

Deadly Demise 2D6

Super-Heavy Walker

M14"

T13

SV2+

W40

LD6+

OC16

RW5+ (Ranged)

1100 PTS

Base Hull

3 BESCHUSS

Warhound inferno gun

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
24"	3D6	N/A	7	-2	3
VERWUNDET					
2+ T1-3		3+ T4-6		4+ T7	5+ T8-13
6+ T14+					

Warhound turbo-laser destructor

BLAST

R	A	BS	S	AP	D
72"	D3+3	3+	20	-3	2D6
VERWUNDET					
2+ T1-10		3+ T11-19		4+ T20	5+ T21-39
6+ T40+					

Warhound vulcan mega-bolter

SUSTAINED HITS 1

R	A	BS	S	AP	D
48"	20	3+	6	-1	2
VERWUNDET					
2+ T1-3		3+ T4-5		4+ T6	5+ T7-11
6+ T12+					

> Warhound plasma blastgun - standard

BLAST

R	A	BS	S	AP	D
72"	2D6+3	3+	9	-3	4
VERWUNDET					
2+ T1-4		3+ T5-8		4+ T9	5+ T10-17
6+ T18+					

> Warhound plasma blastgun - supercharge

BLAST

HAZARDOUS

R	A	BS	S	AP	D
72"	2D6+3	3+	10	-3	5
VERWUNDET					
2+ T1-5		3+ T6-9		4+ T10	5+ T11-19
6+ T20+					

5 NAHKAMPF

Warhound feet

R	A	WS	S	AP	D
Melee	8	4+	10	-1	2
VERWUNDET					
2+ T1-5		3+ T6-9		4+ T10	5+ T11-19
6+ T20+					

GEGEN DIESE EINHEIT

W13 · RW 2+ · 5+ (Ranged)++ · 40 LP je Modell

WIRD VERWUNDET MIT

2+ S26+	3+ S14-25	4+ S13	5+ S7-12	6+ S1-6
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 6+
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Damaged: 1-13 wounds remaining

While this model has 1-13 wounds remaining, subtract 8 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS Vehicle, Walker, Titanic, Towering, Warhound Titan, Frame · FRAKTION -

1 KOMMANDO	2 BEWEGUNG Flank Speed Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 8" to the Move characteristic of this model.	4 ANGRIFF	VERTEIDIGUNG Striding Colossus Each time you target this model with a Stratagem, you must spend twice that Stratagem's stated CP cost to do so.	∞ IMMER / EINMALIG
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REGELN & KEYWORDS KURZ

- Deadly Demise 2D6** 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...
- HAZARDOUS** Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...
- IGNORES COVER** Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...
- SUSTAINED HITS** This ability always takes the form [SUSTAINED HITS X].
- TORRENT** Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

- 1x Warhound Titan
- Ausrüstung:** Warhound inferno gun, Warhound turbo-laser destructor, Warhound vulcan mega-bolter, ➤ Warhound plasma blastgun - standard, ➤ Warhound plasma blastgun - supercharge, Warhound feet
- This model must be equipped with 2 of: Warhound vulcan mega-bolter, Warhound inferno gun, Warhound plasma blastgun, Warhound turbo-laser destructor.