

REAYER TITAN

Deadly Demise D6+6 Super-Heavy Walker

M12"

T14

SV2+

W60

LD6+

OC20

RW5+ (Ranged)

2200 PTS

Base Hull

3 BESCHUSS

Reaver apocalypse launcher

BLASTINDIRECT FIRE

R	A	BS	S	AP	D
200"	3D6	3+	7	-1	2

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Reaver gatling blaster

SUSTAINED HITS 1

R	A	BS	S	AP	D
72"	12	3+	8	-2	3

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Reaver laser blaster

BLAST

R	A	BS	S	AP	D
72"	8	3+	20	-3	D6+2

VERWUNDET

2+T1-10

3+T11-19

4+T20

5+T21-39

6+T40+

Reaver melta cannon

BLASTMELTA 4

R	A	BS	S	AP	D
48"	D6+2	3+	13	-4	6

VERWUNDET

2+T1-6

3+T7-12

4+T13

5+T14-25

6+T26+

Reaver volcano cannon

BLASTHEAVY

R	A	BS	S	AP	D
120"	D3+1	3+	24	-5	14

VERWUNDET

2+T1-12

3+T13-23

4+T24

5+T25-47

6+T48+

God-machine

This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

5 NAHKAMPF

Reaver feet

R	A	WS	S	AP	D
Melee	8	4+	12	-2	4

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Reaver power fist - strike

R	A	WS	S	AP	D
Melee	6	4+	20	-4	14

VERWUNDET

2+T1-10

3+T11-19

4+T20

5+T21-39

6+T40+

Reaver power fist - sweep

R	A	WS	S	AP	D
Melee	12	4+	12	-3	6

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

GEGEN DIESE EINHEIT

W14 · RW 2+ · 5+ (Ranged)++ · 60 LP je Modell

WIRD VERWUNDET MIT

2+S28+

3+S15-27

4+S14

5+S8-13

6+S1-7

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

2+

3+

4+

5+

6+

Damaged: 1-20 wounds remaining

While this model has 1-20 wounds remaining, subtract 10 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

1
KOMMANDO

2
BEWEGUNG

4
ANGRIFF

VERTEIDIGUNG

Striding Colossus

Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

∞
IMMER / EINMALIG

REGELN & KEYWORDS KURZ

- Deadly Demise D6+6** This ability always takes the form Deadly Demise X.
- Super-Heavy Walker** Each time a unit with this ability makes a normal, advance or fall-back move: - Models in that unit can move through models (including MONSTER/VEHICLE models, but exclud...
- BLAST** Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...
- HEAVY** In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...
- INDIRECT FIRE** Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- MELTA** This ability always takes the form [MELTA X].
- SUSTAINED HITS** This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

- 1x Reaver Titan
- Ausrüstung:** Reaver apocalypse launcher, Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon, Reaver feet, ► Reaver power fist - strike, ► Reaver power fist - sweep
- This model must be equipped with 2 of: Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon, Reaver power fist.