

# REDEMPTOR DREADNOUGHT

195 PTS

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

## RANGED WEAPONS

| WEAPON                                                         | RANGE | A    | BS  | S | AP | D |
|----------------------------------------------------------------|-------|------|-----|---|----|---|
| Heavy Flamer<br>IGNORES COVER<br>TORRENT                       | 12"   | D6   | N/A | 5 | -1 | 1 |
| Heavy Onslaught Gatling Cannon<br>DEVASTATING WOUNDS           | 24"   | 12   | 3+  | 6 | 0  | 1 |
| Icarus Rocket Pod<br>ANTI-FLY 2+                               | 24"   | D3   | 3+  | 8 | -1 | 2 |
| Onslaught gatling cannon<br>DEVASTATING WOUNDS                 | 24"   | 8    | 3+  | 5 | 0  | 1 |
| Twin Fragstorm Grenade Launcher<br>BLAST<br>TWIN-LINKED        | 18"   | D6   | 3+  | 4 | 0  | 1 |
| Twin Storm Bolter<br>RAPID FIRE 2<br>TWIN-LINKED               | 24"   | 2    | 3+  | 4 | 0  | 1 |
| ► Macro Plasma Incinerator - Standard<br>BLAST                 | 36"   | D6+1 | 3+  | 8 | -3 | 2 |
| ► Macro Plasma Incinerator - Supercharge<br>BLAST<br>HAZARDOUS | 36"   | D6+1 | 3+  | 9 | -4 | 3 |

## MELEE WEAPONS

| WEAPON         | RANGE | A | WS | S  | AP | D |
|----------------|-------|---|----|----|----|---|
| Redemptor Fist | Melee | 5 | 3+ | 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.
- Duty Eternal**  
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack

## WEAPON ABILITIES

- 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+.*
- 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).*



### AUFSTELLUNG

- 1x Redemptor Dreadnought
- Equipped with:** Heavy Flamer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Onslaught gatling cannon, Twin Fragstorm Grenade Launcher, Twin Storm Bolter, ► Macro Plasma Incinerator - Standard, ► Macro Plasma Incinerator - Supercharge, Redemptor Fist
- Wargear Options:**
- This model can be equipped with 1x Icarus Rocket Pod.
  - This model can replace its Heavy Onslaught Gatling Cannon with Macro Plasma Incinerator.
  - This model can replace its Heavy Flamer with Onslaught gatling cannon.
  - This model can replace its Onslaught gatling cannon with Macro Plasma Incinerator.



**KEYWORDS:** Vehicle, Walker, Imperium, Redemptor Dreadnought, Dreadnought  
**FACTION KEYWORDS:** Adeptus Astartes

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**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.*

**Hazardous**

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

**Ignores Cover**

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

**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.

## 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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