

IRONCLAD DREADNOUGHT [LEGENDS]

M	T	SV	W	LD	OC
6"	10	2+	8	6+	3

AUFSTELLUNG

1x Ironclad Dreadnought [Legends]

Equipped with: Heavy Flamer, Hunter-killer missile, Hurricane Bolter, Meltagun, Storm bolter, Dreadnought Chainfist, Dreadnought Combat Weapon, Seismic Hammer

Wargear Options:

- This model can be equipped with up to 2x Hunter-killer missile.
- This model can replace its Dreadnought Combat Weapon w/ Storm Bolter with Dreadnought Combat Weapon w/ Heavy Flamer or Hurricane Bolter.
- This model can replace its Meltagun with Heavy Flamer.
- This model can replace its Seismic Hammer with Dreadnought Chainfist.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Hurricane Bolter RAPID FIRE 6, TWIN-LINKED	24"	6	3+	4	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6

ABILITIES

RULES - Deadly Demise 1

Ironclad Assault Launchers

The bearer has the Grenades keyword.

Siege-breaker Protocols

Each time this model makes a melee attack that targets a Vehicle or Fortification unit, add 1 to the Hit roll and add 1 to the Wound roll



Storm bolter	24"	2	3+	4	0	1
RAPID FIRE 2						

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadnought Chainfist	Melee	4	3+	12	-2	3
ANTI-VEHICLE 3+						
Dreadnought Combat Weapon	Melee	5	3+	12	-2	3
Seismic Hammer	Melee	3	3+	14	-3	D6+2

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+.

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).

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.



One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

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.

