

IMPERIUM - SPACE MARINES

IRONCLAD DREADNOUGHT [LEGENDS]

M6"

T10

SV2+

W8

LD6+

OC3

150 PTS

Base —



Combat Doctrines

Deadly Demise 1

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy FlamerBLAST 2TORRENT

R12"

A3

BS-

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Hunter-killer missileONE SHOT

R48"

A1

BS2+

S14

AP-3

D3+3

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Hurricane BolterRAPID FIRE 6TWIN-LINKED

R24"

A6

BS3+

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

MeltagunMELTA 2

R12"

A1

BS3+

S9

AP-4

D6

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Storm bolterRAPID FIRE 2

R24"

A2

BS3+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

4ANGRIFF

5NAHKAMPF

Dreadnought ChainfistANTI-VEHICLE 3+

RMelee

A4

WS3+

S12

AP-2

D3

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Dreadnought Combat Weapon

RMelee

A5

WS3+

S12

AP-2

D3

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Seismic Hammer

RMelee

A3

WS3+

S14

AP-3

D6+2

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

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

VERTEIDIGUNG

IMMER / EINMALIG

Ironclad Assault Launchers
The bearer has the Grenades keyword.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 8 LP je Modell

WIRD VERWUNDET MIT

2+S20+

3+S11-19

4+S10

5+S6-9

6+S1-5

RETTUNGSWURF JE DS

DS 02+

DS -13+

DS -24+

DS -35+

DS -46+

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.
ANTI This ability always takes the form [ANTI-X Y+].
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 (round...
MELTA This ability always takes the form [MELTA X].
ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.
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 Ironclad Dreadnought [Legends]
Ausrüstung: Heavy Flamer, Hunter-killer missile, Hurricane Bolter, Meltagun, Storm bolter, Dreadnought Chainfist, Dreadnought Combat Weapon, Seismic Hammer
• 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.