

IMPERIUM - SPACE MARINES

ASTRAEUS

525 PTS



M

10"

T

12

SV

2+

W

24

LD

6+

OC

8

5+*

RANGED WEAPONS

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

AUFSTELLUNG

1x Astraeus

Equipped with: Astraeus 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 Astraeus las-rippers with Two plasma eradicators.

ABILITIES

***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.

CORE RULES

◇ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

