

BALLISTUS DREADNOUGHT - IMPERIUM -
SPACE MARINES

150 PTS

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

AUFSTELLUNG
1x Ballistus Dreadnought
Equipped with: Ballistus Lascannon, ► Ballistus Missile Launcher - Frag, ► Ballistus Missile Launcher - Krak, Armoured Feet

KEYWORDS: Vehicle, Walker, Imperium, Ballistus Dreadnought, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ballistus Lascannon	48"	2	3+	12	-3	D6+1
► Ballistus Missile Launcher - Frag BLAST	48"	2D6	3+	5	0	1
► Ballistus Missile Launcher - Krak	48"	2	3+	10	-2	D6

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Feet	Melee	5	3+	7	0	1

ABILITIES

Ballistus Strike
Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

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

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).*

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.