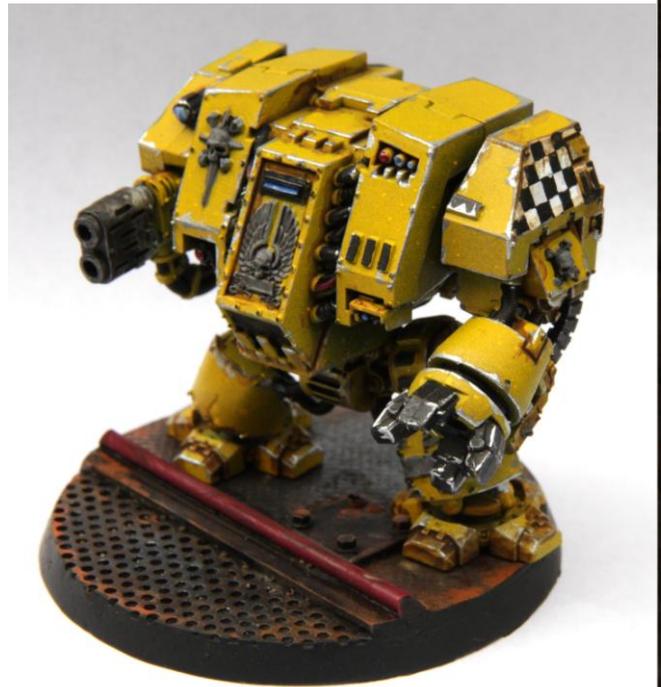


## Imperial Space Marine Dreadnought

Only veterans of many battles become interred as the immortal warriors named as Dreadnoughts. These legendary soldiers become key tactical resources to the Space Marine Chapters they fight for. Occasionally a solitary Dreadnought is deployed where an entire team of Terminators is not feasible.

*Space Marine Dreadnought 5AP*



### **Dreadnought Armour**

Dreadnoughts are Relics to their Chapters and are carefully constructed to protect their eternal occupants. Dreadnought armour is even stronger than Terminator armour. It provides both the base defence roll as well as the benefits of a Storm Shield. As such opponent's roll1 dice fewer when resolving assaults.

### **Hard to Kill**

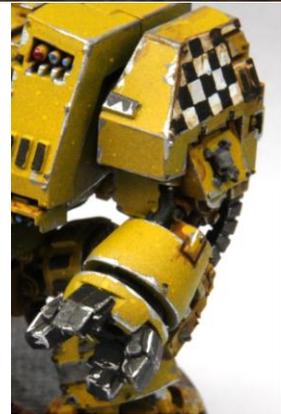
Dreadnought armour is designed to keep its occupant alive through eternity and specifically throughout combat engagements. To represent this, shooting attacks will only kill the Dreadnought if two or more of the dice roll high enough to wound the target-one hit has no effect. Note that this means flammers and other single dice weapons cannot hurt the Dreadnought. This rule does not apply to close assault rolls.

### **It Will Not Die**

Even when successfully hit in either melee or by a ranged attack a Dreadnaught's internal systems work tirelessly to keep its occupant alive. A Dreadnaught has 3 Wounds. When successfully Wounded a marker (or dice) should be placed next to the model to indicate it has suffered a Wound. Only after taking 3 Wounds will a Dreadnaught be completely destroyed.

## **Dreadnought Close Combat Weapon**

A Dreadnaught is armed with a massive power fist that it can wield with ease due to its immense strength. The impact of a Dreadnought CC weapon is such that it grants the Dreadnought a +2 bonus to its close assault rolls. A Dreadnought rolls 2 dice in close combat.



## **Massive**

A Dreadnaught is a huge mechanical engine of destruction. Often the confines of a Space Hulk are such that its ability to move freely is impaired. A Dreadnaught is incapable of changing direction in standard corridor sections. Once it starts down a corridor section it must continue until it reaches a junction. A Dreadnaught can turn at any junction to assume a new heading. Massive models are also incapable of moving backwards as doing so would risk them becoming jammed or falling over.

## **Articulated Structure**

A Dreadnaught's construction includes an articulated mid section. This allows the Dreadnaught to swivel at the waist without having to turn its legs. This means a Dreadnaught can swivel to engage targets to the side and behind with both ranged and melee attacks. This is an important part of the Dreadnaughts battle performance as its size makes moving sideways and backwards impossible.

## **Weapon Systems**

A Dreadnaught is armed with a single integrated weapons system in its Close Combat Arm. A Storm Bolter attached to the Close Combat Weapon provides the Dreadnaught with a reliable secondary ranged weapon for both offence and defence. The Storm Bolter follows the same rules as Terminator Storm Bolters\*

\*Dreadnaughts are unable to enter Overwatch with any of their weapon systems but can utilize the Guard Special rule.

Dreadnaughts can also select one of a series of Heavy Weapon Systems to mount opposite the Close Combat arm. The Selection of Weapon System should be based on the operational requirements of the mission.

## **Missile Launcher**

The Dreadnaught Missile Launcher system is similar in function to the Terminator Cyclone Missile System except that the Dreadnaughts bulk allows for Reloads to be stored and it can sustain a higher rate of fire. A Dreadnaught Missile system can fire 8 shots before it must reload. Reloading takes 4AP.

## Heavy Flamer

The Dreadnaught Heavy Flamer system is similar in function to the Terminator Heavy Flamer except that the Dreadnaught's bulk allows for Reloads to be stored. A Dreadnaught Heavy Flamer system can fire 6 shots before it must reload. Reloading takes 4AP.



*Remember the Dreadnaught's **Hard to Kill** special rule means that it cannot be hurt by its own Heavy Flamer. This allows a Dreadnaught to lay down areas of flame and continue to move through them.*

## Assault Canon

The Dreadnaught Assault Canon system is similar in function to the Terminator Assault Canon except that the Dreadnaught is unable to enter Overwatch. A Dreadnaught Assault Canon system can fire 10 shots before it must reload. Reloading takes 4AP.

Weapon	Range	Dice	Kill	Notes
Storm Bolter	Unlimited	2D6	6+	Sustained fire, jam
Missile Launcher	12	3D6	5+	Bunker Buster, 8 shots, reload, explosive
Heavy Flamer	12	1D6	2+	6 shots , reload, area effect, persistent,
Assault Canon	Unlimited	2D6	5+	10 shots, reload, sustained fire