

LEVIATHAN DREADNOUGHT

[LEGENDS]

160 PTS



M	T	SV	W	LD	OC	
8"	10	2+	12	6+	4	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cyclonic melta-lance MELTA 2	18"	D6	3+	9	-4	D6
Grav-flux bombard ANTI-VEHICLE 2+ BLAST	24"	2D3	3+	8	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm cannon TWIN-LINKED	36"	4	3+	9	-1	3
2x Twin volkite caliver DEVASTATING WOUNDS	24"	2	3+	5	0	2
TWIN-LINKED						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	6	3+	6	0	1
Leviathan siege claw	Melee	5	3+	12	-2	3
Leviathan siege drill ANTI-VEHICLE 3+	Melee	4	3+	12	-2	3

AUFSTELLUNG

1x Leviathan Dreadnought [Legends]

Equipped with: Cyclonic melta-lance, Grav-flux bombard, Heavy flamer, Hunter-killer missile, Meltagun, Storm cannon, Twin volkite caliver, Armoured feet, Leviathan siege claw, Leviathan siege drill

Wargear Options:

- This model can be equipped with up to 3x Hunter-killer missile.
- This model must be equipped with 2 of: Grav-flux bombard, Cyclonic melta-lance, Storm cannon, Siege claw and meltagun, Siege drill and meltagun.
- This model can replace its Two heavy flamers with Two twin volkite calivers.

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.

Duty Eternal

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.



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.

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).

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

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").

