

IMPERIUM - SPACE MARINES

VENERABLE
DREADNOUGHT
[LEGENDS]

M6"

T9

SV2+

W8

LD6+

OC3

165 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

Dreadnought Inferno Cannon **IGNORES COVER**

TORRENT

R	A	BS	S	AP	D
12"	2D6	N/A	6	-1	1

Heavy Flamer **BLAST 2** **TORRENT**

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

Multi-melta **MELTA 2**

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

Storm bolter **RAPID FIRE 2**

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

Twin autocannon **TWIN-LINKED**

R	A	BS	S	AP	D
48"	2	3+	9	-1	3

Twin heavy bolter **SUSTAINED HITS 1** **TWIN-LINKED**

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

Twin heavy flamer **IGNORES COVER** **TORRENT**

TWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

Twin lascannon **TWIN-LINKED**

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

► Heavy Plasma Cannon **BLAST** **HAZARDOUS**

R	A	BS	S	AP	D
36"	D3	3+	8	-3	3

► Heavy Plasma Cannon - Standard **BLAST**

R	A	BS	S	AP	D
36"	D3	3+	7	-2	2

► Missile Launcher - Frag **BLAST**

R	A	BS	S	AP	D
48"	D6	3+	4	0	1

► Missile Launcher - Krak

R	A	BS	S	AP	D
48"	1	3+	9	-2	D6

5 NAHKAMPF

Armoured Feet

R	A	WS	S	AP	D
Melee	5	3+	6	0	1

Close combat weapon

R	A	WS	S	AP	D
Melee	5	3+	6	0	1

Dreadnought Combat Weapon

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

GEGEN DIESE EINHEIT

W9 · RW 2+ · 8 LP je Modell

WIRD VERWUNDET MIT

2+
S18+

RETTUNGSWURF JE DS

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
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...

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 Venerable Dreadnought [Legends]

Ausrüstung: Assault Cannon, Dreadnought Inferno Cannon, Heavy Flamer, Multi-melta, Storm bolter, Twin autocannon, Twin heavy bolter, Twin heavy flamer, Twin lascannon, ► Heavy Plasma Cannon, ► Heavy Plasma Cannon - Standard, ► Missile Launcher - Frag, ► Missile Launcher - Krak, Armoured Feet, Close combat weapon, Dreadnought Combat Weapon

▪ This model can replace its Dreadnought Combat Weapon w/ Storm Bolter with Dreadnought Combat Weapon w/ Heavy Flamer, Close Combat Weapon w/ Missile Launcher or Twin autocannon.

▪ This model can replace its Assault Cannon with Multi-melta, Heavy Plasma Cannon, Twin autocannon, Twin heavy bolter, Twin heavy flamer, Twin lascannon or Dreadnought Inferno Cannon.