VENERABLE DREADNOUGHT - IMPERIUM - SPACE WOLVES

130 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

AUFSTELLUNG

1x Venerable Dreadnought (60mm)

Equipped with: Assault Cannon, Heavy Flamer, Multi-melta, Storm bolter, ➤ Helfrost cannon - dispersed, ➤ Helfrost cannon - focused, Dreadnought Combat Weapon, ➤ Fenrisian great axe - strike, ➤ Fenrisian great axe - sweep

Wargear Options:

- This model can replace its Assault Cannon with Helfrost cannon or Multi-melta.
- This model can replace its Storm bolter with Heavy Flamer.

KEYWORDS: Vehicle, Walker, Smoke, Imperium, Dreadnought, Venerable Dreadnought

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	1
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Helfrost cannon - dispersed TORRENT	12"	3	-	6	-1	2
➤ Helfrost cannon - focused	36"	1	3+	10	-3	5

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadnought Combat Weapon	Melee	5	3+	12	-2	3
➤ Fenrisian great axe - strike	Melee	6	3+	10	-2	D3+3
➤ Fenrisian great axe - sweep	Melee	12	3+	6	-2	1

ABILITIES

Blizzard shield
The bearer has a 4+ invulnerable save.

Fervour of the Ancients
Friendly Space Wolves units within 6" of this unit:

- Have +1 to advance rolls.

- Have +1 to charge rolls.

WEAPON ABILITIES

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).*

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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).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.