2600 PTS

M	T	SV	W	LD	OC
12"	14	2+	80	6+	20

WARBRINGER NEMESIS TITAN

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Anvillus defence battery ANTI-FLY 4+	72"	8	3+	8	-1	2
3x Ardex-defensor mauler	36"	6	3+	6	-2	2
Nemesis quake cannon BLAST, INDIRECT FIRE	480"	D6+6	3+	16	-4	4
Nemesis volcano cannon BLAST	120"	D3+3	3+	24	-5	14
Reaver gatling blaster SUSTAINED HITS 1	72"	12	3+	8	-2	3
Reaver laser blaster BLAST	72"	8	3+	20	-3	D6+2
Reaver melta cannon BLAST, MELTA 4	48"	D6+2	3+	13	-4	6
Reaver volcano cannon BLAST, HEAVY	120"	D3+1	3+	24	-5	14

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

Damaged: 1-26 wounds remaining
While this model has 1-26 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.

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.

Titanic Fire Support
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly IMPERIUM model makes an attack that targets that enemy unit, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

Titanic Fire Support
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly CHAOS model makes an attack that targets that enemy unit, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Warbringer Nemesis Titan, Frame

FACTION: -

Nemesis feet	Melee	6	4+	12	-2	4

AUFSTELLUNG

1x Warbringer Nemesis Titan (Hull)

Equipped with: 2x Anvillus defence battery, 3x Ardex-defensor mauler, Nemesis quake cannon, Nemesis volcano cannon, Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon, Nemesis feet

Wargear Options:

- This model can replace its Nemesis quake cannon with Nemesis volcano cannon.
- This model must be equipped with 2 of: Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

KEYWORDS: Vehicle, Walker, Titanic, Towering, Warbringer Nemesis Titan, Frame

FACTION: -

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

RULES

Deadly Demise D6+6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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 excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).