

CONTEMPTOR- ACHILLUS DREADNOUGHT

155 PTS

M	T	Sv	W	LD	OC
6"	9	2+	10	6+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Contemptor-Achillus
Dreadnought

Equipped with: Achillus
dreadspear, Infernus
incinerator, Lastrum storm
bolter, Twin adrathic destructor

Wargear Options:

- This model must be equipped
with 2 of: Infernus incinerator,
Lastrum storm bolter, Twin
adrathic destructor.

RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Achillus dreadspear	12"	1	2+	9	-2	3	
Infernus incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1	
Lastrum storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1	
Twin adrathic destructor TWIN-LINKED	18"	1	2+	6	-2	3	

MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
Achillus dreadspear LANCE	Melee	5	2+	12	-2	D6+1	

ABILITIES

Dread Foe
Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

WEAPON ABILITIES

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).

Lance
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.



KEYWORDS: Vehicle,
Imperium, Walker,
Contemptor-Achillus
Dreadnought, 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 1

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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