

TELEMON HEAVY DREADNOUGHT

280 PTS

| M   | T  | Sv | W  | LD | OC |
|-----|----|----|----|----|----|
| 10" | 11 | 2+ | 14 | 5+ | 4  |

INVULNERABLE  
SAVE

4+



AUFSTELLUNG

1x Telemon Heavy Dreadnought (100mm)

**Equipped with:** Adrathic Desolator, Arachnus Storm Cannon, Iliastus Accelerator Culverin, Spiculus bolt launcher, Twin Neutronium Cascade Projectors, Caestus Fist, Dual Caestus Fists

**Wargear Options:**  
■ This model can replace its Dual Fists and 2 Projectors with Adrathic Desolator, 1 Fist and 1 Projectors, Arachnus Storm Cannon, 1 Fist and 1 Projectors or Iliastus Accelerator Culverin, 1 Fist and 1 Projectors.

RANGED WEAPONS

| WEAPON                                                                  | RANGE | A  | BS | S  | AP | D |
|-------------------------------------------------------------------------|-------|----|----|----|----|---|
| Adrathic Desolator                                                      | 24"   | 4  | 2+ | 10 | -2 | 4 |
| Arachnus Storm Cannon<br>DEVASTATING WOUNDS<br>SUSTAINED HITS 1         | 24"   | 12 | 2+ | 6  | -1 | 1 |
| Iliastus Accelerator Culverin<br>RAPID FIRE 3                           | 48"   | 3  | 2+ | 10 | -1 | 3 |
| Spiculus bolt launcher<br>BLAST 2                                       | 36"   | 6  | 2+ | 5  | -1 | 1 |
| Twin Neutronium Cascade Projectors<br>BLAST 1<br>TORRENT<br>TWIN-LINKED | 12"   | 3  | -  | 7  | -2 | 1 |

MELEE WEAPONS

| WEAPON                            | RANGE | A | WS | S  | AP | D |
|-----------------------------------|-------|---|----|----|----|---|
| Caestus Fist                      | Melee | 5 | 2+ | 14 | -3 | 4 |
| Dual Caestus Fists<br>TWIN-LINKED | Melee | 7 | 2+ | 14 | -3 | 4 |

ABILITIES

**Guardian Eternal**  
Ranged attacks that target this unit have -1 D.

WEAPON ABILITIES

- 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.*
- 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).*



**KEYWORDS:** Vehicle, Imperium, Telemon Heavy Dreadnought, Walker, Dreadnought, Emissaries  
**FACTION KEYWORDS:** Adeptus Custodes

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

FACTION RULES

- Aegis of the Emperor**  
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.
- Martial Ka'tah**  
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.  
Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

CORE RULES

- Deadly Demise D3**  
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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