

BALLISTUS DREADNOUGHT

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4

AUFSTELLUNG

1x Ballistus Dreadnought (90mm)

Equipped with: Ballistus Lascannon, Storm Bolters, ► Ballistus Missile Launcher - Frag, ► Ballistus Missile Launcher - Krak, Armoured Feet

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ballistus Lascannon	48"	2	3+	12	-3	D3+3
Storm Bolters RAPID FIRE 4	24"	4	3+	5	-1	1
► Ballistus Missile Launcher - Frag BLAST 2	48"	D6+6	3+	5	-1	1
► Ballistus Missile Launcher - Krak	48"	2	3+	10	-2	D3+3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Feet	Melee	5	3+	7	0	1

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3

Ballistus Strike

This unit's ranged attacks that target an enemy unit within 24" of this unit have [SUSTAINED HITS 1]

WEAPON RULES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

