

DEATH COMPANY DREADNOUGHT -
IMPERIUM - BLOOD ANGELS

150 PTS

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

AUFSTELLUNG
1x Death Company Dreadnought
Equipped with: Blood Fist Bolt Rifles, Blood Fists, ► Blood Talons - Strike, ► Blood Talons - Sweep
Wargear Options:

- This model can replace its Blood Fists & Blood Fist Bolt Rifles with Blood Talons.
- This model can replace its Twin heavy bolter with Twin multi-melta.

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

◉ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blood Fist Bolt Rifles TWIN-LINKED	24"	4	3+	4	-1	1

✂ MELEE WEAPONS

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

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.'

Driven by Fury
In your opponent's Shooting phase, when an enemy unit has shot, if this model lost a wound as a result of those attacks, this unit can make a surge move of up to D6+2

WEAPON ABILITIES

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.

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.