

TELEMON HEAVY DREADNOUGHT

M	T	SV	W	LD	OC	
8"	10	2+	12	6+	4	4+

AUFSTELLUNG

1x Telemon Heavy Dreadnought

Equipped with: Arachnus storm cannon, Iliastus accelerator culverin, Spiculus bolt launcher, Twin plasma projector, Armoured feet, Telemon Caestus

Wargear Options:

- This model must be equipped with 2 of: Arachnus storm cannon, Iliastus accelerator culverin, Telemon caestus and twin plasma projector.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arachnus storm cannon DEVASTATING WOUNDS	24"	12	2+	6	-1	1
Iliastus accelerator culverin	48"	4	2+	9	-1	3
Spiculus bolt launcher BLAST	36"	D6+3	2+	5	0	1
Twin plasma projector TORRENT, TWIN-LINKED	12"	D3	N/A	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	2+	7	0	1
Telemon Caestus	Melee	5	2+	12	-2	3

ABILITIES

RULES - Deadly Demise D3, Martial Ka'tah

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.

Devoted to Destruction

If this model is equipped with 2 Telemon caestus weapons in addition to its armoured feet weapon, add 2 to the Attacks characteristic of those Telemon caestus weapons.

Guardian Eternal

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.



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).*

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.*

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.

