IMPERIUM - BLOOD ANGELS

FURIOSO DREADNOUGHT [LEGENDS]

Combat Doctrines | **Deadly Demise 1**

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

150 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Heavy Frag Cannon — BLAST | RAPID FIRE D6

R	A	BS	S	AP	D
18"	D6	3+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Heavy flamer — IGNORES COVER | TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Meltagun — MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Storm bolter — RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

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.

5 NAHKAMPF

Blood Talons — TWIN-LINKED

R	A	WS	S	AP	D
Melee	7	3+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Furioso Fist

R	A	WS	S	AP	D
Melee	5	3+	12	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Twin Furioso Fists — TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	12	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W9 · RW 2+ · 8 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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 (roun…

IGNORES 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 mod…

MELTA This ability always takes the form [MELTA X].

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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.

AUFSTELLUNG

1x Furioso Dreadnought [Legends]

Ausrüstung: Heavy Frag Cannon, Heavy flamer, Meltagun, Storm bolter, Blood Talons, Furioso Fist, Twin Furioso Fists

- 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 · **FRAKTION** Adeptus Astartes, Blood Angels