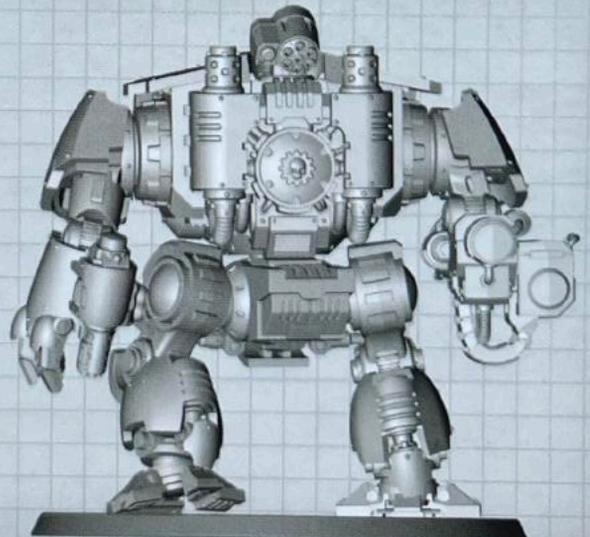
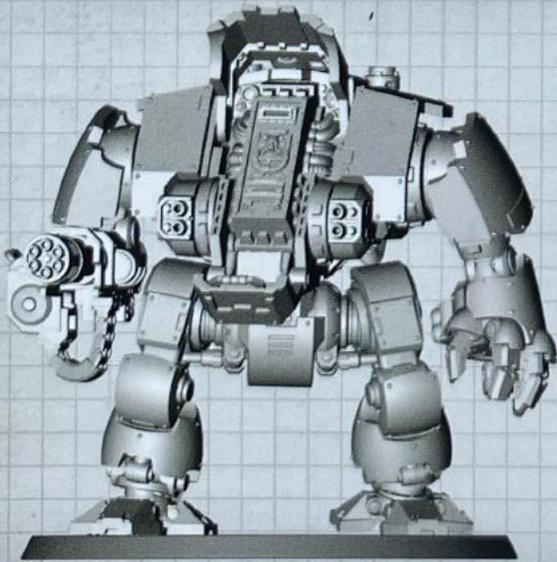


Free Downloads of Build Instructions,
Assembly Booklets & How To Guides

BuildInstructions.com

REDEEMTOR DREADNOUGHT





• **READ THIS FIRST** • À LIRE EN PREMIER • LEER ANTES DE MONTAR
 • **LIES DIES ZUERST** • LEGGI PRIMA QUESTO

- **BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY.** A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.
- **AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET.** Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.
- **POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS.** Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.
- **VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN.** Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.
- **PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO.** Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

• **EXPLANATION OF SYMBOLS** • **EXPLICATION DES SYMBOLES** • **EXPLICACIÓN DE SIMBOLOS**
 • **ERLÄUTERUNG DER SYMBOLE** • **LEGENDA DEI SIMBOLI**



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



- Do not glue the components
- Ne pas coller les éléments
- No pegar los componentes
- Bitte die Teile nicht kleben
- Non incollare i componenti



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



- Repeat process
- Répéter l'étape
- Repetir pasos
- Vorgang wiederholen
- Ripeti il processo

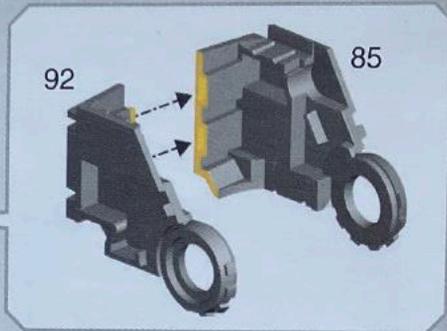
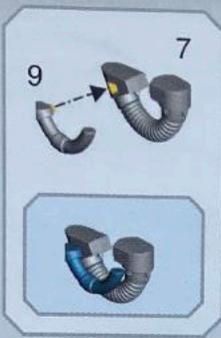


- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



- Stage complete
- Étape terminée
- Paso completado
- Schritt abgeschlossen
- Fase completa

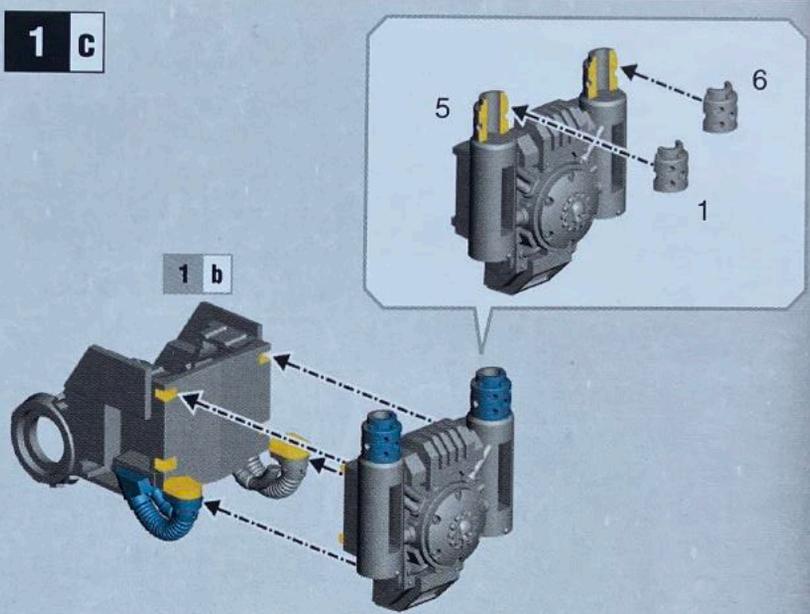
1 a



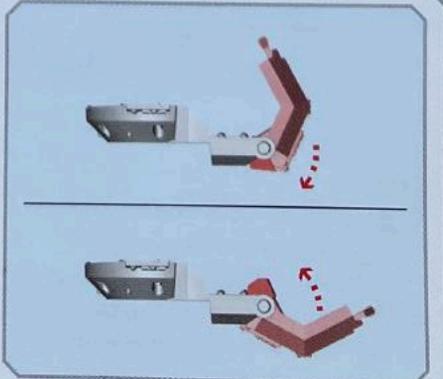
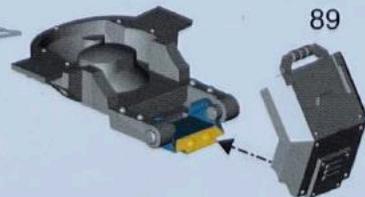
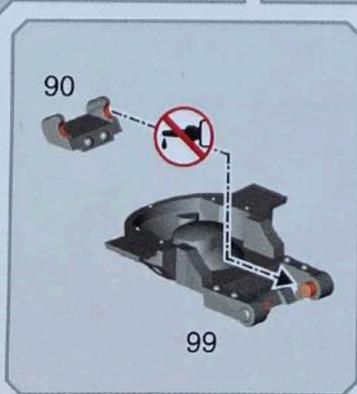
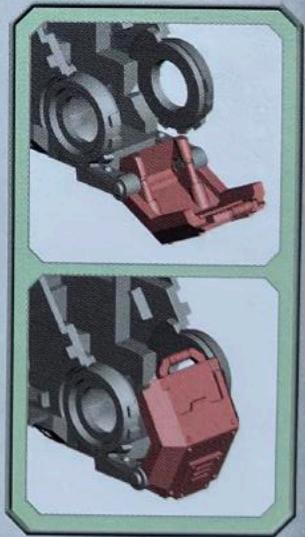
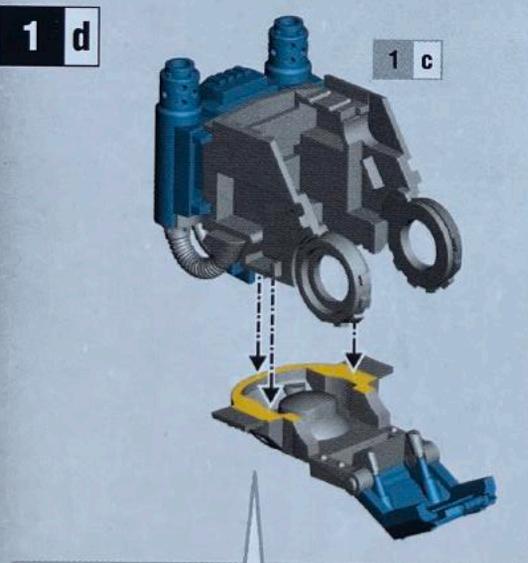
1 b



