

FURIOSO DREADNOUGHT

[LEGENDS]

150 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Frag Cannon BLAST RAPID FIRE D6	18"	D6	3+	7	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blood Talons TWIN-LINKED	Melee	7	3+	8	-2	3
Furioso Fist	Melee	5	3+	12	-3	3
Twin Furioso Fists TWIN-LINKED	Melee	5	3+	12	-3	3

ABILITIES

- Magna-grapple**
The bearer loses the Smoke keyword, but add 2 to Charge rolls made for the bearer if one or more of the targets of that charge is a Monster or Vehicle unit
- Wrathful Rampage**
Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

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).
- Ignore Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- 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).



AUFSTELLUNG

- 1x Furioso Dreadnought
[Legends]
- Equipped with:** Heavy Frag Cannon, Heavy flamer, Meltagun, Storm bolter, Blood Talons, Furioso Fist, Twin Furioso Fists
- Wargear Options:**
- This model can be equipped with 1x Magna-grapple.
 - This model can replace its Heavy Frag Cannon and Furioso Fist with Blood Talons and Meltagun or Twin Furioso Fists and Meltagun.
 - This model can replace its Storm bolter with Heavy flamer.
 - This model must be equipped with 2 of: Storm bolter, Heavy flamer, Meltagun.



KEYWORDS: Vehicle, Walker, Imperium, Furioso Dreadnought, Smoke, Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

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- 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.

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.

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.*

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