

# CONTEMPTOR-ACHILLUS DREADNOUGHT

155 PTS



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

## RANGED WEAPONS

| WEAPON                   | RANGE | A  | BS  | S | AP | D |
|--------------------------|-------|----|-----|---|----|---|
| Achillus dreadspear      | 12"   | 1  | 2+  | 9 | -2 | 3 |
| Infernus incinerator     | 12"   | D6 | N/A | 6 | -1 | 1 |
| Lastrum storm bolter     | 24"   | 2  | 2+  | 5 | -1 | 1 |
| Twin adrathic destructor | 18"   | 1  | 2+  | 6 | -2 | 3 |

## MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S  | AP | D    |
|---------------------|-------|---|----|----|----|------|
| Achillus dreadspear | Melee | 5 | 2+ | 12 | -2 | D6+1 |

### AUFSTELLUNG

1x Contemptor-Achillus Dreadnought

**Equipped with:** Achillus dreadspear, Infernus incinerator, Lastrum storm bolter, Twin adrathic destructor

#### Wargear Options:

- This model must be equipped with 2 of: Infernus incinerator, Lastrum storm bolter, Twin adrathic destructor.

## ABILITIES

### Dread Foe

Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

## WEAPON RULES

### 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).

### LANCE

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

### 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.



## CORE RULES

### ◆ **Deadly Demise 1**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

### ◆ **Martial Ka'tah**

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

