

IMPERIUM - SPACE MARINES

REDEMPTOR
DREADNOUGHT

Combat Doctrines

Deadly Demise D3

M

8"

T

10

SV

2+

W

12

LD

6+

QC

4

170 PTS

Base 90mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Fragstorm Grenade Launchers

BLAST 2

R	A	BS	S	AP	D
18"	6	3+	4	-1	1

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-2 T3 T4 T5-7 T8+

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+

Heavy Onslaught Gatling Cannon

DEVASTATING WOUNDS: NON-MONSTER/VEHICLE

SUSTAINED HITS 2: NON-MONSTER/VEHICLES

R	A	BS	S	AP	D
24"	12	3+	6	-1	1

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-3 T4-5 T6 T7-11 T12+

Icarus Rocket Pod

ANTI-FLY 2+

R	A	BS	S	AP	D
24"	3	3+	6	-1	2

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-3 T4-5 T6 T7-11 T12+

4

ANGRIFF

—

5

NAHKAMPF

Redemptor Fist

R	A	WS	S	AP	D
Melee	5	3+	12	-3	D3+3

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-6 T7-11 T12 T13-23 T24+

6

VERTEIDIGUNG

Duty Eternal

Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	S1-5

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 D3 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 (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...

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.

AUFSTELLUNG

1x Redemptor Dreadnought

Ausrüstung: Fragstorm Grenade Launchers, Heavy Flamer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Onslaught gatling cannon, Storm Bolters, ► Macro Plasma Incinerator - Standard, ► Macro Plasma Incinerator - Supercharge, Redemptor Fist

This model can be equipped with 1x Icarus Rocket Pod.

This model can replace its Heavy Onslaught Gatling Cannon with Macro Plasma Incinerator.

This model can replace its Heavy Flamer with Onslaught gatling cannon.

This model can replace its Storm Bolters with Fragstorm Grenade Launchers.

KEYWORDS Vehicle, Walker, Imperium, Redemptor Dreadnought, Dreadnought · FRAKTION Adeptus Astartes