

VENERABLE DREADNOUGHT - IMPERIUM -
GREY KNIGHTS

130 PTS

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

AUFSTELLUNG

1x Venerable Dreadnought

Equipped with: Assault cannon, Heavy flamer, Storm bolter, Twin lascannon, ► Heavy plasma cannon - standard, ► Heavy plasma cannon - supercharge, Dreadnought combat weapon

Wargear Options:

- This model can replace its Assault cannon with Heavy plasma cannon or Twin lascannon.
- This model can replace its Storm bolter and Dreadnought combat weapon with Heavy flamer and Dreadnought combat weapon.

KEYWORDS: Venerable Dreadnought, Walker, Vehicle, Psyker, Smoke, Imperium, Character

FACTION KEYWORDS: Grey Knights

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
► Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2
► Heavy plasma cannon - supercharge BLAST, HAZARDOUS	36"	D3	3+	8	-3	3

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadnought combat weapon	Melee	5	3+	12	-2	3

ABILITIES

Guidance of the Ancients (Psychic)

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a Grey Knights model from your army makes an attack which targets that unit, add 1 to 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).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- 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).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Gate of Infinity**
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:
Incursion - Up to 2 units
Strike Force - Up to 3 units
Onslaught - Up to 4 units
 - Place those units in strategic reserves.
 - Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

- 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.
- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.