

BRUTALIS DREADNOUGHT - IMPERIUM -
SPACE MARINES

150 PTS

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

AUFSTELLUNG
1x Brutalis Dreadnought
Equipped with: Brutalis Bolt Rifles, Twin Icarus ironhail heavy stubber, Twin heavy bolter, Twin multi-melta, Brutalis Fists, ➤ Brutalis Talons - Strike, ➤ Brutalis Talons - Sweep
Wargear Options:
■ This model can replace its Brutalis Fists & Brutalis Bolt Rifles with Brutalis Talons.
■ This model can replace its Twin heavy bolter with Twin multi-melta.

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

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Brutalis Bolt Rifles TWIN-LINKED	24"	4	3+	4	-1	1
Twin Icarus ironhail heavy stubber ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED	36"	3	3+	4	0	1
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin multi-melta MELTA 2, TWIN-LINKED	18"	2	3+	9	-4	D6

⚔ MELEE WEAPONS

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

ABILITIES

Brutalis Charge
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds

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

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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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).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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.