

IRONCLAD CHAMPIONS

1 DP · PRIORITY ASSETS

ENHANCEMENTS

- Artificer Sarcophagus (Upgrade)

40 pts

Dreadnought unit only. Attacks that target this unit have -1D
- Venerable Champion (Aura) (Upgrade)

30 pts

Dreadnought unit only. While a friendly Adeptus Astartes Infantry/Mounted unit is within 6" of this unit, that unit's attacks can re-roll hit rolls of 1

DETACHMENT-REGEL

Friendly Adeptus Astartes Dreadnought units can re-roll hit rolls of 1

STRATAGEMS

- 1 CP

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SHOOTING

MERCY IS WEAKNESS
When: Your Shooting phase or the Fight phase, when a friendly Dreadnought unit is selected to attack.
Target: That DREADNOUGHT unit.
Effect: Your unit's attacks have: [lethal hits]. Or: [Sustained Hits 1].
- 1 CP

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CHARGE

UPSTOPPABLE ADVANCE
When: Your Movement/Charge phase, when a friendly Dreadnought unit is selected to move or declares a charge.
Target: That DREADNOUGHT unit.
Effect: Your unit has Mobile.
- 1 CP

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FIGHT

ADAMANTINE TERROR
When: Start of the Fight phase.
Target: One friendly Dreadnought unit.
Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.