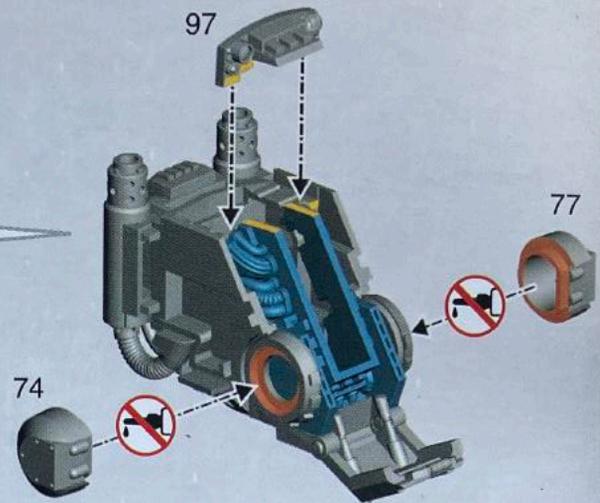
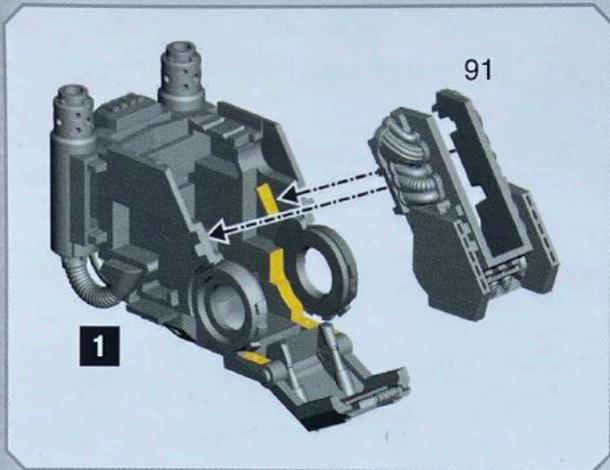
1 c



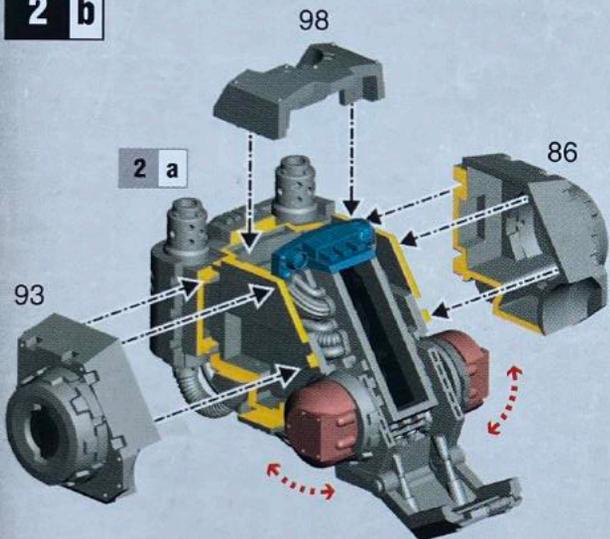
1 d



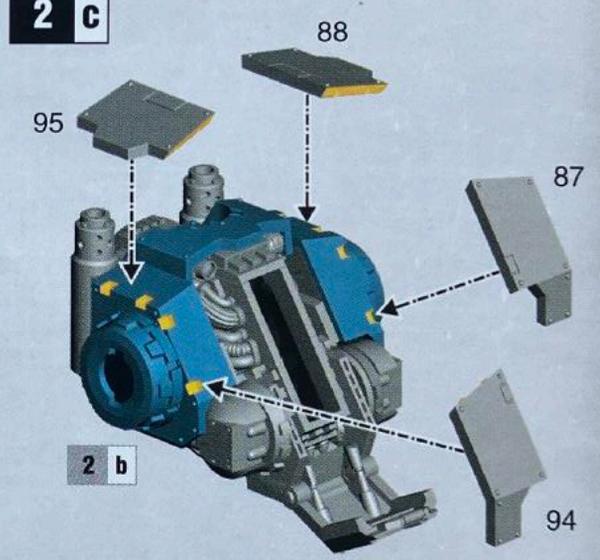
2 a



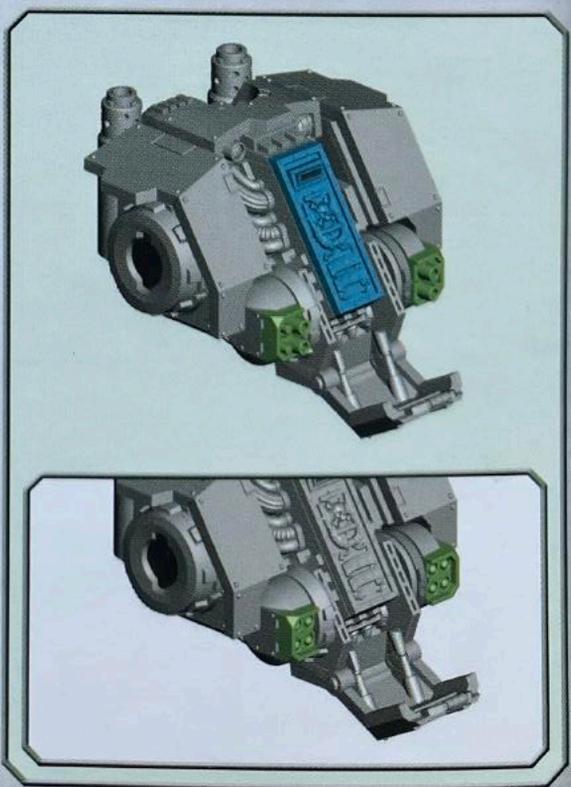
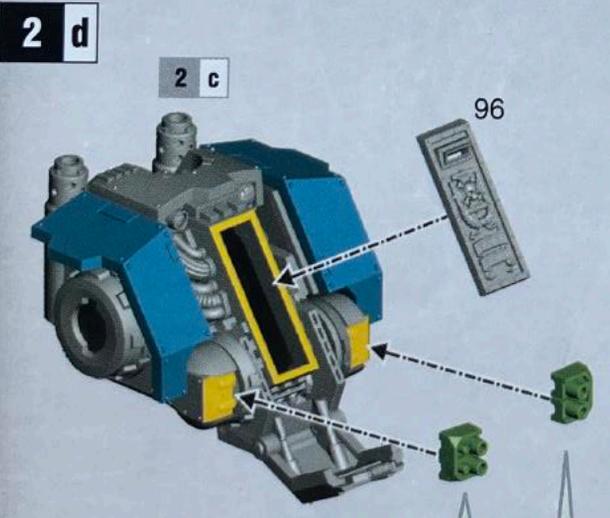
2 b



