

BALLISTUS DREADNOUGHT

150 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ballistus Lascannon	48"	2	3+	12	-3	D6+1
► Ballistus Missile Launcher - Frag BLAST	48"	2D6	3+	5	0	1
► Ballistus Missile Launcher - Krak	48"	2	3+	10	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Feet	Melee	5	3+	7	0	1

ABILITIES

- Ballistus Strike**
Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.
- 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.

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).

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.



AUFSTELLUNG

1x Ballistus Dreadnought

Equipped with: Ballistus Lascannon, ► Ballistus Missile Launcher - Frag, ► Ballistus Missile Launcher - Krak, Armoured Feet



KEYWORDS: Vehicle, Walker, Imperium, Ballistus Dreadnought, Dreadnought

FACTION KEYWORDS: Adeptus Astartes