

	WS	BS	S	Armour					
				Front	Side	Rear	I	A	HP
Leviathan Siege Dreadnought	5	5	8	13	13	12	4	4	4

Unit Composition

- 1 Leviathan Pattern Siege Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Two Leviathan siege claws, each with an inbuilt meltagun*
- Two torso-mounted heavy flamers
- Smoke launcher
- Searchlight
- Frag grenades
- Extra armour

*Note that the bonus close combat attack is already included in the Leviathan Dreadnought's profile.

Special Rules

- Reinforced Atomantic Shielding
- Crushing Charge
- Move Through Cover
- Relic of Darkness

Dedicated Transport

- A Relic Leviathan Dreadnought may select a Dreadnought Drop Pod.

A Relic Leviathan Dreadnought is a Heavy Support choice for a Codex Space Marines, Codex Space Wolves, Codex Dark Angels or Codex Blood Angels army.

Options

- The Dreadnought may exchange either of its Leviathan siege claws with an inbuilt meltagun for a:
 - Leviathan siege drill with an inbuilt meltagun +5 points each
- The Dreadnought may be equipped with:
 - Ceramite Plating +20 points
 - Three hunter-killer missiles +15 points
- The Dreadnought may exchange either of its siege claws with inbuilt meltaguns with a Leviathan storm cannon for +20 points each. Note that for each siege claw so replaced, the Dreadnought loses one attack.
- The Dreadnought may exchange either of its siege claws with inbuilt meltaguns with a cyclonic melta lance for +20 points each. Note that for each siege claw so replaced, the Dreadnought loses one attack.

Leviathan Relic Weapons Systems

Weapon	Range	Str	AP	Type
Leviathan siege claw	-	X2	2	Melee, Wrecker, Severing Cut
Leviathan siege drill	-	X2	2	Melee, Wrecker, Armourbane
Leviathan storm cannon	24"	7	3	Heavy 6, Sunder
Cyclonic melta lance	18"	9	1	Heavy 3, Melta

Wrecker: Weapons with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures. Attacks made by weapons with this special rule also add +1 to any result rolled on the Building Damage chart.

Severing Cut: Each time a non-vehicle model suffers an unsaved wound from this weapon, roll a D6. On a 4+, the model suffers an additional D3 wounds which must be saved separately using the weapon's profile (note that these wounds do not themselves generate more additional wounds).

Reinforced Atomantic Shielding

A Leviathan Dreadnought has a 4+ invulnerable save. In addition, if the Leviathan suffers a Vehicle Explodes damage result, add +D3 Str and +D3" to the radius of the blast.

Crushing Charge

When charging, the model inflicts 2 Hammer of Wrath attacks and gains +1 Initiative in the Assault phase of any turn in which it has charged.

Relic of Darkness

Those few Leviathan Dreadnoughts which survive into the 41st Millennium are ancient and terrible relics, rarely spoken of and rarely deployed, dreaded as much as they are revered by those Chapters in whose armoury vaults they reside and stand empty until direst need. The tormented and ravaged minds of those interred within are driven to the edge of madness by the little-understood mechanisms unique to the Leviathan, trapped in gore-soaked dreams of the lost Age of Darkness which haunt the machines themselves, and soon suffer a final dissolution owing to the terrible strain the Leviathan inflicts on those who would dare to master it. Only the full authority of a Master of the Chapter is sufficient to unleash these terrifying machines in war, as where they strike and what they kill is as often determined by their dark dreaming as it is the will of their commanders.

A model with this special rule counts as a Relic of the Armoury, but may not take a Legacies of Glory upgrade (see *Imperial Armour Volume Two – War Machines of the Adeptus Astartes*). In addition, a model with this special rule is immune to **Malediction** psychic powers, can never be a scoring unit and must always make charges and Sweeping Advances if they are able. A model with this special rule may not benefit from any rules or bonuses usually conferred by being part of a particular Chapter, detachment or formation.