

# BRUTALIS DREADNOUGHT

150 PTS

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

## RANGED WEAPONS

| WEAPON                                                                           | RANGE | A | BS | S | AP | D  |
|----------------------------------------------------------------------------------|-------|---|----|---|----|----|
| Brutalis Bolt Rifles<br>TWIN-LINKED                                              | 24"   | 4 | 3+ | 4 | -1 | 1  |
| Twin Icarus ironhail heavy stubber<br>ANTI-FLY 4+<br>RAPID FIRE 3<br>TWIN-LINKED | 36"   | 3 | 3+ | 4 | 0  | 1  |
| Twin heavy bolter<br>SUSTAINED HITS 1<br>TWIN-LINKED                             | 36"   | 3 | 3+ | 5 | -1 | 2  |
| Twin multi-melta<br>MELTA 2<br>TWIN-LINKED                                       | 18"   | 2 | 3+ | 9 | -4 | D6 |

## MELEE WEAPONS

| WEAPON                                    | RANGE | A  | WS | S  | AP | D |
|-------------------------------------------|-------|----|----|----|----|---|
| Brutalis Fists<br>TWIN-LINKED             | Melee | 6  | 3+ | 12 | -2 | 3 |
| ► Brutalis Talons - Strike<br>TWIN-LINKED | Melee | 6  | 3+ | 12 | -2 | 3 |
| ► Brutalis Talons - Sweep<br>TWIN-LINKED  | Melee | 10 | 3+ | 7  | -2 | 1 |

## ABILITIES

- Brutalis Charge**  
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds
- 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

- 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+.*
- Melta**  
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.  
*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*



### AUFSTELLUNG

- 1x Brutalis Dreadnought
- Equipped with:** Brutalis Bolt Rifles, Twin Icarus ironhail heavy stubber, Twin heavy bolter, Twin multi-melta, Brutalis Fists, ► Brutalis Talons - Strike, ► Brutalis Talons - Sweep
- Wargear Options:**
- This model can replace its Brutalis Fists & Brutalis Bolt Rifles with Brutalis Talons.
  - This model can replace its Twin heavy bolter with Twin multi-melta.



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

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### 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).*

### Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*

### 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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