

# CHAPLAIN VENERABLE DREADNOUGHT [LEGENDS]150 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 9 | 2+ | 8 | 6+ | 3  |

## RANGED WEAPONS

| WEAPON                                                 | RANGE | A   | BS  | S  | AP | D    |
|--------------------------------------------------------|-------|-----|-----|----|----|------|
| Assault Cannon<br>DEVASTATING WOUNDS                   | 24"   | 6   | 3+  | 6  | 0  | 1    |
| Dreadnought Inferno Cannon<br>IGNORES COVER<br>TORRENT | 12"   | 2D6 | N/A | 6  | -1 | 1    |
| Heavy Flamer<br>BLAST 2<br>TORRENT                     | 12"   | 3   | -   | 5  | -1 | 1    |
| Multi-melta<br>MELTA 2                                 | 18"   | 2   | 3+  | 9  | -4 | D6   |
| Storm bolter<br>RAPID FIRE 2                           | 24"   | 2   | 3+  | 5  | -1 | 1    |
| Twin lascannon<br>TWIN-LINKED                          | 48"   | 1   | 3+  | 12 | -3 | D6+1 |
| ► Heavy Plasma Cannon<br>BLAST<br>HAZARDOUS            | 36"   | D3  | 3+  | 8  | -3 | 3    |
| ► Heavy Plasma Cannon - Standard<br>BLAST              | 36"   | D3  | 3+  | 7  | -2 | 2    |

## MELEE WEAPONS

| WEAPON                    | RANGE | A | WS | S  | AP | D |
|---------------------------|-------|---|----|----|----|---|
| Armoured feet             | Melee | 6 | 3+ | 6  | 0  | 1 |
| Dreadnought Combat Weapon | Melee | 5 | 3+ | 12 | -2 | 3 |

## ABILITIES

- Invulnerable Save**  
5+
- Spiritual Leader**  
(Once per battle round, per unit): At the start of any phase, you can select one friendly battle-shocked ADEPTUS ASTARTES unit within 6" of this model. That unit is no longer battle-shocked.

## WEAPON ABILITIES

- 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.*

## AUFSTELLUNG

- 1x Chaplain Venerable Dreadnought [Legends]
- Equipped with:** Assault Cannon, Dreadnought Inferno Cannon, Heavy Flamer, Multi-melta, Storm bolter, Twin lascannon, ► Heavy Plasma Cannon, ► Heavy Plasma Cannon - Standard, Armoured feet, Dreadnought Combat Weapon
- Wargear Options:**
- This model can replace its Dreadnought Combat Weapon w/ Heavy Flamer with Assault Cannon, Heavy Plasma Cannon, Multi-melta, Twin lascannon or Dreadnought Inferno Cannon.
  - This model can replace its Dreadnought Combat Weapon w/ Heavy Flamer with Dreadnought Combat Weapon w/ Storm Bolter

**KEYWORDS:** Vehicle, Walker, Imperium, Dreadnought, Chaplain Venerable Dreadnought  
**FACTION KEYWORDS:** Adeptus Astartes

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- 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.*
- 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.

## FACTION RULES

- Combat Doctrines**  
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase
- Assault Doctrine  
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.
- Devastator Doctrine  
This unit's ranged attacks have [ASSAULT]
- Tactical Doctrine  
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.  
Unless otherwise stated.
- You can only select each Combat Doctrine once per battle
  - Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

## CORE RULES

- Deadly Demise 1**  
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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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Venerable Dreadnought  
**FACTION KEYWORDS:** Adeptus Astartes