CONTEMPTOR-ACHILLUS DREADNOUGHT - IMPERIUM - ADEPTUS CUSTODES

230 PTS

M	T	Sv	W	LD	OC
9"	10	2+	12	5+	3

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Contemptor-Achillus Dreadnought (60mm)

Equipped with: Adrathic combi-destructor, Dreadspear, Lastrum storm bolter, Twin Infernus incinerator

Wargear Options:

- This model must be equipped with 2 of: Twin Infernus incinerator, Lastrum storm bolter, Adrathic combi-destructor.

KEYWORDS: Vehicle, Imperium, Walker, Contemptor-Achillus Dreadnought, Dreadnought, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic combi-destructor	12"	2	2+	5	-2	3
Dreadspear	18"	2	2+	10	-3	D3+2
Lastrum storm bolter RAPID FIRE 3	24"	3	2+	5	-1	1
Twin Infernus incinerator BLAST 2, TORRENT, TWIN-LINKED	12"	3	-	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadspear LANCE	Melee	5	2+	12	-3	D3+3

ABILITIES

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

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).

Lance
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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).

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.

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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 1

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.