

# MORTIS DREADNOUGHT

## [LEGENDS]

Combat Doctrines Deadly Demise 1

M6"

T9

SV2+

W8

LD6+

OC3

130 PTS

Base —



3

BESCHUSS

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+

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+

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+

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.

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+

|                    |                    |                   |                        |                            |
|--------------------|--------------------|-------------------|------------------------|----------------------------|
| 1<br>KOMMANDO<br>— | 2<br>BEWEGUNG<br>— | 4<br>ANGRIFF<br>— | ◆<br>VERTEIDIGUNG<br>— | ∞<br>IMMER / EINMALIG<br>— |
|--------------------|--------------------|-------------------|------------------------|----------------------------|

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].
- 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.