

IMPERIUM - ADEPTUS CUSTODES

CONTEMPTOR-GALATUS
DREADNOUGHT

220 PTS



M

T

SV

W

LD

OC

4+

9"

10

2+

12

5+

3

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Warblade		Melee	8	2+	10	-2	3
Cleave 1							
Sustained Hits 1: Non-monster/vehicle							

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.



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.

