CONTEMPTOR-GALATUS DREADNOUGHT

220 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Warblade BLAST 2, TORRENT, TWIN-LINKED	12"	4	-	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warblade CLEAVE 1, SUSTAINED HITS 1: NON-MONSTER/VEHICLE	Melee	8	2+	10	-2	3

AUFSTELLUNG

1x Contemptor-Galatus Dreadnought (60mm)

Equipped with: Warblade

ABILITIES

Unyielding Ancient

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

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).*

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.

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

FACTION: Adeptus Custodes

RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

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").

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.

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