

# Elites

## Grand Dreadnought

165pts

|                          | WS | BS | S | FA | SA | RA | I | A |
|--------------------------|----|----|---|----|----|----|---|---|
| <b>Grand Dreadnought</b> | 5  | 5  | 6 | 12 | 12 | 10 | 4 | 3 |

### Unit Composition:

1 Grand Dreadnought

### Unit Type:

Vehicle (Walker)

### Wargear:

Twin-linked Heavy Bolter, Dreadnought Close Combat Weapon (with built in Twin-linked Bolter), Searchlight, Smoke Launchers.

### Special Rules:

Unyielding\*

### Options:

A Grand Dreadnought may select one of the following marks:

Mark of Slaanesh:

*May select a Blast Master and gains +1 initiative.*

**10pts.**

Mark of Chaos Undivided:

*All Units from the same Warband within 12" become Stubborn.*

**15pts.**

Mark of Nurgle:

*Front Armour becomes AV13 and any Twin-linked Heavy Bolter always wounds on a 3+ or better.*

**20pts.**

Mark of Khorne:

*May re-roll all misses in close combat and if equipped with two Dreadnought Close Combat Weapons gains a further +1 attacks.*

**25pts.**

Mark of Tzeentch:

*The Dreadnought may select a single Psychic Power and becomes a Psyker. For Psychic Tests it counts as Ld10 and does not suffer Perils of the Warp Attacks. This Dreadnought may not select the Warp-time Psychic Power and may not cast Psychic Powers if a 1 is rolled on the Crazy table*

**25pts.**

### Options:

- The Grand Dreadnought may replace its Twin-linked Heavy Bolter with one of the following:  
Dreadnought Close Combat Weapon (and built in Twin-linked Bolter) – **0pts**  
Twin-Linked Autocannon – **10pts**  
Plasma Cannon – **10pts**  
Warp Cannon – **10pts**  
Blastmaster – **15pts** (*Mark of Slaanesh only*)  
Twin-linked Lascannon – **25pts.**
- The Grand Dreadnought may replace its Dreadnought Close Combat Weapon with one of the following:  
Missile Launcher – **10pts**  
Twin-Linked Autocannon – **10pts**  
Siege Hammer – **15pts**  
Scourge Claw – **15pts**
- Any Dreadnought Close Combat Weapon's Twin-linked Bolter may be replaced by a Heavy Flamer for **10pts.**
- May select any of the following upgrades:  
Havoc Launcher – **15pts**  
Extra Armour – **15pts**

### Unyielding\*

Each turn the Grand Dreadnought can ignore the first penetrating hit it suffers; this is done before the roll on the Vehicle Damage Table.

Alternatively, the owning player may decide to ignore the first glancing hit it the Grand Dreadnought suffers for that turn.