

# DEATH COMPANY DREADNOUGHT WITH MAGNA-GRAPPLE [LEGENDS]

M8"

T9

SV2+

W8

LD6+

OC3

145 PTS  
Base —



- Combat Doctrines
- Deadly Demise 1
- Feel No Pain 6+

1KOMMANDO

—

2BEWEGUNG

**Black Rage**  
Each time a model in this unit makes an attack, you can re-roll the Hit roll. While this unit is not within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and the Objective Control characteristic of models in this unit is 0.

3BESCHUSS

**Heavy Flamer** **BLAST 2** **TORRENT**  
R A BS S AP D  
12" 3 - 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+ 4 0 1  
VERWUNDET  
2+ 3+ 4+ 5+ 6+  
T1-2 T3 T4 T5-7 T8+

**Frenzied Reprisal**  
Each time an enemy unit targets this model, after that unit has finished making its attacks, this model can either shoot as if it were your Shooting phase or fight as if it were the Fight phase.

4ANGRIFF

**Magna-grapple**  
Add 2 to Charge rolls made for the bearer if one or more of the targets of that charge is a MOSNTER or VEHICLE unit.

5NAHKAMPF

**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+

**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

—

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+  
Feel No Pain 6+ gegen jeden verlorenen LP

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.  
Feel No Pain 6+ This ability always takes the form Feel No Pain 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 (round...  
**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 Death Company Dreadnought with Magna-Grapple [Legends]  
**Ausrüstung:** Heavy Flamer, Meltagun, Storm Bolter, Blood Talons, Twin Furioso Fists  
• This model can replace its Twin Furioso Fists with Blood Talons.  
• This model can replace its Storm Bolter with Heavy Flamer.  
• This model can replace its Meltagun with Heavy Flamer.