2 c



2 d

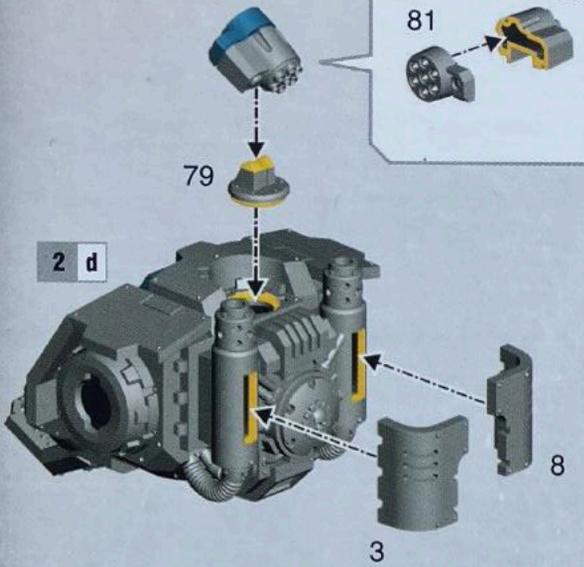


Storm bolters

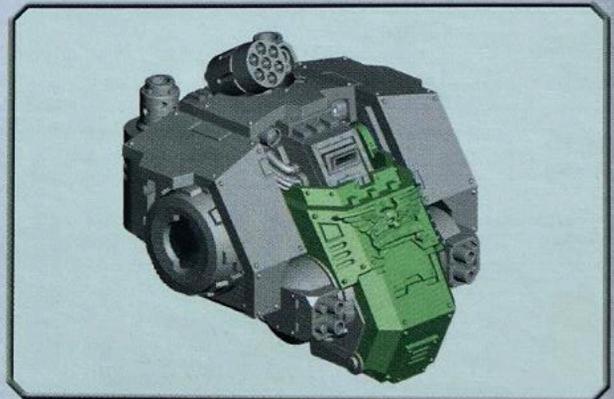
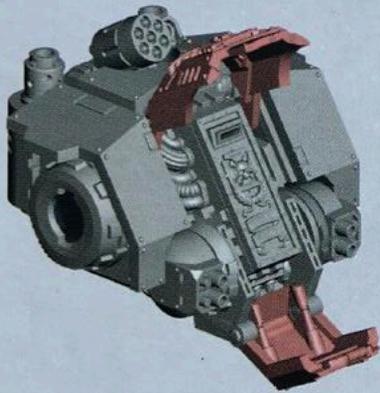
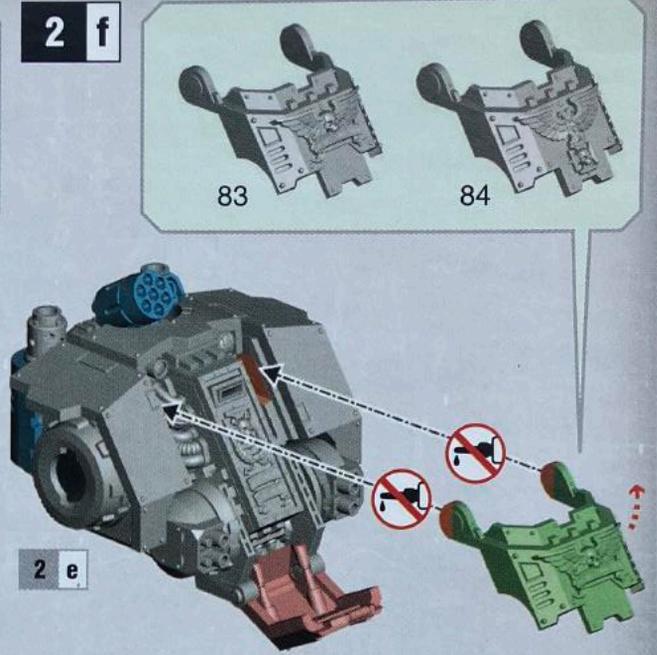
Fragstorm grenade launchers



