BRUTALIS DREADNOUGHT

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

AUFSTELLUNG

1x Brutalis Dreadnought (90mm)

Equipped with: Bolt Rifles, Twin Icarus ironhail heavy stubber, Twin heavy bolter, Twin multi-melta, Brutalis Fists, Brutalis Talons

Wargear Options:

- This model can replace its Brutalis Fists & Brutalis Bolt Rifles with Brutalis Talons.
- This model can replace its Twin heavy bolter with Twin Multi-melta.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifles TWIN-LINKED	24"	4	3+	5	-1	1
Twin Icarus ironhail heavy stubber ANTI-FLY 3+, RAPID FIRE 3, TWIN-LINKED	36"	3	3+	4	-1	1
Twin heavy bolter RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin multi-melta MELTA 3, TWIN-LINKED	18"	2	3+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

RULES - Cleave, Combat Doctrines, Deadly Demise D3

Brutalis Charge
You can target this unit with the Crushing Impact stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

KEYWORDS: Vehicle, Walker, Brutalis Dreadnought, Imperium, Dreadnought

Brutalis Fists TWIN-LINKED	Melee	6	3+	12	-3	D3+3
Brutalis Talons CLEAVE 2, SUSTAINED HITS 1: NON-MONSTER/ VEHICLE, TWIN-LINKED	Melee	8	3+	10	-2	2

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.