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Space wolves venerable dreadnought loadout

Spacewolves – Venerable Dreadnought 9 NAME M WS BS S T W A Ld Sv Venerable Dreadnought 6 2+ 2+ 6 7 8 4 8 3+ A Venerable Dreadnought is a single model equipped with: assault cannon; Storm Bolter; Fearsome combat weapon. WEAPONRANGETYPESAPDABILITIES24Heavy 66-11-8Heavy D65-11 When solving an attack made with this weapon, do not make a successful roll: automatically score once. When you choose this weapon to fire, select one of the following profiles. - Frag48Heavy D6401- - Krak missile48Heavy 18-2D6-24Rapid Fire 2401-20Dreadnought combat weaponMeleeMeleex2-33-When attacked with this weapon, choose one of the profiles below. - CleaveMeleeMelee + 4-3D6 When attacked with this weapon, you must subtract 1 from the successful roll. - ScytheMeleeMeleeUser-31Make 2 rolls of success for each attack made with this weapon, instead of 1.MeleeMelee +4-23 You can re-roll failed wounds for this weapon.48Heavy 47-12-36Heavy 65-11-8Heavy 2D65-11This weapon automatically hits your target. WARGEAR OPTIONS • This model can replace your assault cannon with a gun from the Dreadnought heavy weapon list. • This model can replace its Dreadnought fighter gun and storm bolter with a missile launcher. • This model can replace your storm bolter with a heavy flamboyant. • This model can replace your Dreadnought combat weapon with a large wolf claw. • This model can replace your assault gun and Dreadnought fighting weapon with a large Fenrisian axe and a storm shield. • This model can be equipped with one of the following instead of 1 assault cannon: 1 twin self-canon; 1 flamboyant heavy twin. • This model can be equipped with 1 double autocannon instead of 1 Dreadnought fighter weapon and 1 storm bolter. SKILLS FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES KEYWORDS VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT WEAPONRANGETYPESAPDABILITIES When you choose this weapon you want to fire with, select one of the following profiles. - Standard36 Heavy D37-31- - Supercharge36Heavy D38-32For each hit throw of 1, made by attacks with this weapon, the bearer suffers 1 fatal wound after firing with this weapon. When attacking with this weapon, choose one of the profiles below. If a model suffers wounds not from this weapon, but is not dead, roll a D6; In a 6, the target suffers a fatal wound. - Scattered beam24Pesat 18-4D6-24Pesat 18-4D6 When resolving an attack made with this weapon against a unit that is half-range, Rolling two D6s when inflicting damage with it and discarding one of the results.48Heavy 29-3D6- Does not include wargear heavy weapons are the largest and deadliest heavy weapons on the battlefield, but require recharging, careful configuration or hugs to fire to full effect. If a model with a heavy weapon is in its previous phase of movement, you must subtract 1 of the blow rolls made when this weapon this turn. Every time a model makes an attack, roll a dice. If the roll is equal to or greater than the characteristic of the ballistic skill of the attacking model, then it scores a hit with the weapon you are using. If not, the attack fails and the attack sequence ends. A roll of 1 always fails, regardless of the modifiers that can be applied. Fast-fire weapons are versatile weapons capable of targeting individual long-range shots or controlled bursts of fire in the quarterfinals. A model firing a rapid-fire weapon doubles the number of attacks it makes if its target is within half the maximum range of the weapon. Every time a model makes a close combat attack, he uses a melee weapon - the weapons with which a model is fitted are described in his datasheet. In addition to its other weapons, all models are supposed to be equipped with a nearby combat weapon, which has the following profile: If a model has more than one melee weapon, he will choose which one he will use before rolling the dice. If a model has more than one melee weapon and can make several close combat attacks, it can divide its attacks between those weapons as it wishes - declare how the attacks will be divided before the dice roll. If an attack scores once, you will need to roll another dice to see if the attack successfully hurts the target. The required roll is determined by comparing the force feature of the attacking weapon with the characteristic of the target's hardness, as shown on the table on the right; If the roll is less than the required number, the attack fails and the attack sequence ends. A roll of 1 always fails, regardless of the modifiers that can be applied. The Adeptus Astartes are among the best warriors in the Imperium. This unit has the following skills: And they will know no fear, bolter discipline, shock assault and combat doctrines. Some attacks