IMPERIUM - SPACE MARINES

DREADNOUGHT [LEGENDS]

Combat Doctrines | Deadly Demise 1

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3

135 PTS

Base —

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+

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+

➤ 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+

5 NAHKAMPF

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+

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+

KEYWORDS Vehicle, Smoke, Imperium, Walker, Dreadnought · **FRAKTION** Adeptus Astartes

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ 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.

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…

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 Dreadnought [Legends]

Ausrüstung: Assault Cannon, Heavy Flamer, Multi-melta, Storm bolter, Twin lascannon, ➤ Heavy Plasma Cannon, ➤ Heavy Plasma Cannon - Standard, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, Close combat weapon, Dreadnought Combat Weapon

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

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