

DEATH COMPANY DREADNOUGHT

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.

⦿ 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

ABILITIES

RULES - Cleave, Deadly Demise D3, Feel No Pain 6+

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	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

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.

