

REDEMPTOR DREADNOUGHT

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

AUFSTELLUNG

1x Redemptor Dreadnought (90mm)

Equipped with: 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

Wargear Options:

- 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.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm Grenade Launchers BLAST 2	18"	6	3+	4	-1	1
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	1
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE, SUSTAINED HITS 2: NON-MONSTER/VEHICLES	24"	12	3+	6	-1	1

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3

Duty Eternal

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



Icarus Rocket Pod ANTI-FLY 2+	24"	3	3+	6	-1	2
Onslaught gatling cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE	24"	8	3+	5	-1	1
Storm Bolters RAPID FIRE 4	24"	4	3+	5	-1	1
► Macro Plasma Incinerator - Standard BLAST 1	36"	D3+3	3+	9	-3	2
► Macro Plasma Incinerator - Supercharge BLAST 1, HAZARDOUS	36"	D3+3	3+	10	-4	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Redemptor Fist	Melee	5	3+	12	-3	D3+3

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+.

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).



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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

