

VENERABLE DREADNOUGHT
[LEGENDS]

Combat Doctrines

Deadly Demise 1

M

6"

T

9

SV

2+

W

8

LD

6+

OC

3

165 PTS

Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

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 autocannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	2	3+	9	-1	3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Twin heavy bolter

SUSTAINED HITS 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Twin heavy flamer

IGNORES COVER

TORRENT

TWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	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+

► Missile Launcher - Frag

BLAST

R	A	BS	S	AP	D
48"	D6	3+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

► Missile Launcher - Krak

R	A	BS	S	AP	D
48"	1	3+	9	-2	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

4

ANGRIFF

—

5

NAHKAMPF

Armoured Feet

R	A	WS	S	AP	D
Melee	5	3+	6	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Close combat weapon

R	A	WS	S	AP	D
Melee	5	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

Wisdom of the Ancients [Aura]

While a friendly Adeptus Astartes Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

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 (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 Venerable Dreadnought [Legends]

Ausrüstung: Assault Cannon, Dreadnought Inferno Cannon, Heavy Flamer, Multi-melta, Storm bolter, Twin autocannon, Twin heavy bolter, Twin heavy flamer, Twin lascannon, ► Heavy Plasma Cannon, ► Heavy Plasma Cannon - Standard, ► Missile Launcher - Frag, ► Missile Launcher - Krak, Armoured Feet, Close combat weapon, Dreadnought Combat Weapon

- This model can replace its Dreadnought Combat Weapon w/ Storm Bolter with Dreadnought Combat Weapon w/ Heavy Flamer, Close Combat Weapon w/ Missile Launcher or Twin autocannon.
- This model can replace its Assault Cannon with Multi-melta, Heavy Plasma Cannon, Twin autocannon, Twin heavy bolter, Twin heavy flamer, Twin lascannon or Dreadnought Inferno Cannon.