inflict mortal wounds - these are so powerful that no armor or force field can withstand their fury. Each fatal wound inflicts a point of damage on the target unit. Don't make a roll of wounds or throw savings (including invulnerable savings) against a deadly wound - just assign it as you would any other wound and inflict damage to a model on the target unit as described above. Unlike normal attacks, excess damage from attacks inflicting fatal wounds is not lost. Instead, keep assigning damage to another model on the target drive until all the damage has been allocated or the target drive is destroyed. Some models have supernatural reflections or are protected by force fields that give them invulnerable savings. Whenever a wound is assigned to a model with invulnerable savings, you can choose to use its normal save feature or your savings but not both. If a model has more than one invulnerable savings, you can only use one of them – choose which one you will use. If you are using a model model saving, is never modified by the penetration value of armor of a weapon. • Stratagems (Saga of the Beast)• Discipline of obscuration• Litanies of Battle• Vanguard Warlord Traits I have thought hard about what Melee Tems should be equipped with. Overall I think claw and shield is the best option. This makes the Wulfen Tems with 102 points a solid choice and screen for bjorn/Murderfang But vs horde armies the axe is top and here's my crack. For the 112 we have a Wulfen Tem with load re-rolling. For 125 we get a Ven Dread with FNP. What is usually more desirable cheap and charge or supervvability? Also, is heavy laflamer worth your points? In the point game they are not cheap and I think more units is better than a full loadout. Edited by Donkalleone, February 05, 2020 - 03:02 PM. I usually stay with my venerables. The WS 2+ I feel useful for getting caught and the FNP 6+ normally nets me 2-3 additional wounds that on the body T7 4+ + is nothing to sneeze at. I leave the flammers at home though, it usually makes the charges more difficult unless there are several squadrons to aim at. ~ Space Wolves WIP Blog – Death Stompy Heretic ~ The Scary Vein also gets smoke throwers making it an even harder shade. That said, I descended cautiously in favor of Wulfen's fear with claw and shield. The +2 move and coiled reins charges are big bonuses for a unit that needs to be in melee to make its points back. Whatever the merits of the Ven Dread, for me it boils down to the simple fact that a Wulfen fear can reliably charge targets on his opponent's DZ in Turn 2, while a venerous fear on average will not. This means that ven Dread will have to burn CPs in many cases to do a job that Wulfen Fear can do for free. For me, the additional skills of the Ven Dread are a dot trap. Go cheap, go fast, go Wulfen (and save points by going stombolter instead of heavy flamer). Edited by Karhedron, February 05, 2020 - 03:34 PM. PeteySódes and Dark Shepherd as this Sanguinius rose, stretching its wings in its entirety. He flexed his hands. I don't need a leaf. It was as if Sanguini was gleaming in pale light, her face white, eyes turning red in blood, surrounded by the golden crown of flowing hair. Guilliman had witnessed his brother's wrath before, but had never seen the real Blood Angel unleashed. Sanguinius advanced on the alabaster wings, half a metre from the ground, the whiteness running from him like flames. Yes, the difference is that I use my tank and distract. If he can kill this it's great, but I'm not trusting him to come in. ~ Space Wolves WIP Blog – Stompy Heretical Death – That's my Huge Crux. You both have valid reviews. Are primaries and secondary melee monsters. They're there to deliver the characters. Wulven has ~11 Adv. Move and roll up the position again. Cheapest. An event turn 2 charge is is Sell Dread ~9 Adv. Move , has 1 Smoke, FNP and Denies the -1 for hitting the axe penalty. A Turn 2 Charge event is doubtful. In addition, both MF and Björn have 8 Movement which means that the Sale hinders them in optimal movement. The scary option of an asterisk is the dying character. As characters they have the ultimate defensive rule... cant be shot if not the nearest Björn... murder, etc. The priest's venerable fears are reaching the finish line now because they are beasts both shooting and in close combat How would he fit them? I love the lascannon in my BS2 chaplains and it doesn't degrade Even if you walk around and take it sorry that they are basically a mobile long tusk that hits like a ton of bricks in melee (5 ws2 thunder hammers basically) If you want pure cargo on your face you can make other choices A wolf of digital space going back to the pack and getting out of the rum I started with Vassal40K and currently enjoy TTS40K Inglorious Drunkard