

VENERABLE DREADNOUGHT - IMPERIUM -
SPACE WOLVES

125 PTS

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

AUFSTELLUNG
1x Venerable Dreadnought
Equipped with: Storm Bolter, ➤ Helfrost cannon - dispersed, ➤ Helfrost cannon - focused, ➤ Fenrisian great axe - strike, ➤ Fenrisian great axe - sweep
Wargear Options:
■ This model can replace its Heavy Flamer with Storm bolter.
■ This model can be equipped with one of: Helfrost cannon, Assault Cannon, Multi-melta.

KEYWORDS: Vehicle, Walker, Smoke, Imperium, Dreadnought, Venerable Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1
➤ Helfrost cannon - dispersed TORRENT	12"	D6	N/A	6	-1	2
➤ Helfrost cannon - focused	36"	1	3+	10	-3	5

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Fenrisian great axe - strike	Melee	6	3+	10	-2	D6+1
➤ Fenrisian great axe - sweep	Melee	12	3+	6	-2	1

ABILITIES

Blizzard shield
The bearer has a 4+ invulnerable save.

Fervour of the Ancients (Aura)
While a friendly SPACE WOLVES unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.

WEAPON ABILITIES

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.

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.