

CONTEMPTOR-ACHILLUS DREADNOUGHT

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

AUFSTELLUNG

1x Contemptor-Achillus Dreadnought

Equipped with: Achillus dreadspear, Infernus incinerator, Lastrum storm bolter, Twin adrathic destructor

Wargear Options:

- This model must be equipped with 2 of: Infernus incinerator, Lastrum storm bolter, Twin adrathic destructor.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Achillus dreadspear	12"	1	2+	9	-2	3
Infernus incinerator IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Lastrum storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Twin adrathic destructor TWIN-LINKED	18"	1	2+	6	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Achillus dreadspear LANCE	Melee	5	2+	12	-2	D6+1

ABILITIES

RULES - Deadly Demise 1, Martial Ka'tah

Dread Foe

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 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.



WEAPON RULES

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).

Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.

Twin-linked

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

