-accelerator cannon this phase. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.



## 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).*

### Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

### Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two 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).*

### Twin-linked

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