DEATH COMPANY DREADNOUGHT WITH MAGNA-GRAPPLE [LEGENDS]

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

AUFSTELLUNG

1x Death Company Dreadnought with Magna-Grapple [Legends]

Equipped with: Heavy Flamer, Meltagun, Storm Bolter, Blood Talons, Twin Furioso Fists

Wargear Options:

- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

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

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.

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

FACTION: Adeptus Astartes, Blood Angels **145 PTS**

Blood Talons TWIN-LINKED	Melee	7	3+	8	-2	3
Twin Furioso Fists TWIN-LINKED	Melee	5	3+	12	-3	3

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.

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.

WEAPON RULES

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).*

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).*

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.

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