

IRONCLAD DREADNOUGHT [LEGENDS] -
IMPERIUM - SPACE MARINES

150 PTS

M	T	Sv	W	LD	OC
6"	10	2+	8	6+	3

AUFSTELLUNG 1x Ironclad Dreadnought [Legends] Equipped with: Heavy Flamer, Hunter-killer missile, Hurricane Bolter, Meltagun, Storm bolter, Dreadnought Chainfist, Dreadnought Combat Weapon, Seismic Hammer Wargear Options: <ul style="list-style-type: none">■ This model can be equipped with up to 2x Hunter-killer missile.■ This model can replace its Dreadnought Combat Weapon w/ Storm Bolter with Dreadnought Combat Weapon w/ Heavy Flamer or Hurricane Bolter.■ This model can replace its Meltagun with Heavy Flamer.■ This model can replace its Seismic Hammer with Dreadnought Chainfist.	KEYWORDS: Vehicle, Walker, Smoke, Imperium, Ironclad Dreadnought, Dreadnought FACTION KEYWORDS: Adeptus Astartes
---	---

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Hurricane Bolter RAPID FIRE 6, TWIN-LINKED	24"	6	3+	4	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadnought Chainfist ANTI-VEHICLE 3+	Melee	4	3+	12	-2	3
Dreadnought Combat Weapon	Melee	5	3+	12	-2	3
Seismic Hammer	Melee	3	3+	14	-3	D6+2

ABILITIES

Ironclad Assault Launchers The bearer has the Grenades keyword.
Siege-breaker Protocols Each time this model makes a melee attack that targets a Vehicle or Fortification unit, add 1 to the Hit roll and add 1 to the Wound roll

WEAPON ABILITIES

Anti This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound. <i>Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.</i>
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. <i>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).</i>

IRONCLAD DREADNOUGHT [LEGENDS] -
IMPERIUM - SPACE MARINES

150 PTS

M	T	Sv	W	LD	OC
6"	10	2+	8	6+	3

AUFSTELLUNG
1x Ironclad Dreadnought [Legends]
Equipped with: Heavy Flamer, Hunter-killer missile, Hurricane Bolter, Meltagun, Storm bolter, Dreadnought Chainfist, Dreadnought Combat Weapon, Seismic Hammer
Wargear Options:

- This model can be equipped with up to 2x Hunter-killer missile.
- This model can replace its Dreadnought Combat Weapon w/ Storm Bolter with Dreadnought Combat Weapon w/ Heavy Flamer or Hurricane Bolter.
- This model can replace its Meltagun with Heavy Flamer.
- This model can replace its Seismic Hammer with Dreadnought Chainfist.

KEYWORDS: Vehicle, Walker, Smoke, Imperium, Ironclad Dreadnought, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

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.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

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.

IRONCLAD DREADNOUGHT [LEGENDS] -
IMPERIUM - SPACE MARINES

150 PTS

M	T	Sv	W	LD	OC
6"	10	2+	8	6+	3

AUFSTELLUNG
1x Ironclad Dreadnought [Legends]
Equipped with: Heavy Flamer, Hunter-killer missile, Hurricane Bolter, Meltagun, Storm bolter, Dreadnought Chainfist, Dreadnought Combat Weapon, Seismic Hammer
Wargear Options:

- This model can be equipped with up to 2x Hunter-killer missile.
- This model can replace its Dreadnought Combat Weapon w/ Storm Bolter with Dreadnought Combat Weapon w/ Heavy Flamer or Hurricane Bolter.
- This model can replace its Meltagun with Heavy Flamer.
- This model can replace its Seismic Hammer with Dreadnought Chainfist.

KEYWORDS: Vehicle, Walker, Smoke, Imperium, Ironclad Dreadnought, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

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.