

MORTIS DREADNOUGHT
[LEGENDS]

Combat Doctrines Deadly Demise 1

M6"

T9

SV2+

W8

LD6+

OC3

130 PTS
Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Assault Cannon

DEVASTATING WOUNDS

R

A

BS

S

AP

D

24"

6

3+

6

0

1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Dreadnought Inferno Cannon

IGNORES COVER

TORRENT

R

A

BS

S

AP

D

12"

2D6

N/A

6

-1

1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Multi-melta

MELTA 2

R

A

BS

S

AP

D

18"

2

3+

9

-4

D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Twin autocannon

TWIN-LINKED

R

A

BS

S

AP

D

48"

2

3+

9

-1

3

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Twin heavy bolter

RAPID FIRE 2

SUSTAINED HITS 1

TWIN-LINKED

R

A

BS

S

AP

D

36"

3

3+

5

-1

2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Twin lascannon

TWIN-LINKED

R

A

BS

S

AP

D

48"

1

3+

12

-3

D6+1

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

Heavy Plasma Cannon

BLAST

HAZARDOUS

R

A

BS

S

AP

D

36"

D3

3+

8

-3

3

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Heavy Plasma Cannon - Standard

BLAST

R

A

BS

S

AP

D

36"

D3

3+

7

-2

2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Missile Launcher - Frag

BLAST

R

A

BS

S

AP

D

48"

D6

3+

4

0

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Missile Launcher - Krak

R

A

BS

S

AP

D

48"

1

3+

9

-2

D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Mortis Strike

Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

4ANGRIFF

5NAHKAMPF

Armoured feet

R

A

WS

S

AP

D

Melee

5

3+

6

0

1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 2+ · 8 LP je Modell				
WIRD VERWUNDET MIT				
2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ 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 (round down).

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].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS 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 Mortis Dreadnought [Legends]

Ausrüstung: Assault Cannon, Dreadnought Inferno Cannon, Multi-melta, Twin autocannon, Twin heavy bolter, Twin lascannon, Heavy Plasma Cannon, Heavy Plasma Cannon - Standard, Missile Launcher - Frag, Missile Launcher - Krak, Armoured feet

This model can replace its 2 Assault Cannons with 2 Dreadnought Inferno Cannons, 2 Heavy Plasma Cannons, 2 Missile Launchers, 2 Multi-Meltas, 2 Twin Autocannons, 2 Twin Lascannons or 2 Twin Heavy Bolters.

KEYWORDS Vehicle, Walker, Imperium, Dreadnought, Mortis Dreadnought · FRAKTION Adeptus Astartes