

DEATH COMPANY DREADNOUGHT

150 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blood Fist Bolt Rifles TWIN-LINKED	24"	4	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blood Fists TWIN-LINKED	Melee	6	3+	12	-2	3
► Blood Talons - Strike TWIN-LINKED	Melee	6	3+	12	-2	3
► Blood Talons - Sweep TWIN-LINKED	Melee	10	3+	7	-2	1

AUFSTELLUNG

1x Death Company Dreadnought

Equipped with: Blood Fist Bolt Rifles, Blood Fists, ► Blood Talons - Strike, ► Blood Talons - Sweep

Wargear Options:

- This model can replace its Blood Fists & Blood Fist Bolt Rifles with Blood Talons.
- This model can replace its Twin heavy bolter with Twin multi-melta.

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.

Driven by Fury

In your opponent's Shooting phase, when an enemy unit has shot, if this model lost a wound as a result of those attacks, this unit can make a surge move of up to D6+2

WEAPON RULES

TWIN-LINKED

Each time an attack is made with a **TWIN-LINKED** weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

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.

