

FURIOSO DREADNOUGHT [LEGENDS] -
IMPERIUM - BLOOD ANGELS

150 PTS

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

AUFSTELLUNG

1x Furioso Dreadnought [Legends]

Equipped with: Heavy Frag Cannon, Blood Talons, Furioso Fist, Twin Furioso Fists

Wargear Options:

This model can be equipped with 1x Magna-grapple.

This model can replace its Heavy Frag Cannon and Furioso Fist with Blood Talons and Meltagun or Twin Furioso Fists and Meltagun.

This model can replace its Storm bolter with Heavy flamer.

This model must be equipped with 2 of: Storm bolter, Heavy flamer, Meltagun.

KEYWORDS:

Vehicle, Walker, Imperium, Furioso Dreadnought, Smoke, Dreadnought

FACTION KEYWORDS:

Adeptus Astartes, Blood Angels

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Frag Cannon BLAST, RAPID FIRE D6	18"	D6	3+	7	-1	2

MELEE WEAPONS

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

ABILITIES

Magna-grapple

The bearer loses the Smoke keyword, but add 2 to Charge rolls made for the bearer if one or more of the targets of that charge is a Monster or Vehicle unit

Wrathful Rampage

Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

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).*

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.