

CHAPLAIN VENERABLE DREADNOUGHT [LEGENDS]

M6"

T9

SV2+

W8

LD6+

OC3

150 PTS

Base —

- Combat Doctrines
- Deadly Demise 1

1KOMMANDO

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.

2BEWEGUNG

3BESCHUSS

Assault Cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	3+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Dreadnought Inferno Cannon

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	2D6	N/A	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Heavy Flamer

BLAST 2

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Multi-melta

MELTA 2

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Twin lascannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

► Heavy Plasma Cannon

BLAST

HAZARDOUS

R	A	BS	S	AP	D
36"	D3	3+	8	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

► Heavy Plasma Cannon - Standard

BLAST

R	A	BS	S	AP	D
36"	D3	3+	7	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

4ANGRIFF

5NAHKAMPF

Armoured feet

R	A	WS	S	AP	D
Melee	6	3+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Dreadnought Combat Weapon

R	A	WS	S	AP	D
Melee	5	3+	12	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

VERTEIDIGUNG

IMMER / EINMALIG

Invulnerable Save
5+

GEGEN DIESE EINHEIT

W9 · RW 2+ · 8 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10-17	S9	S5-8	S1-4

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	5+	6+

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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 (roun...

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...

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...

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 mod...

MELTA This ability always takes the form [MELTA X].

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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.

AUFSTELLUNG

1x Chaplain Venerable Dreadnought [Legends]

Ausrüstung: 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

• 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, Dreadnought Inferno Cannon, Heavy Plasma Cannon, Multi-melta or Twin lascannon.