

CONTEMPTOR-GALATUS DREADNOUGHT

165 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Contemptor-Galatus
Dreadnought

Equipped with: Galatus
warblade

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Galatus warblade IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Galatus warblade	Melee	8	2+	8	-2	3

ABILITIES

Galatus Shield
Each time a melee attack targets this model subtract 1 from the Wound roll.

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).

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.

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.



KEYWORDS: Contemptor-
Galatus Dreadnought,
Vehicle, Walker, Imperium,
AC Walker
FACTION KEYWORDS:
Adeptus Custodes

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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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