

IMPERIUM - SPACE MARINES

IRONCLAD
DREADNOUGHT
[LEGENDS]

Combat Doctrines

Deadly Demise 1

M6"

T10

SV2+

W8

LD6+

OC3

150 PTS

Base —



3 BESCHUSS

Heavy Flamer

BLAST 2

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Hunter-killer missile

ONE SHOT

R	A	BS	S	AP	D
48"	1	2+	14	-3	D3+3

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Hurricane Bolter

RAPID FIRE 6

TWIN-LINKED

R	A	BS	S	AP	D
24"	6	3+	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Meltagun

MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

5 NAHKAMPF

Dreadnought Chainfist

ANTI-VEHICLE 3+

R	A	WS	S	AP	D
Melee	4	3+	12	-2	3

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Dreadnought Combat Weapon

R	A	WS	S	AP	D
Melee	5	3+	12	-2	3

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Seismic Hammer

R	A	WS	S	AP	D
Melee	3	3+	14	-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

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 0

DS -1

DS -2

DS -3

DS -4

2+

3+

4+

5+

6+

1
KOMMANDO
—

2
BEWEGUNG
—

4
ANGRIFF
—


VERTEIDIGUNG
—

 IMMER / EINMALIG

Ironclad Assault Launchers
The bearer has the Grenades keyword.

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 down).

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.