

# FURIOSO DREADNOUGHT [LEGENDS]

150 PTS



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

## RANGED WEAPONS

| WEAPON                                              | RANGE | A  | BS | S | AP | D |
|-----------------------------------------------------|-------|----|----|---|----|---|
| Heavy Frag Cannon <b>BLAST</b> <b>RAPID FIRE D6</b> | 18"   | D6 | 3+ | 7 | -1 | 2 |

## MELEE WEAPONS

| WEAPON                                | RANGE | A | WS | S  | AP | D |
|---------------------------------------|-------|---|----|----|----|---|
| Blood Talons <b>TWIN-LINKED</b>       | Melee | 7 | 3+ | 8  | -2 | 3 |
| Furioso Fist                          | Melee | 5 | 3+ | 12 | -3 | 3 |
| Twin Furioso Fists <b>TWIN-LINKED</b> | Melee | 5 | 3+ | 12 | -3 | 3 |

### AUFSTELLUNG

1x Furioso Dreadnought [Legends]

**Equipped with:** Heavy Frag Cannon, Blood Talons, Furioso Fist, Twin Furioso Fists

#### Wargear Options:

- This model can be equipped with 1x Magna-grapple.
- This model can replace its Heavy Frag Cannon and Furioso Fist with Blood Talons and Meltagun or Twin Furioso Fists and Meltagun.
- This model can replace its Storm bolter with Heavy flamer.
- This model must be equipped with 2 of: Storm bolter, Heavy flamer, Meltagun.

## ABILITIES

### Magna-grapple

The bearer loses the Smoke keyword, but add 2 to Charge rolls made for the bearer if one or more of the targets of that charge is a Monster or Vehicle unit

### Wrathful Rampage

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 a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

## WEAPON RULES

### 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).*

### 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").

