

SPACE MARINE LEGION CONTEMPTOR DREADNOUGHT TALON

175 POINTS PER MODEL

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Legion Contemptor Dreadnought	5	5	7	13	12	10	4	3	3

Unit Composition

- 1-3 Contemptor Dreadnoughts

Unit Type

- Vehicle (Walker)

Wargear

- Smoke launchers
- Searchlight
- Twin-linked heavy bolter
- Dreadnought close combat weapon with inbuilt twin-linked bolter

Special Rules

- Dreadnought Talon
- Atomantic Shielding
- Fleet

Dedicated Transport

- A Contemptor Dreadnought Talon numbering a single Dreadnought may select a Legion Dreadnought Drop Pod as a Dedicated Transport.

Options

- Any Legion Contemptor Dreadnought in the Talon may replace their twin-linked heavy bolter with one of the following:
 - Multi-melta..... Free
 - Twin-linked autocannon +5 points
 - Plasma cannon.....+10 points
 - Twin-linked Volkite culverin.....+15 points
 - Kheres pattern assault cannon.....+15 points
 - Twin-linked lascannon.....+25 points
 - Heavy conversion beamer.....+35 points
 - Dreadnought close combat weapon with inbuilt twin-linked bolter Free (This grants the Dreadnought an additional close combat attack)
- Any Legion Contemptor Dreadnought may replace its Dreadnought close combat weapon and bolter with one of the following:
 - Chainfist with an inbuilt twin-linked bolter.....+10 points
 - Multi-melta..... Free
 - Twin-linked autocannon+10 points
 - Twin-linked heavy bolter Free
 - Plasma cannon.....+10 points
 - Twin-linked Volkite culverin.....+15 points
 - Kheres pattern assault cannon.....+15 points
 - Twin-linked lascannon.....+25 points
- Any Legion Contemptor Dreadnought in the Talon may replace any twin-linked bolter with one of the following:
 - Heavy flamer.....+10 points each
 - Plasma blaster.....+20 points each
 - Graviton gun.....+15 points each
 - Meltagun.....+15 points each
- Any Dreadnought may be equipped with Extra Armour..... +10 points
- Any Dreadnought may have a:
 - Carapace-mounted Havoc launcher+15 points

Dreadnought Talon

A Dreadnought Talon is a specific formation designed to operate as a 'clenched fist' on the battlefield in order to smash through the fiercest resistance, but given the power and individuality of the Dreadnoughts themselves operates more akin to a warrior band than a squadron unit. When first deployed on the battlefield (either at the start of the game or when arriving via Reserves later on), the Dreadnoughts must be placed within 6" of each other, but afterwards operate independently and are not treated as a vehicle squadron.

Atomantic Shielding

One of the Contemptor pattern's most distinctive features is a series of defensive field generators mounted inside its armour plating and powered by the enhanced Atomantic power core within.

A Contemptor Dreadnought has a 5+ invulnerable save against shooting attacks and explosions, and 6+ against attacks suffered in close combat. In addition, if the Contemptor suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

A Space Marine Legion Contemptor Dreadnought Talon is an Elites choice in a Legiones Astartes Crusade army.