

IMPERIUM - SPACE MARINES

CHAPLAIN
VENERABLE
DREADNOUGHT
[LEGENDS]

M

6"

T

9

SV

2+

W

8

LD

6+

OC

3

150 PTS

Base —

- Combat Doctrines
- Deadly Demise 1

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 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+

5

NAHKAMPF

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+

GEGEN DIESE EINHEIT

W9 · RW 2+ · 8 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+

S18+

DS 0

2+

3+

S10-17

DS -1

3+

4+

S9

DS -2

4+

5+

S5-8

DS -3

5+

6+

S1-4

DS -4

6+

KEYWORDS Vehicle, Walker, Imperium, Dreadnought, Chaplain Venerable Dreadnought · FRAKTION Adeptus Astartes

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

—

4ANGRIFF

—

◆VERTEIDIGUNG

—

∞IMMER / EINMALIG

Invulnerable Save
5+

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.