

Leviathan Dreadnought Talon	[270Pts]
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Special Rules	Fearless, Hammer of Wrath (3), Atomic Deflector
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Move	WS	BS	S	T	W	I	A	LD	SV	Invuln	5+
6"	5	(5) 2+	8	8	7	4	5	9	2+		



Weapon	Range	Strength	AP	Type
Meltagun	12"	8	1	Assault 1, Armourbane (Melta)
Phosphex Discharger	18"	5	2	Heavy 1, Barrage, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death
Volkite Caliver	30"	6	5	Heavy 3, Deflagrate
Leviathan Siege Claw	-	10	2	Melee, Brutal (3)

Rules	Description
Fearless	Units with one or more models with the Fearless special rule automatically pass Pinning tests. Regroup tests and Morale checks. In addition, models with the Fearless special rule ignore the effects of the Fear special rule. However, units containing one or more models with the Fearless special rule cannot use any Reactions that grant a Cover Save, Armour Save or Invulnerable Save, and cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule (see page 188)
Hammer of Wrath (X)	If a model with this special rule ends its Charge Move in base or hull contact with an enemy model, it makes a number of additional attacks equal to the value in brackets listed as part of this special rule. These attacks hit automatically and are resolved at the models unmodified Strength with AP-. These attacks do not benefit from any of the model's special rules (such as Furious Charge, Rending, etc.). These attacks are resolved during the Fight sub-phase at Initiative step 10 but do not grant the model an additional Pile-in Move. If a model with this special rule Charges a Vehicle of any kind or a Building, the hits are resolved against the Armour Value of the Facing the charging model is touching. If the model is in contact with two or more Facings, the player controlling the target model chooses a Facing upon which the attacks are resolved. If a model with this special rule Charges a Building or Vehicle that is a Transport, the hits are resolved against the Building or Vehicle, not the unit Embarked within the Building or Vehicle.

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Rules	Description
Barrage	The Barrage weapon closest to the target unit fires first. Place the Blast marker over the target, then roll for scatter as described earlier. Once the first marker is placed, roll a Scatter dice for each other Barrage weapon shot fired by the unit.
Poisoned	If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always Wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the Poisoned weapon) is higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat. Similarly, if a model makes a Shooting Attack with a weapon that has the Poisoned special rule, it always Wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against Vehicles.
Crawling Fire	After the Blast marker for a weapon with this special rule is placed, the attacking unit's controlling player may move the marker up to 2" in any direction so long as this would cover more models than it previously would have.
Lingering Death	When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as Dangerous Terrain for all models with a Toughness value.
Deflagrate	After normal attacks by this weapon have been resolved, count the number of unsaved Wounds caused on the target unit. Immediately resolve a number of additional automatic Hits on the same unit using the weapon's profile equal to the number of unsaved Wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional Hits to take effect. These additional Hits do not themselves inflict more Hits and do not benefit from any other special rules possessed by the attacking model, such as Preferred Enemy (X) or Precision Strikes (X).
Armourbane (Melta)	Weapons with this special rule only gain the effects at half the maximum range of the weapon. Roll an additional D6 for AP when targeting a Vehicle or when targeting an Automata or Dreadnought Unit, re-roll all failed To Wound Rolls instead
Brutal	When a model is allocated a Wound inflicted by a weapon with this special rule, it does not suffer only one Wound but instead a number of Wounds equal to the number in brackets associated with the specific variant of this special rule, with all of the Wounds inflicted using the same AP and special rules as that of the initial Wound. Roll to save against each Wound inflicted separately, but note that Wounds do not spill over to other models and are lost. This special rule has no effect on models that do not have a Toughness value.
Atomic Deflector	A model with an atomantic deflector gains a 5+ Invulnerable Save and any model with an atomantic deflector and a Wounds Characteristic that suffers an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. In addition, when a model with an atomantic deflector loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6" suffer an automatic Hit at Str 8, AP -.