

VENERABLE DREADNOUGHT

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.

⚙ 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

ABILITIES

RULES - Combat Doctrines, Deadly Demise 1

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.



✂ 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

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).*

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.

