

Even in Death



An Unofficial Horus Heresy Campaign
Dreadnought Character Expansion

Designed by Steven Campbell

Should a campaign character suffer an injury in battle, and roll a Killed! result on the injury table, he may be interred in a dreadnought.

This only applies to Legiones Astartes or Custodes characters.

Firstly, it must be determined if there is enough left of the hero to be interred. Roll a D6. On a roll of a 1, the hero is too injured to survive the process, or otherwise unable to be interred.

(*Note: If the character was killed as a result of instant death and/or a D weapon, then subtract a -1 to the result of this roll for each that applies.)

On any other result, the hero is to roll on the following table to determine what kind of dreadnought chassis he is interred into. Any character with Master of the Legion may re-roll this result.

Astartes Table:

1. Legion (Mortis) Dreadnought
2. Contemptor (Mortis)(Cortus) Dreadnought
3. Deredeo Dreadnought
4. Leviathan Dreadnought
5. Reroll
6. Player may choose

Adeptus Custodes D3 Table:

1. Contemptor-Achillus
2. Contemptor-Galatus
3. Telemon

**Note: If the player does not have the necessary model to represent the dreadnought in question, then the result defaults to the next available model. Deredeo lowers to Contemptor, which lowers to Legion and so on.*

A campaign character interred in a dreadnought may be fielded as an HQ choice, rather than it's usual Elite/Heavy Support Choice and may be the army's warlord. Any interred character with Master of the Legion retains that rule and may still take Command Squads (pursuant to all relevant restrictions and requirements).

Once a character is interred in a dreadnought, he keeps his WS, BS and number of Attacks. They may buy any relevant upgrades for their listed points cost, but must keep that load-out until they are destroyed. Additionally, for every two advancements that he has rolled on the Character Progression chart, he may roll once on one of the following tables:

Dark Age Relic

1. **Armored Plating** - The dreadnought increases it's front AV by 1, to a limit of 14.
2. **Atomantic Reinforcement** - The dreadnought increases all invulnerable saves by 1 to a maximum of 3++ (gaining a 6++ if they did not have one).
3. **Upgraded Armaments** - The Dreadnought may replace it's default in-built weapons with twin linked Volkite Chargers
4. **Improved Servo-Motors** - The Dreadnought may increase its Weapon Skill, Initiative or Attacks by 1.
5. **Ferromantic Defense** - The Dreadnought is immune to Lance, Melta and Haywire.
6. **One With The Machine** - The Dreadnought gains Power of the Machine Spirit.

Exemplar of the Legion

1. **Loved By All** - All friendly units who can draw line of sight to the Dreadnought gain Stubborn
2. **Feared By All** - The Dreadnought gains Fear. Enemy units locked in combat with the Dreadnought must reroll successful morale checks.
3. **Courage Incarnate** - All friendly units within 12' of the Dreadnought add +1 to combat resolution.
4. **Death Incarnate** - All enemy units within 12' of the Dreadnought suffer a -1 to their leadership.
5. **Bulwark** - Friendly units claiming an Intervening Model cover save from the Dreadnought increase such a save by 1.
6. **Heroic Proclamation** - Once per game, at the start of the turn, all units within 16' of the Dreadnought gain Fearless for the duration of the turn.

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Unstoppable Juggernaut

1. **Rampage** - The Dreadnought gains Rampage
2. **Peerless Warrior** - The Dreadnought may issue and accept challenges as if it were a Character.
3. **Wall of Adamantium** - The Dreadnought gains an additional D6 Hammer of Wrath attacks
4. **Enmity** - The Dreadnought gains Preferred Enemy against the army that killed their inerrant (IE, Salamanders, Word Bearers, Militia, Mechanicum, etc).
5. **Rage** - The Dreadnought gains Rage
6. **Venerable Warrior** - If the Dreadnought suffers a penetrating hit, it may reroll the result on the Vehicle Damage table. The second result stands.

War Sage

1. **Coordinated Advance** - The Dreadnought counts as having a Nuncio-Vox. Additionally, any detachment in which the Dreadnought is the warlord, reserves may be rerolled (whether they are successful or not).
2. **Night Walker** - The Dreadnought has Night Vision. Additionally, any army in which the Dreadnought is the warlord, the owner may elect to impose Night Fighting.
3. **Practiced Destroyer** - The Dreadnought gains Wrecker. Additionally, in any army in which the Dreadnought is the warlord, a single unit may be given Tank Hunter.
4. **Data Savant** - The Dreadnought counts as having a Augury Scanner. Additionally, any army in which the Dreadnought is the warlord, enemy reserves suffer a -1 penalty.
5. **Anchor the Line** - The Dreadnought gains one extra hull point. Additionally, in any army in which the Dreadnought is the warlord, D3 infantry units gain Outflank.
6. **Coordinated Fire** - The Dreadnought's shooting attacks gain Pinning. Additionally, in an army in which the Dreadnought is the warlord, all Pinning checks impose a further -1 penalty on Leadership.

CONSUL BENEFITS

Additionally, any interred Consul gains an extra benefit (next page).

To claim this benefit, the Dreadnought **MUST** be modeled appropriately to represent it's occupant/war-gear.

Librarian - The Dreadnought gains the Psychic Pilot rule, and is a ML.1 psyker. They retain their psychic powers from life.

Master of Signal- Once per game, in lieu of firing its weapons, the Dreadnought may use an Orbital Bombardment.

Legion Champion - The dreadnought may issue and accept challenges, and may perform Glorious Interventions.

Forge Lord - The Dreadnought gains It Will Not Die (this stacks with other benefits such as Blessed Autosimulacra).

Primus Medicae - The Dreadnought may take an Apothecary Detachment as a bodyguard (in the same manner as a Command Squad), and they may be attached to other squads. In effect giving the player an extra apothecary detachment.

Siege Breaker - The Dreadnought gains a Phosphex Discharger.

Chaplain - All friendly units within 6' of the Dreadnought gain Hatred

Vigilator- The Dreadnought gains Scout

Moritat - Once per game, if it has not moved, the Dreadnought may fire all of its weapons twice.

Praevian - The Dreadnought counts as having a Cortex Controller.

Mortifactor - The Dreadnought retains all Mortifactor rules.

Nullificator Prime - The Dreadnought gains Adamantium Will and Psychic Pilot (ML.1). The Dreadnought may only generate powers from Sanctic Daemonology

Esoterist - The Dreadnought gains Psychic Pilot (ML.1) and may only generate powers from Sanctic or Malefic Daemonology. Additionally, if it keeps one Dreadnought close combat weapon, it gains an in-built grenade launcher with psy-out grenades.

Armistos - All of the Dreadnought's Heavy weapons gain Master Crafted.

Warmonger - The Dreadnought gains Deep Strike, and a single infantry unit may Deep Strike alongside it.

Delagatus - The Dreadnought may use the Chosen Duty rite of war.

Herald - The Dreadnought counts as being equipped with the relevant Banner (MUST be modeled on the Dreadnought).

Diabolist (Word Bearers only) - The Dreadnought gains the Daemon rule

Saboteur (Alpha Legion only) - The Dreadnought gains Infiltrate

Priest of Fenris (Space Wolves only) - The Dreadnought gains Adamantium Will.