

IMPERIUM - ADEPTUS CUSTODES

TELEMON HEAVY DREADNOUGHT

280 PTS



M

10"

T

11

SV

2+

W

14

LD

5+

OC

4

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic Desolator	24"	4	2+	10	-2	4
Arachnus Storm Cannon	24"	12	2+	6	-1	1
SUSTAINED HITS 1						
Iliastus Accelerator Culverin	48"	3	2+	10	-1	3
Spiculus bolt launcher	36"	6	2+	5	-1	1
Twin Neutronium Cascade Projectors	12"	3	-	7	-2	1
TWIN-LINKED						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Caestus Fist	Melee	5	2+	14	-3	4
Dual Caestus Fists	Melee	7	2+	14	-3	4

AUFSTELLUNG

1x Telemon Heavy Dreadnought (100mm)

Equipped with: Adrathic Desolator, Arachnus Storm Cannon, Iliastus Accelerator Culverin, Spiculus bolt launcher, Twin Neutronium Cascade Projectors, Caestus Fist, Dual Caestus Fists

Wargear Options:

- This model can replace its Dual Fists and 2 Projectors with Adrathic Desolator, 1 Fist and 1 Projectors, Arachnus Storm Cannon, 1 Fist and 1 Projectors or Iliastus Accelerator Culverin, 1 Fist and 1 Projectors.

ABILITIES

Guardian Eternal

Ranged attacks that target this unit have -1 D.



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).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).*

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 D3

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.

