

CONTEMPTOR-GALATUS DREADNOUGHT

165 PTS



M6"

T9

SV2+

W10

LD6+

OC3

4+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Galatus warblade	IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Galatus warblade	Melee	8	2+	8	-2	3

AUFSTELLUNG

1x Contemptor-Galatus Dreadnought

Equipped with: Galatus warblade

ABILITIES

Galatus Shield

Each time a melee attack targets this model subtract 1 from the Wound roll.

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).
- 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.