

Triaros Armoured Conveyor	[135Pts]
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Special Rules	Galvanic Traction Drive
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Move	WS	BS	S	Front	Side	Rear	I	A	HP	CAP
12"	-	(4) 3+	-	14	12	12	-	-	5	22



Weapon	Range	Strength	AP	Type
Shock Ram	-	10	4	Melee, Concussive (3) Ram (D6)
Volkite Caliver	30"	6	5	Heavy 3, Deflagrate
Twin-Linked Mauler Bolt Cannon	24"	6	4	Heavy 4, Pinning, Twin-Linked

Rules	Description
Galvanic Traction Drive	If a model with this special rule suffers an Explodes result on the Vehicle Damage table as a result of a Melee or Shooting Attack, the Explodes result causes nearby units to suffer a Str 8, AP 4 Hit for each model within D6+6" instead of the usual damage and area of effect.
Concussive (3)	A unit that suffers one or more Wounds, regardless of whether those Wounds are Saved or otherwise discounted, from a weapon with this special rule must take a Leadership test at the end of the Shooting phase (if the attacks were inflicted as part of a Shooting Attack), or the current combat (if the attacks were inflicted as part
Pinning	If a non-Vehicle unit suffers one of more unsaved Wounds from a weapon with the Pinning special rule it must take a leadership test once the firing unit has finished its Shooting Attacks for that Phase. This is called a Pinning Test. If the unit fails the Test, it is Pinned. A unit that is Pinned cannot Move, Run or Charge and can only fire Snap Shots during its shooting phase and cannot make Reactions in any phase. At the end of the following turn the unit returns to normal
Flare Shield	A model with a flare shield reduces the strength of Shooting Attacks made against its Front Armour by -1, or -2 if that Shooting Attack has the Blast special rule or uses a template to determine its Range. A flare shield has no effect on Shooting Attacks inflicted with weapons of the Destroyer type

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Rules	Description
Twin-Linked	Controlling player may re-roll all failed To Hit rolls.
Deflagrate	After normal attacks by this weapon have been resolved, count the number of unsaved Wounds caused on the target unit. Immediately resolve a number of additional automatic Hits on the same unit using the weapon's profile equal to the number of unsaved Wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional Hits to take effect. These additional Hits do not themselves inflict more Hits and do not benefit from any other special rules possessed by the attacking model, such as Preferred Enemy (X) or Precision Strikes (X).
Searchlights	A model with searchlights ignores the 24" limit to line of sight imposed by the Night Fighting rules when making Shooting Attacks, however enemy units also ignore that same restriction when making Shooting Attacks that target a model with searchlights.