

DEREDEO DREADNOUGHT [LEGENDS] -
LIBRARY - ASTARTES HERESY LEGENDS

160 PTS

M	T	Sv	W	LD	OC
6"	9	2+	12	6+	3

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Deredeo Dreadnought [Legends]
Equipped with: Aiolos missile launcher, Anvilus autocannon battery, Arachnus heavy lascannon battery, Boreas air defence missiles, Twin heavy bolter, Twin heavy flamer, Volkite falconet battery, ➤ Hellfire plasma carronade - standard, ➤ Hellfire plasma carronade - supercharge, Armoured feet
Wargear Options:

- This model can be equipped with one of: Aiolos missile launcher, Boreas air defence missiles.
- This model can replace its Twin heavy bolter with Twin heavy flamer.
- This model can replace its Anvilus autocannon battery with Arachnus heavy lascannon battery, Volkite falconet battery or Hellfire plasma carronade.

KEYWORDS: Vehicle, Walker, Smoke, Dreadnought, Deredeo Dreadnought
FACTION KEYWORDS: -

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Aiolos missile launcher BLAST	48"	D6+3	3+	5	0	1
Anvilus autocannon battery TWIN-LINKED	48"	4	3+	9	-1	3
Arachnus heavy lascannon battery	48"	2	3+	12	-3	D6+1
Boreas air defence missiles ANTI-FLY 2+	48"	1	3+	12	-3	D6+1
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6	N/A	5	-1	1
Volkite falconet battery DEVASTATING WOUNDS	30"	6	3+	9	0	2
➤ Hellfire plasma carronade - standard	36"	6	3+	7	-2	2
➤ Hellfire plasma carronade - supercharge HAZARDOUS	36"	6	3+	8	-3	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	6	3+	6	0	1

ABILITIES

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.

Deredeo 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.

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+.

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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.

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).

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).

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.

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.