

DEATH COMPANY DREADNOUGHT WITH
MAGNA-GRAPPLE [LEGENDS] - IMPERIUM -
BLOOD ANGELS

145 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

AUFSTELLUNG
1x Death Company Dreadnought with Magna-Grapple [Legends]
Equipped with: Storm Bolter, Blood Talons, Twin Furioso Fists
Wargear Options:

- This model can replace its Twin Furioso Fists with Blood Talons.
- This model can replace its Storm Bolter with Heavy Flamer.
- This model can replace its Meltagun with Heavy Flamer.

KEYWORDS: Vehicle, Walker, Imperium, Death Company Dreadnought, Death Company, Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blood Talons TWIN-LINKED	Melee	7	3+	8	-2	3
Twin Furioso Fists TWIN-LINKED	Melee	5	3+	12	-3	3

ABILITIES

- Black Rage**
Each time a model in this unit makes a melee attack, you can re-roll the Hit roll. While this unit is not within 6" of one or more friendly BLOOD ANGELS CHARACTER models, or not within 12" of one or more friendly CHAPLAIN models, it cannot be selected to Fall Back and its Objective Control characteristic is 0.'
- Frenzied Reprisal**
Each time an enemy unit targets this model, after that unit has finished making its attacks, this model can either shoot as if it were your Shooting phase or fight as if it were the Fight phase.
- Magna-grapple**
Add 2 to Charge rolls made for the bearer if one or more of the targets of that charge is a MOSNTER or VEHICLE unit.

WEAPON ABILITIES

- 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).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

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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.

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.