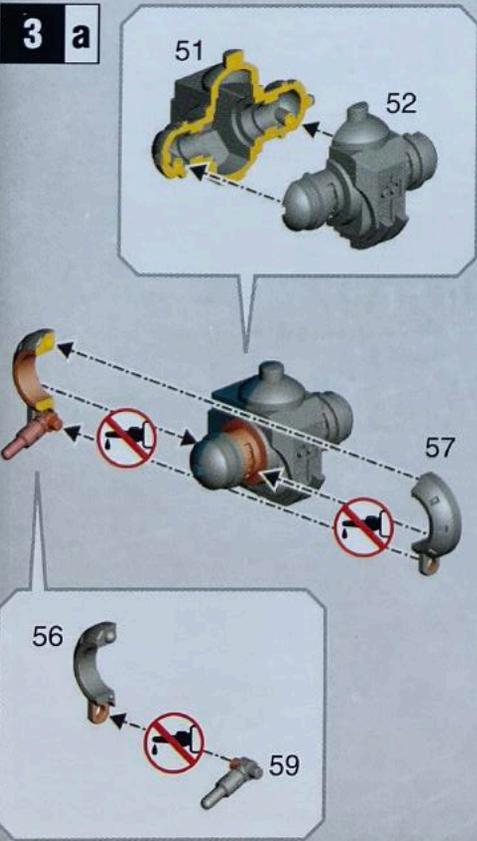
2 e 



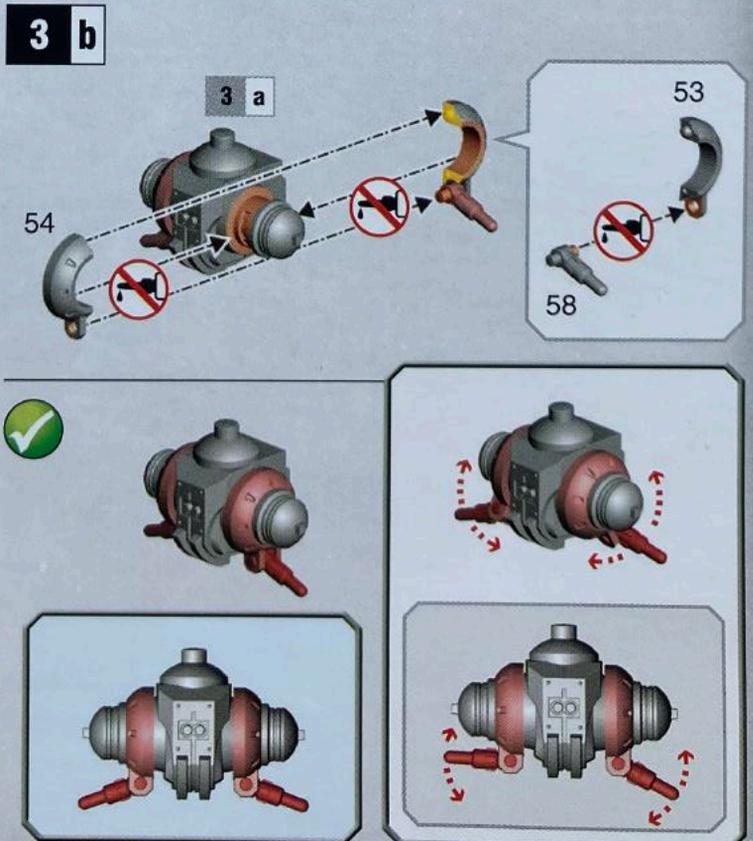
2 f



3 a

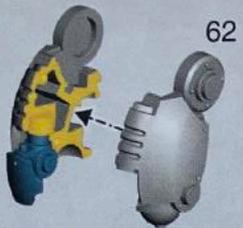


3 b



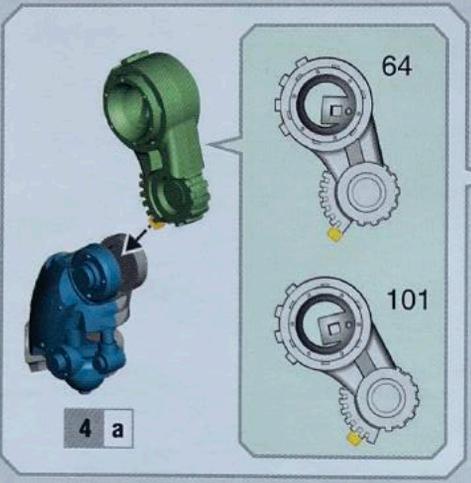
4 a

x2

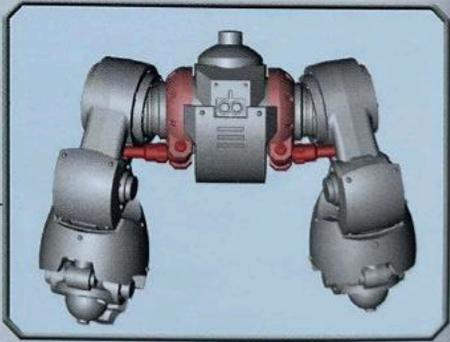
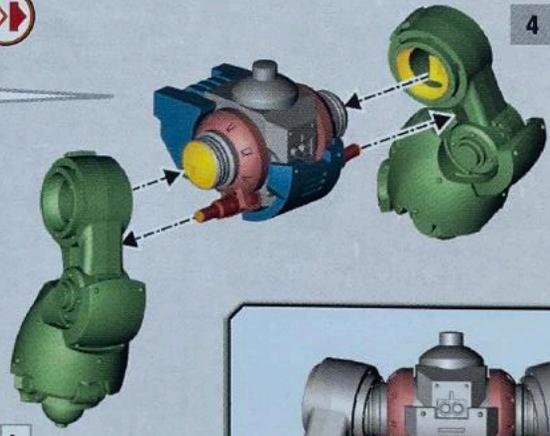
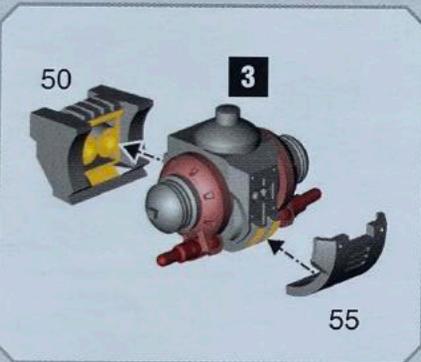


4 b

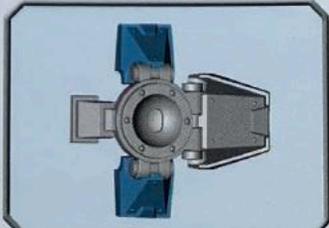
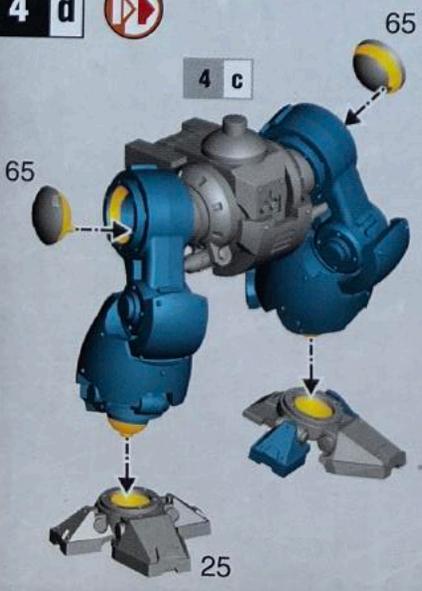
x2



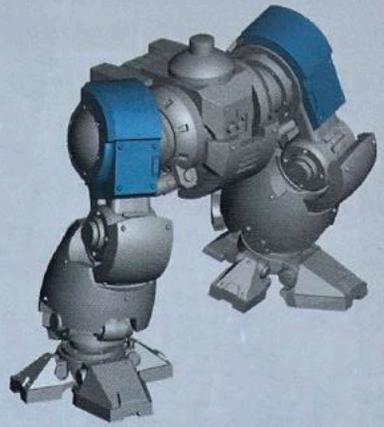
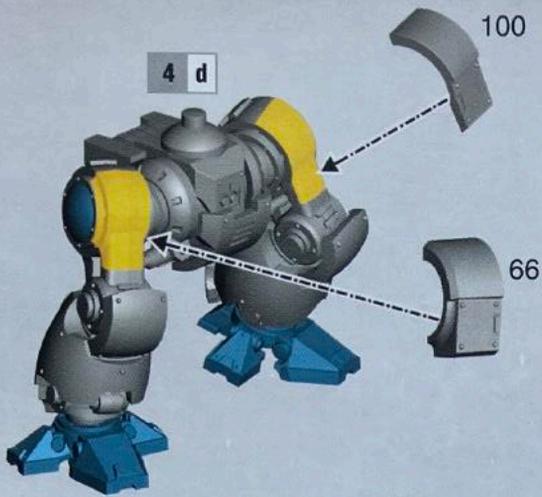
4 c



