

DEATH COMPANY DREADNOUGHT WITH MAGNA-GRAPPLE [LEGENDS]

145 PTS



M	T	SV	W	LD	OC
8"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blood Talons TWIN-LINKED	Melee	7	3+	8	-2	3
Twin Furious Fists TWIN-LINKED	Melee	5	3+	12	-3	3

AUFSTELLUNG

1x Death Company Dreadnought with Magna-Grapple [Legends]

Equipped with: Storm Bolter, Blood Talons, Twin Furious Fists

Wargear Options:

- This model can replace its Twin Furious Fists with Blood Talons.
- This model can replace its Storm Bolter with Heavy Flamer.
- This model can replace its Meltagun with Heavy Flamer.

ABILITIES

Black Rage

Each time a model in this unit makes a melee attack, you can re-roll the Hit roll. While this unit is not within 6" of one or more friendly BLOOD ANGELS CHARACTER models, or not within 12" of one or more friendly CHAPLAIN models, it cannot be selected to Fall Back and its Objective Control characteristic is 0.

Frenzied Reprisal

Each time an enemy unit targets this model, after that unit has finished making its attacks, this model can either shoot as if it were your Shooting phase or fight as if it were the Fight phase.

Magna-grapple

Add 2 to Charge rolls made for the bearer if one or more of the targets of that charge is a MOSNTER or VEHICLE unit.

WEAPON RULES

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).

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").

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

