



RELIC CONTEMPTOR DREADNOUGHT [LEGENDS]

140 PTS

M	T	SV	W	LD	OC
6"	9	2+	10	6+	3



RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	4	0	1
Conversion beam cannon CONVERSION, SUSTAINED HITS D3	24"	1	3+	7	-1	3
Graviton blaster ANTI-VEHICLE 2+	18"	2	3+	5	-1	1
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Kheres assault cannon DEVASTATING WOUNDS	24"	6	3+	7	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Twin volkite culverin DEVASTATING WOUNDS, TWIN-LINKED	36"	4	3+	6	0	2

ABILITIES

Even In Death I Serve

The first time this model is destroyed, remove it from play without resolving its Deadly Demise ability. Then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining.

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► Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
► Cyclone missile launcher - krak	36"	2	3+	9	-2	D6
► Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2
► Heavy plasma cannon - supercharge BLAST, HAZARDOUS	36"	D3	3+	8	-3	3
► Plasma blaster - standard	18"	2	3+	7	-2	1
► Plasma blaster - supercharge HAZARDOUS	18"	2	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	6	3+	6	0	1
Dreadnought chainfist ANTI-VEHICLE 3+	Melee	4	3+	12	-2	3
Dreadnought combat weapon	Melee	5	3+	12	-2	3

WEAPON RULES

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+.*

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).*



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AUFSTELLUNG

1x Relic Contemptor Dreadnought [Legends]

Equipped with: Combi-bolter, Conversion beam cannon, Graviton blaster, Heavy flamer, Kheres assault cannon, Multi-melta, Twin autocannon, Twin heavy bolter, Twin lascannon, Twin volkite culverin, ► Cyclone missile launcher - frag, ► Cyclone missile launcher - krak, ► Heavy plasma cannon - standard, ► Heavy plasma cannon - supercharge, ► Plasma blaster - standard, ► Plasma blaster - supercharge, Armoured feet, Dreadnought chainfist, Dreadnought combat weapon

Wargear Options:

- This model must be equipped with 2 of: Heavy plasma cannon, Conversion beam cannon, Kheres assault cannon, Dreadnought chainfist, Dreadnought combat weapon, Twin autocannon, Twin heavy bolter, Twin lascannon, Multi-melta, Twin volkite culverin.
- This model can be equipped with up to 2x Heavy flamer.

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).



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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.*

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).*



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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.

RULES

Conversion

Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

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").