

BRUTALIS DREADNOUGHT

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

AUFSTELLUNG

1x Brutalis Dreadnought

Equipped with: Brutalis Bolt Rifles, Twin Icarus ironhail heavy stubber, Twin heavy bolter, Twin multi-melta, Brutalis Fists, ➤ Brutalis Talons - Strike, ➤ Brutalis Talons - Sweep

Wargear Options:

- This model can replace its Brutalis Fists & Brutalis Bolt Rifles with Brutalis Talons.
- This model can replace its Twin heavy bolter with Twin multi-melta.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Brutalis Bolt Rifles TWIN-LINKED	24"	4	3+	4	-1	1
Twin Icarus ironhail heavy stubber ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED	36"	3	3+	4	0	1
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin multi-melta MELTA 2, TWIN-LINKED	18"	2	3+	9	-4	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

RULES - Deadly Demise D3

Brutalis Charge

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds

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.



Brutalis Fists TWIN-LINKED	Melee	6	3+	12	-2	3
► Brutalis Talons - Strike TWIN-LINKED	Melee	6	3+	12	-2	3
► Brutalis Talons - Sweep TWIN-LINKED	Melee	10	3+	7	-2	1

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+.*

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).

Twin-linked

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

