

VENERABLE DREADNOUGHT

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

AUFSTELLUNG

1x Venerable Dreadnought (60mm)

Equipped with: Assault cannon, Heavy flamer, Storm bolter, Twin lascannon, ➤ Heavy plasma cannon - standard, ➤ Heavy plasma cannon - supercharge, Dreadnought combat weapon

Wargear Options:

- This model can replace its Assault cannon with Heavy plasma cannon or Twin lascannon.
- This model can replace its Storm bolter and Dreadnought combat weapon with 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
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2

ABILITIES

RULES - Deadly Demise 1, Deep Strike, Gate of Infinity

Guidance of the Ancients (Psychic)

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a Grey Knights model from your army makes an attack which targets that unit, add 1 to the Hit roll.



► Heavy plasma cannon - supercharge	36"	D3	3+	8	-3	3
BLAST, HAZARDOUS						

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadnought combat weapon	Melee	5	3+	12	-2	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).

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.

