

TELEMON HEAVY
DREADNOUGHT

225 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

INVULNERABLE
SAVE

4+



AUFSTELLUNG

1x Telemon Heavy Dreadnought

Equipped with: Arachnus storm cannon, Iliastus accelerator culverin, Spiculus bolt launcher, Twin plasma projector, Armoured feet, Telemon Caestus

Wargear Options:

- This model must be equipped with 2 of: Arachnus storm cannon, Iliastus accelerator culverin, Telemon caestus and twin plasma projector.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arachnus storm cannon DEVASTATING WOUNDS	24"	12	2+	6	-1	1
Iliastus accelerator culverin	48"	4	2+	9	-1	3
Spiculus bolt launcher BLAST	36"	D6+3	2+	5	0	1
Twin plasma projector TORRENT TWIN-LINKED	12"	D3	N/A	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	2+	7	0	1
Telemon Caestus	Melee	5	2+	12	-2	3

ABILITIES

- Damaged: 1-4 wounds remaining**

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Devoted to Destruction**

If this model is equipped with 2 Telemon caestus weapons in addition to its armoured feet weapon, add 2 to the Attacks characteristic of those Telemon caestus weapons.
- Guardian Eternal**

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

WEAPON ABILITIES

- 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).
- Devastating Wounds**

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- 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.



KEYWORDS: Vehicle, Imperium, Telemon Heavy Dreadnought, Walker, AC Walker
FACTION KEYWORDS: Adeptus Custodes

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FACTION RULES

Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.
- RENDAX STANCE
Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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