Champion-Night 3 (2012) ETL first time participant-2018 ETL-2019 One thing to keep in mind is that GW are bringing the FW rules back home. Considering SM Tems are flipping the finish line (Iron Hands at least), you might want to see what happens before splashing out on a lot of expensive resin. Sanguinius stood up, stretching his wings in full. He flexed his hands. I don't need a leaf. It was as if Sanguini was gleaming in pale light, her face white, eyes turning red in blood, surrounded by the golden crown of flowing hair. Guilliman had witnessed his brother's wrath before, but had never seen the real Blood Angel unleashed. Sanguinius advanced on the alabaster wings, half a metre from the ground, the whiteness running from him like flames. I don't know if this is off topic, but what happens before splashing on a pile of expensive resin. Yes, with the horde of chappy fears on display at LVO I hope a one will be disproportionate tweezers for all flavors. TiguriusX and Karhedron as this – Space Wolves WIP Blog – Stompy Heretical Death – One thing to keep in mind is that GW are bringing the FW rules back home. Considering SM Tems are flipping the finish line (Iron Hands at least), you may want to see to it happens before splashing on a lot of expensive resin. Yes, with the horde of chappy fears on display at LVO I hope a one will be disproportionate tweezers for all flavors. TiguriusX and Karhedron as this – Space Wolves WIP Blog – Stompy Heretical Death – One thing to keep in mind is that GW are bringing the FW rules back home. Considering SM Tems are flipping the finish line (Iron Hands at least), you might want to see what happens before splashing out on a lot of expensive resin. Yes, with the horde of chappy fears on display at LVO I hope a few pegs are lowered for all the flavors. I'll laugh at the idea of losing a unit before our codec comes out (SW fears it doesn't even have litanies) I'm in a bitter mood as to the space wolf release schedule and our faction is swarming and unable to pretend to compete in the 8th A digital space wolf returning to the pack and emerging from warp to TT to test the side I started with Vassal40K and currently enjoy TTS40K Inglorious Drunkard Champion-Night 3 (2012) ETL first time participant-2018 ETL-2019 I can't miss what we weren't really right? In any case, I think the discussion focused on melee fears, which I guess would be reasonably focused on the wulfen and venerable chargers. Do we avoid falling into the dark place? Ignoring chaplains... The #1 is reaching out to the enemy with a fearsome Björn and the killing are melee beat sticks that can be characters protected from shooting to help reach the enemy. The question becomes how much will you invest to deliver them across the table? I used a fearsome leviatan escort as well as storm shield terminators (you can take 10 of these for less than one leviatan and eat a massive amount of fire, but only the last 1 to 2 laps at most). Considered a ground raider but too expensive. A stalker (T8 W11) or booster (T7 W11 with 4++) can do the job too Maybe you want to use a lucid pattern rod pod for a fear instead? It will drop a regular fear instead if a character, but it's better to do the load roll... Army lists are about synergy... Think what your big picture plan is then choose the tools to help you achieve your goal A digital space wolf that returns to the pack and emerges from the dent in the TT to test the side of the hobby. I started with Vassal40K and currently TTS40K Inglorious Drunkard Champion-Night 3 (2012) ETL first time participant-2018 ETL-2019 Claw and shieldaxe and shield descend in favor of the wulfen fear claw. Between the 3 damage and hurts again, is better against big targets than axe and almost as good against the T4 chaff. It is also 10 points cheaper. For Ven Dreads, I think there is a good case for the axe as the WS2+ and our chapter shot deny the -1 on Hit, at least in the first round of combat. Still, the claw is still pretty good here. Stormbolters every time, especially since fears benefit from Bolter's discipline, which means he can always pull 4 shots to 24 from range. I think GW over-values flammers and heavy inflators, particularly in an army that has BS3+. For me, the heavy flamer isn't worth the extra 12 points. Sanguinius stood up, stretching his wings in full. He flexed his hands. I don't need a leaf. It was as if Sanguini was gleaming in pale light, her face white, eyes turning red in blood, surrounded by the golden crown of flowing hair. Guilliman had witnessed his brother's wrath before, but had never seen the real Blood Angel unleashed. Sanguinius advanced on the alabaster wings, half a metre from the ground, the whiteness running from him like flames. I don't know if this is off topic, but what about the undefeated