



DEATH COMPANY DREADNOUGHT

165 PTS

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

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

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Blood Fists TWIN-LINKED	Melee	6	3+	12	-3	D3+3
Blood Talons CLEAVE 2, SUSTAINED HITS 1: NON-MONSTER/VEHICLE, TWIN-LINKED	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".

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Death Company
Dreadnought, Death Company

FACTION: Adeptus Astartes, Blood Angels

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.

WEAPON RULES

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.*

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.

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).

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").

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.