



HEAVY SUPPORT

Kratos

Unit size 1 model
 Unit cost 320 pts
 • Hunter-killer missile +5 pts
 • Multi-melta +10 pts

KRATOS

22 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Kratos (10+ wounds remaining)	10"	6+	3+	8	8	18	6	9	2+
	Kratos (5-9 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	2+
	Kratos (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	2+

A Kratos is equipped with: autocannon; Kratos battlecannon; 4 heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Combi-volkite	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Volkite charger	20"	Heavy 2	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Havoc launcher	48"	Heavy D6	5	0	1	Blast
Kratos battlecannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Armour penetrating	36"	Heavy 1	14	-5	D3+6	-
- High explosive	36"	Heavy D6+3	7	-2	3	Blast
Melta blast-gun	36"	Heavy 4	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Volkite caliver	30"	Heavy 2	6	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Volkite cardanelle	45"	Heavy 8	7	-1	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 2 mortal wounds on the target in addition to any normal damage.
Volkite culverin	45"	Heavy 4	6	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

WARGEAR OPTIONS

- This model's Kratos battlecannon can be replaced with one of the following: 1 melta blast-gun; 1 volkite cardanelle.
- 2 of this model's heavy bolters can be replaced with one of the following: 2 autocannons; 2 lascannons; 2 volkite calivers.
- 2 of this model's heavy bolters can be replaced with one of the following: 2 heavy flamers; 2 lascannons; 2 volkite culverins.
- This model can be equipped with one of the following: 1 combi-flamer; 1 combi-melta; 1 combi-plasma; 1 combi-volkite; 1 havoc launcher; 1 heavy bolter; 1 heavy flamer; 1 multi-melta; 1 twin boltgun.
- This model can be equipped with 1 hunter-killer missile.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Martial Legacy: If your army is Battle-forged, then when this unit is included in a Detachment, increase that Detachment's Command Cost by 1CP.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, SMOKESCREEN, KRATOS