

# IMPULSOR

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | SV | W  | LD | OC |
| 12" | 9 | 3+ | 11 | 6+ | 2  |

## AUFSTELLUNG

1x Impulsor

**Equipped with:** Fragstorm grenade launcher, Ironhail Heavy Stubber, Ironhail Skytalon Array, Storm bolter, ► Bellicatus Missile Array - Frag, ► Bellicatus Missile Array - Icarus, ► Bellicatus Missile Array - Krak, Armoured Hull

## Wargear Options:

- This model can be equipped with 1x Ironhail Heavy Stubber.
- This model can be equipped with one of: Orbital Comms Array, Shield Dome, Ironhail Skytalon Array, Bellicatus Missile Array.
- This model can replace its 2 Storm Bolters with 2 Fragstorm Grenade Launchers.

## ⚙ RANGED WEAPONS

| WEAPON                                                   | RANGE | A  | BS | S | AP | D |
|----------------------------------------------------------|-------|----|----|---|----|---|
| Fragstorm grenade launcher<br>BLAST                      | 18"   | D6 | 3+ | 4 | 0  | 1 |
| Ironhail Heavy Stubber<br>RAPID FIRE 3                   | 36"   | 3  | 3+ | 4 | 0  | 1 |
| Ironhail Skytalon Array<br>ANTI-FLY 4+, SUSTAINED HITS 1 | 36"   | 8  | 3+ | 4 | 0  | 1 |
| Storm bolter<br>RAPID FIRE 2                             | 24"   | 2  | 3+ | 4 | 0  | 1 |

## ABILITIES

**RULES** - Deadly Demise D3, Firing Deck 6

### Assault Vehicle

Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.

### Orbital Comms Array [Aura]

While a friendly Adeptus Astartes unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP



|                                                    |     |    |    |   |    |    |
|----------------------------------------------------|-----|----|----|---|----|----|
| ► Bellicatus Missile Array - Frag<br>BLAST         | 48" | D6 | 3+ | 4 | 0  | 1  |
| ► Bellicatus Missile Array - Icarus<br>ANTI-FLY 2+ | 48" | D3 | 3+ | 8 | -1 | 2  |
| ► Bellicatus Missile Array - Krak                  | 48" | 1  | 3+ | 8 | -2 | D6 |

⌘ MELEE WEAPONS

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Armoured Hull | Melee | 3 | 4+ | 6 | 0  | 1 |

Shield Dome

The bearer has a 5+ invulnerable save.

Transport

This model has a transport capacity of 7 TACTICUS or PHOBOS INFANTRY models. It cannot transport JUMP PACK models.



## WEAPON RULES

### Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### 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).*

### 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).*