

GREY KNIGHTS DREADNOUGHT [LEGENDS]

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3

AUFSTELLUNG

1x Grey Knights Dreadnought [Legends]

Equipped with: Assault cannon, Heavy flamer, Heavy psycannon, Incinerator, Multi-melta, Storm bolter, Twin lascannon, ➤ Heavy plasma cannon - standard, ➤ Heavy plasma cannon - supercharge, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Armoured feet, Dreadnought combat weapon, Nemesis doomglaive

Wargear Options:

- This model can replace its Assault cannon, storm bolter and Dreadnought combat weapon with Heavy psycannon, storm bolter and Nemesis doomglaive or Heavy psycannon, incinerator and Nemesis doomglaive.
- This model can replace its Assault cannon with Heavy plasma cannon, Multi-melta or Twin lascannon.
- This model can replace its Storm bolter and Dreadnought combat weapon with Missile launcher and armoured feet or Heavy flamer and Dreadnought combat weapon.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1

ABILITIES

RULES - Deadly Demise D3, Gate of Infinity

Wisdom of the Ancients (Aura)

While a friendly Grey Knights Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.



Heavy psycannon PSYCHIC	24"	6	3+	10	-1	3
Incinerator IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
► Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2
► Heavy plasma cannon - supercharge BLAST, HAZARDOUS	36"	D3	3+	8	-3	3
► Missile launcher - frag BLAST	48"	D6	3+	4	0	1
► Missile launcher - krak	48"	1	3+	9	-2	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Nemesis doomglaive PSYCHIC	Melee	5	3+	14	-3	3

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).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



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.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).



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).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

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