as a fear? It seems like a nice and versatile option for me and could synergies well with an overcannating drive (eating overwatch for wulfen perhaps). Just a thought ... PeteySódes, Triszin and TiguriusX like this Your friendly neighborhood husky murder. My humble Space Wolves slogan I don't know if this is off topic, but what about the undefeated as a fear? It seems like a nice and versatile option for me and could synergies well with an overcannating drive (eating overwatch for wulfen perhaps). Just a thought ... I think it's certainly worth discussing! I haven't fielded one, but I know they're being used to a huge effect for both pressure and distraction. ~ Space Wolves WIP Blog – Stompy Heretical Death – It has a lot of wounds and has a ton of dakka, quite cheap, but no banana invuln I think an Invictor could work very well for us. At the moment it would not benefit from our capitulating tactics as it is neither infantry nor a fear, but we hope it will look at our PA book as it has done to bas (fingers crossed). I think the Invictor won't last long on its own, so it either needs to be run as a distracting carnifex or combined with other fast-hit units for a T1 threat. Of course it can easily be screened by Björn / Murderfang.I see 2 possible uses. The autocannon variant can back up a unit or two of Eliminators, adding some additional firepower and threatening to counter-charge against anyone trying to mess with them in melee. Alternatively, take the variant Stick it covertly near enemy lines and you have a threat that your enemy can't afford to ignore. Sanguinius stood up, stretching his wings in full. He flexed his hands. I don't need a leaf. It was like Bloodshed with pale light, his face white, eyes turn into blood red, surrounded by the golden crown of flowing hair. Guilliman had witnessed his brother's wrath before, but had never seen the real Blood Angel unleashed. Sanguinius advanced on the alabaster wings, half a metre from the ground, the whiteness running from him like flames. I vote banana cannon flame would probably go with the Autocannons. They are more flexible, plus something flamboyant that you would want to charge (and other things might not be in range) could lead to you not making the ☹️... Flammers are just a great ☺️ by ranulf the revenant, February 08, 2020 - 10:53 AM. Your friendly husky neighborhood murder. My humble Space Wolves slogan The thing with the flamer is that you start @ away from the enemy, but if you get T1, you get to move before you charge so you can easily barbecue one target and then charge another. If you don't get T1, the flamer gives some pretty unpleasant vigilance against enemies who like to charge. ranulf the evenant likes this Sanguis got up, stretching his wings in full. He flexed his hands. I don't need a leaf. It was as if Sanguini was gleaming in pale light, her face white, eyes turning red in blood, surrounded by the golden crown of flowing hair. Guilliman had witnessed his brother's wrath before, but had never seen the real Blood Angel unleashed. Sanguinius advanced on the alabaster wings, half a metre from the ground, the whiteness running from him like flames. I run a Dreadguard (Vanguard Detachment full of fears) from time to time. Björn with AC (or Hellfrost if you feel fluffy/friendly/non-competitive)Murderfang2x Wulfen fears shield and axe (HF are default in creating list, but sometimes they fell for spare points)0-1 Sell fear with Lascannon if the points allow While the claw in the fear of Wulfen is probably better as a generalist it seems to me that Björn and Murderfang kill all the infantry that gets in the way easily enough to have the threat of a D6 weapon (with a cp reroll) because a difficult target feels worth it This said that at least one (and sometimes both) wulfen die before the end of Lap 2 to protect and deliver Björn and Murder where they are needed. So you should probably run them as claws, on well models are what they are. The only fear sells (if I even have it) he becomes angry after them trying to kill/soften problems like enemy vehicles equipped with anti-tank tanks and could act as a second wave to reinforce what is alive from the core. As others have said the additional move in the Wulfen is gold for mele fears. My projects the Unknown , Facing the Unknown II The thing with the flamboyant is that you start 9 away from the enemy but if you get T1, you get to move before charging so you can easily barbecue one target and then charge another. If you do not get T1, the it gives some pretty unpleasant vigilance against enemies who like to charge. Incendum Cannon is 12 Heavy Range 2d6, Str 5, Ap-1, Wed 1 vs 36 Iron Hail Threat Range Edited by Triszin, 08 February 2020 - 11:45 PM Banana Banana

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