

CONTEMPTOR-ACHILLUS DREADNOUGHT

230 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic combi-destructur	12"	2	2+	5	-2	3
Dreadspear	18"	2	2+	10	-3	D3+2
Lastrum storm bolter	24"	3	2+	5	-1	1
Twin Infernus incinerator	12"	3	-	6	-1	1

TWIN-LINKED

MELEE WEAPONS

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

AUFSTELLUNG

1x Contemptor-Achillus Dreadnought (60mm)

Equipped with: Adrathic combi-destructur, 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-destructur.

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).*

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.



CORE 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.