4 d



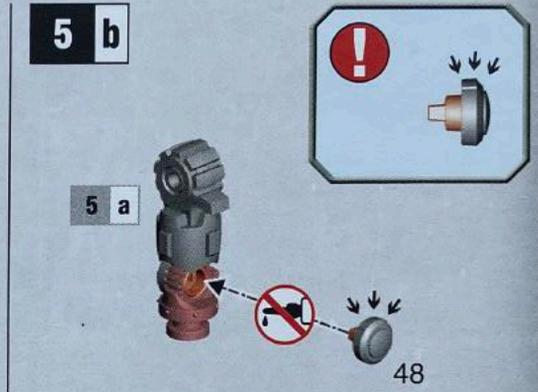
4 e



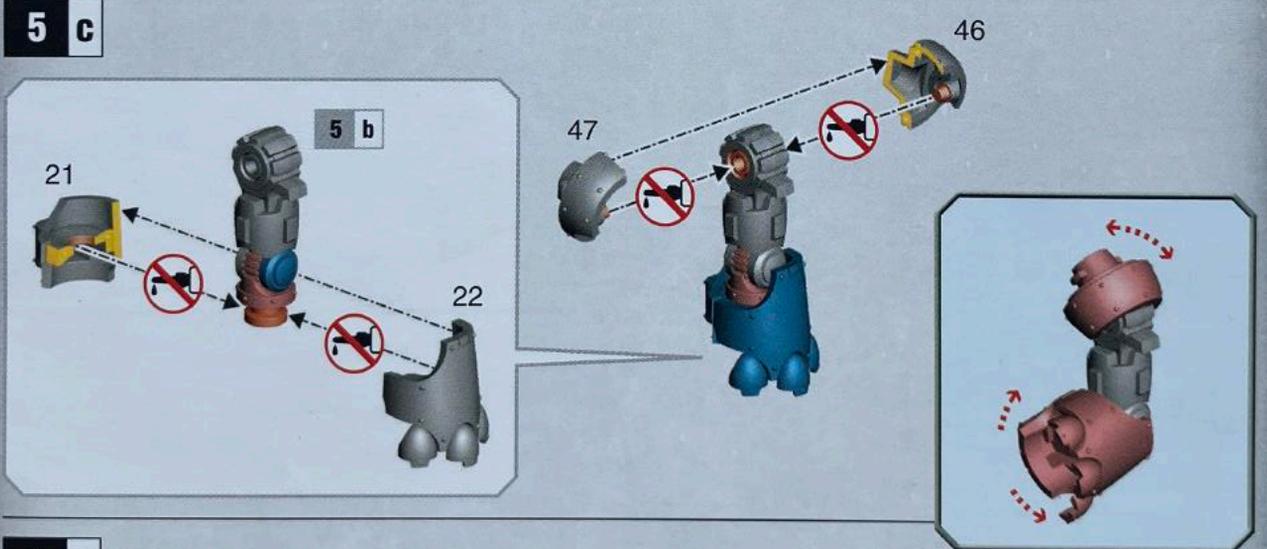
5 a



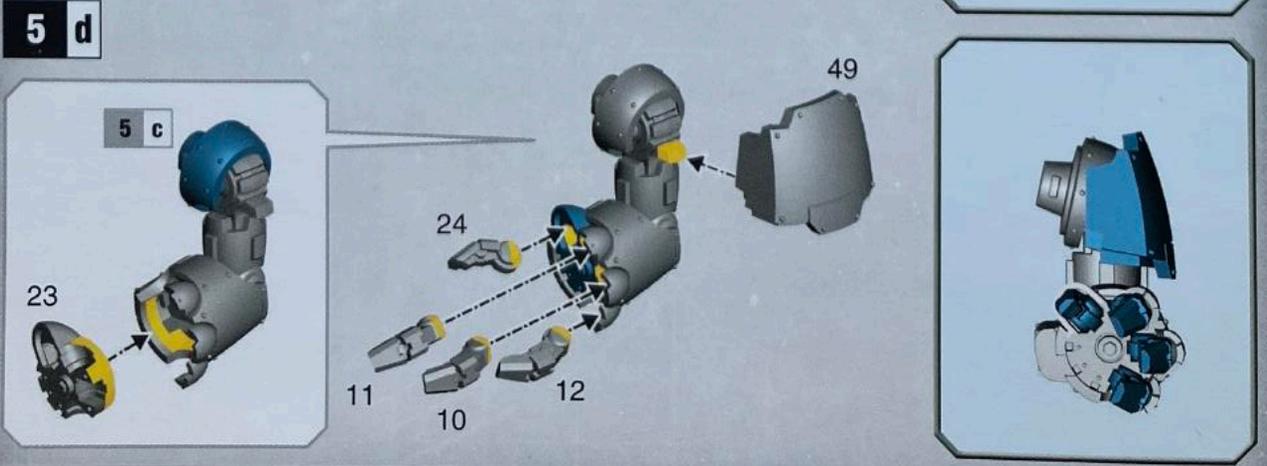
5 b



5 c



5 d



5 e

Heavy flamer



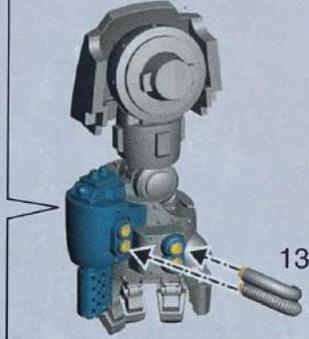
5 d

16

14

15

13



Onslaught gatling cannon



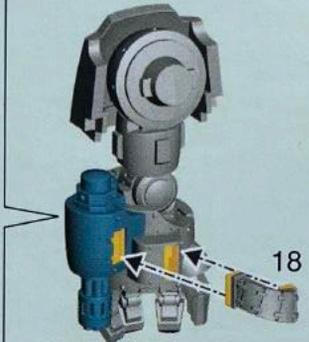
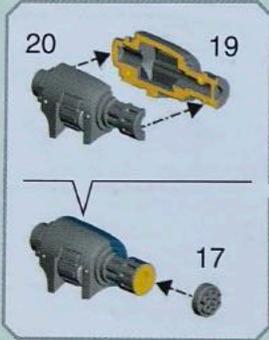
5 d

