

DEATH COMPANY DREADNOUGHT -
IMPERIUM - BLOOD ANGELS

165 PTS

M	T	Sv	W	LD	OC
10"	10	2+	12	6+	4

AUFSTELLUNG
1x Death Company Dreadnought (90mm)
Equipped with: Blood Fist Bolt Rifles, Twin Icarus ironhail heavy stubber, Twin Multi-melta, Twin heavy bolter, Blood Fists, Blood Talons
Wargear Options:

- This model can replace its Blood Fists & Blood Fist Bolt Rifles with Blood Talons.
- This model can replace its Twin Heavy Bolter with Twin Multi-melta or Twin heavy bolter.

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Death Company Dreadnought, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blood Fist Bolt Rifles <small>TWIN-LINKED</small>	24"	4	3+	5	-1	1
Twin Icarus ironhail heavy stubber <small>ANTI-FLY 3+, RAPID FIRE 3, TWIN-LINKED</small>	36"	3	3+	4	-1	1
Twin Multi-melta <small>MELTA 3, TWIN-LINKED</small>	18"	2	3+	10	-3	D3+2
Twin heavy bolter <small>RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED</small>	36"	3	3+	5	-1	2
Twin heavy bolter <small>SUSTAINED HITS 1, TWIN-LINKED</small>	36"	3	3+	5	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blood Fists <small>TWIN-LINKED</small>	Melee	6	3+	12	-3	D3+3
Blood Talons <small>CLEAVE 2, SUSTAINED HITS 1: NON-MONSTER/VEHICLE, TWIN-LINKED</small>	Melee	8	3+	10	-2	2

ABILITIES

Black Rage
- This unit's melee attacks can re-roll hit rolls of 1.
- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.

Driven by Fury
In your opponent's Shooting phase, when an enemy unit has shot, if this unit was hit by those attacks, it can make a surge move of up to D6+1".

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.

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- 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).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Cleave**
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).
Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).
- 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").
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.
- Feel No Pain 6+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.