



FURIOSO DREADNOUGHT

[LEGENDS]

150 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Heavy Frag Cannon BLAST, RAPID FIRE D6	18"	D6	3+	7	-1	2

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Blood Talons TWIN-LINKED	Melee	7	3+	8	-2	3
Furioso Fist	Melee	5	3+	12	-3	3
Twin Furioso Fists TWIN-LINKED	Melee	5	3+	12	-3	3

ABILITIES

Magna-grapple

The bearer loses the Smoke keyword, but add 2 to Charge rolls made for the bearer if one or more of the targets of that charge is a Monster or Vehicle unit

Wrathful Rampage

Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

WEAPON RULES

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).

KEYWORDS: Vehicle, Walker, Imperium, Furioso Dreadnought, Smoke, Dreadnought

FACTION: Adeptus Astartes, Blood Angels



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AUFSTELLUNG

1x Furioso Dreadnought [Legends]

Equipped with: Heavy Frag Cannon, Blood Talons, Furioso Fist, Twin Furioso Fists

Wargear Options:

- This model can be equipped with 1x Magna-grapple.
- This model can replace its Heavy Frag Cannon and Furioso Fist with Blood Talons and Meltagun or Twin Furioso Fists and Meltagun.
- This model can replace its Storm bolter with Heavy flamer.
- This model must be equipped with 2 of: Storm bolter, Heavy flamer, Meltagun.

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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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").

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