20

19

17

18



6 a

Heavy onslaught gatling cannon

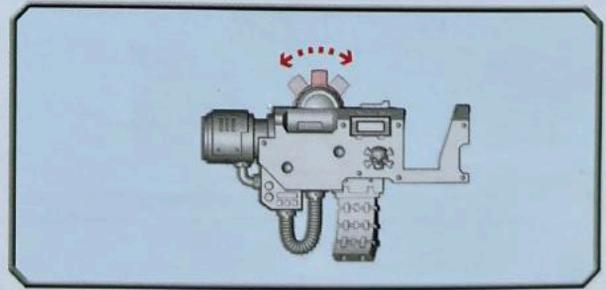
35

31

68

34

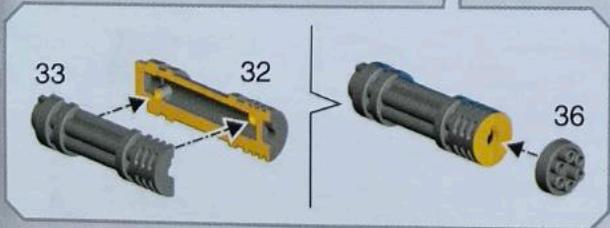
30



33

32

36

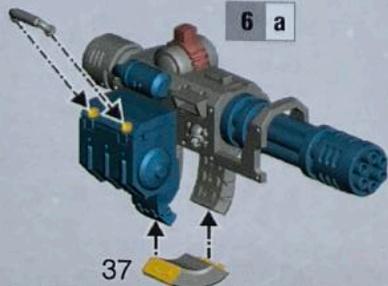


6 b

38

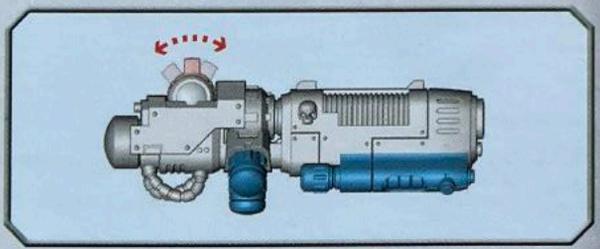
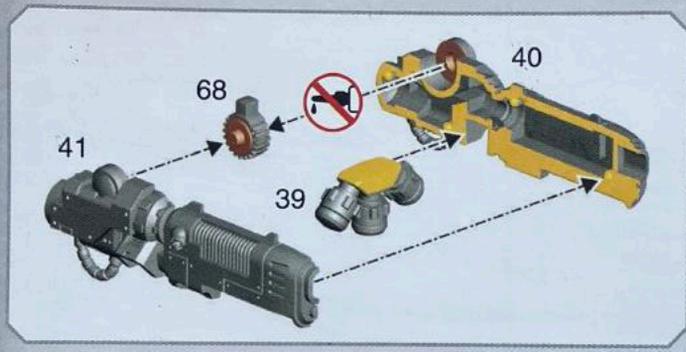
6 a

37

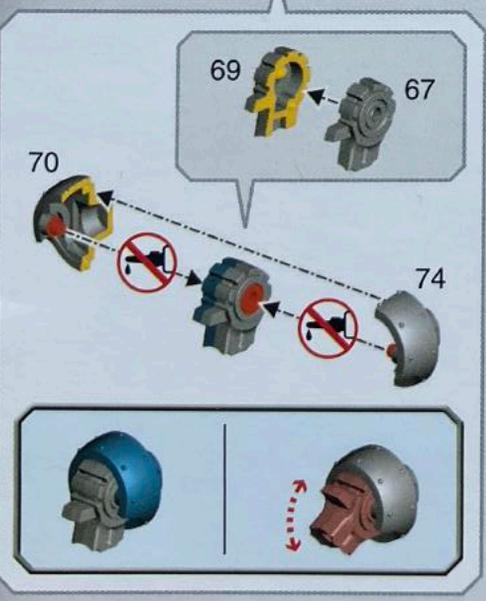
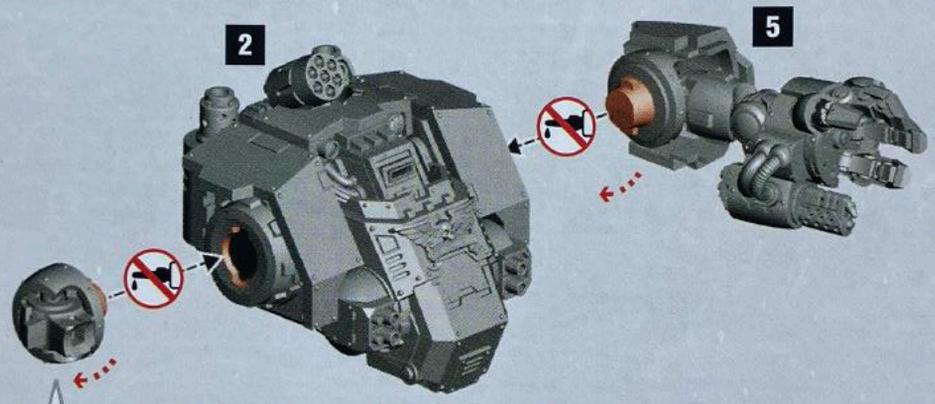


