

DEREDEO DREADNOUGHT

[LEGENDS]

160 PTS



M

6"

T

9

SV

2+

W

12

LD

6+

OC

3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Aiolos missile launcher BLAST	48"	D6+3	3+	5	0	1
Anvilus autocannon battery TWIN-LINKED	48"	4	3+	9	-1	3
Arachnus heavy lascannon battery	48"	2	3+	12	-3	D6+1
Boreas air defence missiles ANTI-FLY 2+	48"	1	3+	12	-3	D6+1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
Volkite falconet battery DEVASTATING WOUNDS	30"	6	3+	9	0	2
► Hellfire plasma carronade - standard	36"	6	3+	7	-2	2
► Hellfire plasma carronade - supercharge HAZARDOUS	36"	6	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	6	3+	6	0	1

AUFSTELLUNG

1x Deredeo Dreadnought [Legends]

Equipped with: Aiolos missile launcher, Anvilus autocannon battery, Arachnus heavy lascannon battery, Boreas air defence missiles, Twin heavy bolter, Twin heavy flamer, Volkite falconet battery, ► Hellfire plasma carronade - standard, ► Hellfire plasma carronade - supercharge, Armoured feet

Wargear Options:

- This model can be equipped with one of: Aiolos missile launcher, Boreas air defence missiles.
- This model can replace its Twin heavy bolter with Twin heavy flamer.
- This model can replace its Anvilus autocannon battery with Arachnus heavy lascannon battery, Volkite falconet battery or Hellfire plasma carronade.

ABILITIES

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.

Deredeo 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.



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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 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").