

BALLISTUS DREADNOUGHT

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

AUFSTELLUNG

1x Ballistus Dreadnought

Equipped with: Ballistus Lascannon, ► Ballistus Missile Launcher - Frag, ► Ballistus Missile Launcher - Krak, Armoured Feet

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ballistus Lascannon	48"	2	3+	12	-3	D6+1
► Ballistus Missile Launcher - Frag BLAST	48"	2D6	3+	5	0	1
► Ballistus Missile Launcher - Krak	48"	2	3+	10	-2	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Feet	Melee	5	3+	7	0	1

ABILITIES

RULES - Deadly Demise D3

Ballistus Strike

Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

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.



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).*

