

DEREDEO PATTERN DREADNOUGHT

185 POINTS

Rather than being a general assault unit like others of its kind, the Deredeo Pattern Dreadnought is a dedicated heavy weapons platform, intended to combine superior firepower with the flexibility and durability of a Dreadnought chassis. Originally used as a test-bed platform for a number of advanced Legiones Astartes weapons systems, each Deredeo Pattern Dreadnought is operated by a mortally-wounded veteran of the Legion hard-wired into its life-support systems, combining their hard-won wisdom with the Dreadnought's lethal heavy weapons.

Deployed in limited numbers to each of the Legions, the Deredeo was treated as a specialist unit as it proved highly-resource intensive to manufacture and maintain. Despite this, its undoubted survivability and killing power saw a resurgence in the pattern's use after the initial wave of internecine strife during the Horus Heresy, and it was in high demand by Traitor and Loyalist forces alike from the few Forge Worlds able to produce it.

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Deredeo Dreadnought	4	5	6	13	12	11	4	1	3

Unit Composition

1 Deredeo pattern Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- One twin-linked Anvilus pattern autocannon battery*
- Torso-mounted twin-linked heavy bolter
- Smoke launcher
- Searchlight
- Extra armour

*Note that this single weapons system encompasses both autocannon mounts, and it may be disabled by a single Weapon Destroyed result.

Special Rules

- Atomantic Shielding
- Helical Targeting Array

Options

- The Deredeo may exchange its twin-linked Anvilus pattern autocannon battery for a:
 - Single twin-linked hellfire plasma cannonade.....+35 points
 - Volkite falconet battery.....+20 points
 - Single Arachnus heavy lascannon battery+50 points
- The Deredeo may exchange its twin-linked heavy bolter for a:
 - Twin-linked heavy flamer Free
- The Deredeo may be equipped with:
 - Armoured Ceramite.....+20 points
- The Deredeo may be equipped with one of the following carapace-mounted systems:
 - Aiolos missile launcher.....+35 points
 - Atomantic pavaise.....+50 points
 - Four Boreas air defence missiles+24 points

A Deredeo pattern Dreadnought may be taken as a Heavy Support choice in a Space Marine Legion Detachment, as found in The Horus Heresy Legiones Astartes – Age of Darkness Army List book.

Special Rules

Atomantic Shielding

The Deredeo pattern shares the Contemptor pattern's system of defensive field generators mounted inside its armour plating, and is powered by the enhanced atomantic power core within.

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

Helical Targeting Array

The Helical array's advanced augurs and sophisticated banks of combat-cogitators allow the Deredeo to track and destroy even the swiftest of targets with ease. However, due to the Helical array's delicacy and ravenous consumption of power, the Deredeo must be immobile while the system is in operation.

If the Deredeo chooses to neither move nor Run in its turn it may, if its controlling player wishes, gain the Skyfire and Interceptor special rules for that entire game turn (ie, both the controlling player's turn and their opponent's following player turn) for all of its weapons except its heavy bolters/heavy flamers.

Atomantic Pavaise

A highly experimental system developed by the Clave Nuathac sub-cult magos of the Forge World of Anvilus, the atomantic pavaise was created with Zone Mortalis operations in mind, turning the Deredeo pattern Dreadnought into a mobile bulwark against the heaviest enemy weapons fire.

This reinforced shield increases the Deredeo's own invulnerable save to 4+ against shooting attacks, and grants friendly infantry models within 3" of the Deredeo's base an invulnerable save of 6+ against shooting attacks or boosts an invulnerable save they already possess by +1 (5+ becoming 4+, etc) to a maximum of 3+.

Note that the pavaise's bonus has no effect on invulnerable saves in close combat, and its benefits do not stack with the effects of other atomantic pavaises, or other special rules, psychic powers or items of wargear which boost an existing invulnerable save.

A Deredeo Dreadnought with an atomantic pavaise adds +D3 to its Blast radius, rather than +1, if it explodes, and has an explosion Strength of 5.

Deredeo Weapons Systems

Anvilus Autocannon Battery

	Range	Str	AP	Type
Anvilus autocannon battery	48"	8	4	Heavy 4, Sunder

Arachnus Heavy Lascannon Battery

	Range	Str	AP	Type
Arachnus heavy lascannon battery	48"	10	2	Heavy 2, Exoshock

Hellfire Plasma Cannonade

	Range	Str	AP	Type
-Sustained fire	36"	7	2	Heavy 4
-Maximal fire	36"	7	2	Heavy 1, Gets Hot, Large Blast (5")

Volkite Falconet Battery

	Range	Str	AP	Type
Volkite falconet battery	30"	7	5	Heavy 6, Deflagrate, Neural Overload

Aiolos Missile Launcher

	Range	Str	AP	Type
Aiolos missile launcher	60"	6	3	Heavy 3, Pinning, Independent Tracking

Boreas Air Defence Missiles

	Range	Str	AP	Type
Boreas air defence missile	48"	8	2	Heavy 1, Heat Seeker, Independent Tracking, One Use

Neural Overload: Any Infantry unit that suffers at least one Wound from this weapon must immediately make a Leadership test once all attacks have been resolved. If the Leadership test is failed, this unit may only fire Snap Shots in the following turn.

Independent Tracking: This weapon may fire at a different target to that of the Deredeo's other shooting attacks if desired and ignores intervening obstacles to line of sight in open terrain. When firing at vehicles, it attacks their Side Armour value.

Exoshock: If this weapon successfully scores a penetrating hit on a target roll a D6. On the roll of a 4+, a second, automatic penetrating hit is inflicted on the same target against which cover saves cannot be taken.

Heat Seeker: Jink saves may not be taken against attacks with this special rule.

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.