7

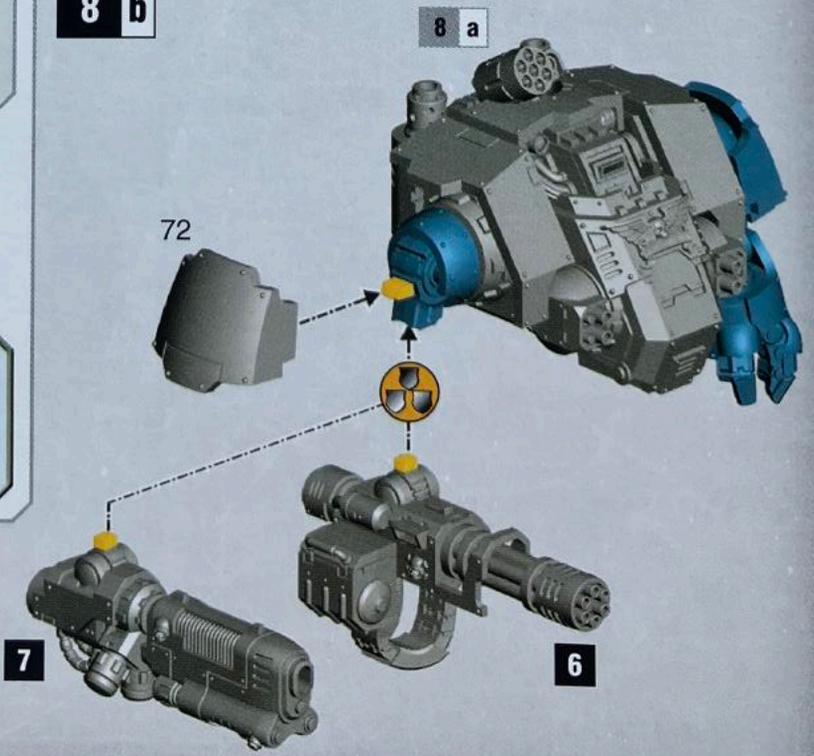
Macro plasma incinerator



8 a



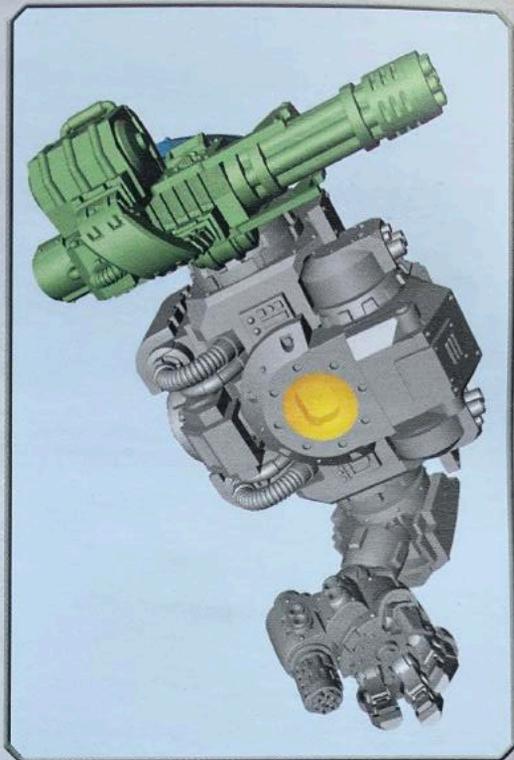
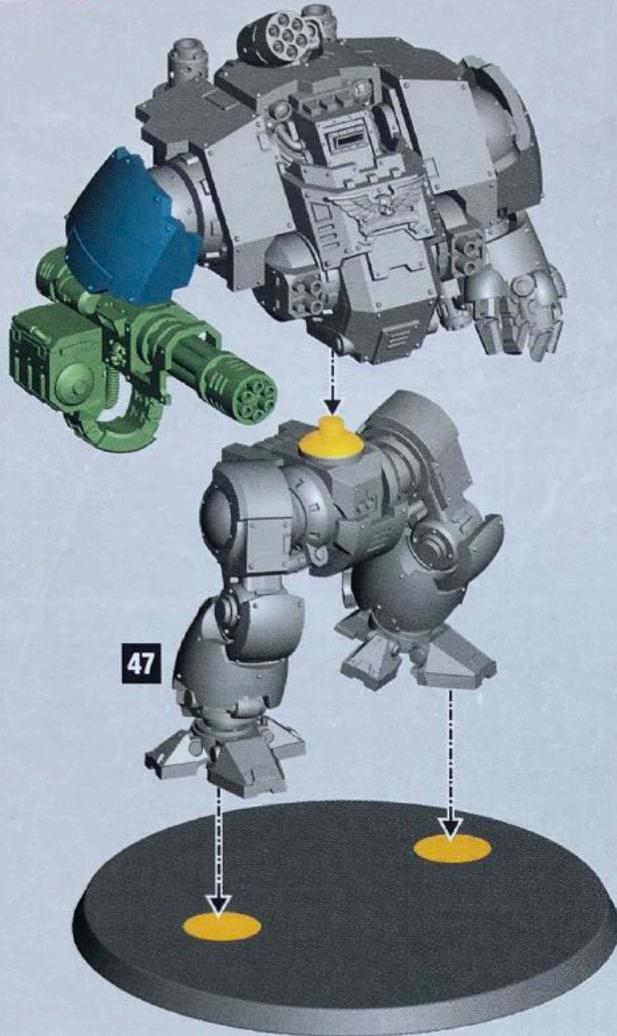
8 b



8 C



8 b



These essential rules will get your new unit on the battlefield – for the full rules for this unit, see the Codex or Index book relevant to your army.

REDEMPTOR DREADNOUGHT



10
POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

A Redemptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, a heavy flamer, an Icarus rocket pod, two fragstorm grenade launchers and a Redemptor fist.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	WS
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Redemptor fist	Melee	Melee	x2	-3	D6	-

WARGEAR OPTIONS

- This model may replace its heavy flamer with an onslaught gatling cannon.
- This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator.
- This model may replace its two fragstorm grenade launchers with two storm bolters.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT

Ces règles rudimentaires vous permettent de jouer votre nouvelle unité. Pour les règles complètes, référez-vous au Codex ou à l'Index correspondant à votre armée.

REDEMPTOR DREADNOUGHT



10
PUISSANCE

NOM	M	CC	CT	F	E	PV	A	Cd	Sv
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

Un Redemptor Dreadnought est une figurine individuelle équipée d'un canon gatling Onslaught lourd, d'un lance-flammes lourd, d'une nacelle lance-roquettes Icarus, de deux lance-grenades Fragstorm et d'un poing de Redemptor.

DÉGÂTS

Certaines caractéristiques changent si des dégâts sont subis, comme indiqué ci-dessous :

PV RESTANTS	M	CT	CC
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

ARME	PORTÉE	TYPE	F	PA	D	APTITUDES
Lance-grenades Fragstorm	18"	Assaut D6	4	0	1	-
Lance-flammes lourd	8"	Lourde D6	5	-1	1	Cette arme touche automatiquement sa cible.
Canon gatling Onslaught lourd	30"	Lourde 12	5	-1	1	-
Nacelle lance-roquettes Icarus	24"	Lourde D3	7	-1	1	Ajoutez 1 aux jets de touche pour cette arme contre les cibles qui ont le mot-clé VOL . Soustrayez 1 aux jets de touche pour cette arme contre toutes les autres cibles.
Macro-incinérateur à plasma	Lorsque vous attaquez avec cette arme, choisissez un des profils ci-dessous.					
- Standard	36"	Lourde D6	8	-4	1	-
- Surcharge	36"	Lourde D6	9	-4	2	Pour chaque jet de touche de 1, le porteur subit une blessure mortelle une fois tous les tirs de l'arme résolus.
Canon gatling Onslaught	24"	Lourde 6	5	-1	1	-
Bolter Storm	24"	Tir Rapide 2	4	0	1	-
Poing de Redemptor	Mêlée	Mêlée	x2	-3	D6	-

OPTIONS D'ÉQUIPEMENT

- Peut remplacer son lance-flammes lourd par un canon gatling Onslaught.
- Peut remplacer son canon gatling Onslaught lourd par un macro-incinérateur à plasma.
- Peut remplacer ses deux lance-grenades Fragstorm par deux bolters Storm.

APTITUDES

Explosion : Si cette figurine est réduite à 0 PV, jetez un D6 avant de la retirer du champ de bataille ; sur 6, elle explose, et chaque unité à 6" ou moins subit D6 blessures mortelles.

MOTS-CLÉS DE FACTION

IMPERIUM, ADEPTUS ASTARTES, <CHAPITRE>

MOTS-CLÉS

VÉHICULE, DREADNOUGHT, REDEMPTOR DREADNOUGHT

Estas reglas esenciales te permitirán desplegar tu nueva unidad en el campo de batalla. Para conseguir las reglas completas de esta unidad, consulta el Codex o Index relativo a tu ejército.

REDEMPTOR DREADNOUGHT



NOMBRE	M	HA	HP	F	R	H	A	L	S
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

Un Redemptor Dreadnought es una sola miniatura equipada con un cañón pesado gatling de campaña, un lanzallamas pesado, una batería de cohetes Ícaro, dos lanzagranadas fragtormenta y un puño de Redemptor.

