

# BALLISTUS DREADNOUGHT

150 PTS



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

## RANGED WEAPONS

| WEAPON                                           | RANGE | A   | BS | S  | AP | D    |
|--------------------------------------------------|-------|-----|----|----|----|------|
| Ballistus Lascannon                              | 48"   | 2   | 3+ | 12 | -3 | D6+1 |
| ► Ballistus Missile Launcher - Frag <b>BLAST</b> | 48"   | 2D6 | 3+ | 5  | 0  | 1    |
| ► Ballistus Missile Launcher - Krak              | 48"   | 2   | 3+ | 10 | -2 | D6   |

## MELEE WEAPONS

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Armoured Feet | Melee | 5 | 3+ | 7 | 0  | 1 |

### AUFSTELLUNG

1x Ballistus Dreadnought

**Equipped with:** Ballistus Lascannon, ► Ballistus Missile Launcher - Frag, ► Ballistus Missile Launcher - Krak, Armoured Feet

## ABILITIES

### Ballistus Strike

Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

### Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

## 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).*

## 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").

