

VENERABLE CONTEMPTOR DREADNOUGHT

M	T	SV	W	LD	OC	
6"	9	2+	10	6+	3	5+

AUFSTELLUNG

1x Venerable Contemtor Dreadnought

Equipped with: Combi-bolter, Kheres-pattern assault cannon, Multi-melta, Contemtor combat weapon

Wargear Options:

- This model can replace its Multi-melta with Kheres-pattern assault cannon.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Kheres-pattern assault cannon DEVASTATING WOUNDS	24"	6	2+	7	-1	1
Multi-melta MELTA 2	18"	2	2+	9	-4	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Contemtor combat weapon	Melee	5	2+	12	-2	3

ABILITIES

RULES - Deadly Demise 1, Martial Ka'tah

Unyielding Ancient

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.



WEAPON RULES

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.

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).

