

VENERABLE CONTEMPTOR DREADNOUGHT [LEGENDS]

220 PTS

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



KEYWORDS: Venerable Contemptor Dreadnought, Vehicle, Walker, Imperium, Emissaries

FACTION: Adeptus Custodes

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Kheres-pattern assault cannon SUSTAINED HITS 1	24"	6	2+	7	-2	2
Multi-melta MELTA 3	18"	2	2+	10	-3	D3+2

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Contemptor Fist	Melee	5	2+	12	-3	D3+3

AUFSTELLUNG

1x Venerable Contemptor Dreadnought [Legends]

Equipped with: Combi-bolter, Kheres-pattern assault cannon, Multi-melta, Contemptor Fist

Wargear Options:

- This model can replace its Multi-melta with Kheres-pattern assault cannon.

ABILITIES

Unyielding Ancient

(Once per battle, per unit)

At the end of a phase in which this model is destroyed, roll one D6:

- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged and with 3 wounds remaining

WEAPON RULES

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).

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.