

REDEMPTOR DREADNOUGHT

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

AUFSTELLUNG

1x RedeMptor Dreadnought

Equipped with: Heavy Flamer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Onslaught gatling cannon, Twin Fragstorm Grenade Launcher, Twin Storm Bolter, ► Macro Plasma Incinerator - Standard, ► Macro Plasma Incinerator - Supercharge, RedeMptor Fist

Wargear Options:

- This model can be equipped with 1x Icarus Rocket Pod.
- This model can replace its Heavy Onslaught Gatling Cannon with Macro Plasma Incinerator.
- This model can replace its Heavy Flamer with Onslaught gatling cannon.
- This model can replace its Twin Fragstorm Grenade Launcher with Twin Storm Bolter.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS	24"	12	3+	6	0	1
Icarus Rocket Pod ANTI-FLY 2+	24"	D3	3+	8	-1	2
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	3+	5	0	1

ABILITIES

RULES - Deadly Demise D3

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.

Duty Eternal

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



Twin Fragstorm Grenade Launcher BLAST, TWIN-LINKED	18"	D6	3+	4	0	1
Twin Storm Bolter RAPID FIRE 2, TWIN-LINKED	24"	2	3+	4	0	1
► Macro Plasma Incinerator - Standard BLAST	36"	D6+1	3+	8	-3	2
► Macro Plasma Incinerator - Supercharge BLAST, HAZARDOUS	36"	D6+1	3+	9	-4	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Redemptor Fist	Melee	5	3+	12	-2	3

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+.

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.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).

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.