DAÑO

Ciertos atributos de esta miniatura cambian cuando sufre daño, como indica esta tabla:

H RESTANTES	M	HP	HA
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

ARMAS	ALC.	TIPO	F	FP	D	HABILIDADES
Lanzagranadas fragtormenta	18"	Asalto 1D6	4	0	1	-
Lanzallamas pesado	8"	Pesada 1D6	5	-1	1	Esta arma impacta en el blanco automáticamente.
Cañón pesado gatling de campaña	30"	Pesada 12	5	-1	1	-
Batería de cohetes Ícaro	24"	Pesada 1D3	7	-1	1	Suma 1 a las tiradas para impactar de esta arma contra blancos que puedan VOLAR . Resta 1 a las tiradas para impactar de esta arma contra todos los otros blancos.
Macroincinerador de plasma	Al atacar con esta arma, elige uno de los perfiles siguientes.					
- Normal	36"	Pesada 1D6	8	-4	1	-
- Sobrecarga	36"	Pesada 1D6	9	-4	2	Por cada 1 para impactar, el portador sufre 1 herida mortal tras resolver todos los disparos de esta arma.
Cañón gatling de campaña	24"	Pesada 6	5	-1	1	-
Bólter tormenta	24"	Fuego rápido 2	4	0	1	-
Puño de Redemptor	Com.	Combate	x2	-3	1D6	-

OPCIONES DE EQUIPO

- Esta miniatura puede cambiar el lanzallamas pesado por un cañón gatling de campaña.
- Esta miniatura puede cambiar el cañón pesado gatling de campaña por un macroincinerador de plasma.
- Esta miniatura puede cambiar los dos lanzagranadas fragtormenta por dos bólteres tormenta.

HABILIDADES

Explosión. Si las heridas de esta miniatura se reducen a 0, tira 1D6 antes de retirarla del campo de batalla; con un 6 explota, y cada unidad a 6" o menos sufre 1D6 heridas mortales.

CLAVES DE FACCIÓN

IMPERIUM, ADEPTUS ASTARTES, <CAPÍTULO>

CLAVES

VEHÍCULO, DREADNOUGHT, REDEMPTOR DREADNOUGHT

Mit diesen Regeln kannst du deine neue Einheit gleich in die Schlacht führen – die vollständigen Regeln findest du im Codex oder Index für deine Armee.

REDEMPTOR DREADNOUGHT



10
MACHT

NAME	B	KG	BF	S	W	LP	A	MW	RW
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

Ein Redemptor Dreadnought ist ein einzelnes Modell, das mit einer Schwere Sturmgatlingkanone, einem Schwere Flammenwerfer, einem Icarus-Raketenmagazin, zwei Fragmentsturm-Granatwerfern und einer Redemptorfaust bewaffnet ist.

SCHADEN

Manche Werte dieses Modells ändern sich, wenn es in der Schlacht Schaden erleidet:

ÜBRIGE LP	B	BF	KG
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

WAFFE	REICHW.	TYP	S	DS	SW	FÄHIGKEITEN
Fragmentsturm-Granatwerfer	18"	Sturm W6	4	0	1	-
Icarus-Raketenmagazin	24"	Schwer W3	7	-1	1	Addiere 1 zu allen Trefferwürfen für diese Waffe gegen Ziele, die Fliegen können. Ziehe 1 von allen Trefferwürfen für diese Waffe gegen alle anderen Ziele ab.
Makro-Plasmabrenner	Wähle eines der folgenden Profile, wenn du mit dieser Waffe attackierst.					
- Standard	36"	Schwer W6	8	-4	1	-
- Überladung	36"	Schwer W6	9	-4	2	Für jeden Trefferwurf von 1 erleidet der Träger 1 tödliche Verwundung, nachdem alle Schüsse der Waffe abgehandelt wurden.
Schwere Sturmgatlingkanone	30"	Schwer 12	5	-1	1	-
Schwerer Flammenwerfer	8"	Schwer W6	5	-1	1	Diese Waffe trifft ihr Ziel automatisch.
Sturmbolter	24"	Schnellfeuer 2	4	0	1	-
Sturmgatlingkanone	24"	Schwer 6	5	-1	1	-
Redemptorfaust	Nahkampf	Nahkampf	x2	-3	W6	-

AUSRÜSTUNGSOPTIONEN

- Dieses Modell darf seinen Schwere Flammenwerfer durch eine Sturmgatlingkanone ersetzen.
- Dieses Modell darf seine Schwere Sturmgatlingkanone durch einen Makro-Plasmabrenner ersetzen.
- Dieses Modell darf seine zwei Fragmentsturm-Granatwerfer durch zwei Sturmbolter ersetzen.

FÄHIGKEITEN

Explosion: Wenn dieses Modell auf 0 Lebenspunkte reduziert wird, wirf einen W6, bevor du es vom Schlachtfeld entfernst. Bei einer 6 explodiert es und jede Einheit innerhalb von 6 Zoll erleidet W6 tödliche Verwundungen.

FRAKTION

IMPERIUM, ADEPTUS ASTARTES, <ORDEN>

SCHLÜSSELWÖRTER

FAHRZEUG, DREADNOUGHT, REDEMPTOR DREADNOUGHT

Queste regole base ti aiuteranno a portare sul campo di battaglia la tua nuova unità; per le regole complete consulta il Codex o l'Index corrispondente alla tua armata.

REDEMPTOR DREADNOUGHT



NOME	M	AC	AB	Fd	R	FE	A	D	S
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

Un Redemptor Dreadnought è un singolo modello equipaggiato con cannone a ripetizione pesante onslaught, lanciafiamme pesante, gondola di razzi icarus, due lanciagranate fragstorm e maglio del Redemptor.

DANNI

Alcune caratteristiche di questo modello cambiano come segue man mano che subisce danni:

FE RIMANENTI	M	AB	AC
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

ARMI	GITTATA	TIPO	Fd	VP	Da	ABILITÀ
Lanciagranate fragstorm	18"	Assalto D6	4	0	1	-
Lanciafiamme pesante	8"	Pesante D6	5	-1	1	Quest'arma colpisce automaticamente il bersaglio.
Cannone a ripetizione pesante onslaught	30"	Pesante 12	5	-1	1	-
Gondola di razzi icarus	24"	Pesante D3	7	-1	1	Aggiungi 1 a tutti i tiri per colpire di quest'arma quando prendi di mira bersagli che possono VOLARE . Sottrai 1 dai tiri per colpire di quest'arma contro tutti gli altri bersagli.
Macro inceneritore plasma	Quando attacchi con quest'arma scegli uno dei profili in basso.					
- Standard	36"	Pesante D6	8	-4	1	-
- Sovraccarica	36"	Pesante 6	9	-4	2	Per ogni tiro per colpire pari a 1, il portatore subisce una ferita mortale dopo aver risolto tutti i colpi dell'arma.
Cannone a ripetizione onslaught	24"	Pesante 6	5	-1	1	-
Requiem d'assalto	24"	Cadenza Rapida 2	4	0	1	-
Maglio del Redemptor	Mischia	Mischia	x2	-3	D6	-

OPZIONI DI EQUIPAGGIAMENTO

- Sostituire il lanciafiamme pesante con un cannone a ripetizione onslaught.
- Sostituire il cannone a ripetizione pesante onslaught con un macro inceneritore plasma.
- Sostituire i due lanciagranate fragstorm con due requiem d'assalto.

ABILITÀ

Esplode: se questo modello viene ridotto a 0 ferite tira un dado prima di rimuoverlo dal campo di battaglia; con 6 esploce e ogni unità entro 6" subisce D6 ferite mortali.

KEYWORDS DI FAZIONE

IMPERIUM, ADEPTUS ASTARTES, <CAPITOLO>

KEYWORDS

VEICOLO, DREADNOUGHT, REDEMPTOR DREADNOUGHT

