# WAR DOG STALKER

| M | T | SV | W | LD | OC | |
|---|---|---|---|---|---|---|
| 12" | 9 | 3+ | 14 | 7+ | 6 | 5+* |

**AUFSTELLUNG**

1x War Dog Stalker (100mm)

**Equipped with:** Avenger chaincannon, Daemonbreath spear, Diabolus heavy stubber, Havoc multi-launcher, Slaughterclaw, ➤ Reaper chaintalon - strike, ➤ Reaper chaintalon - sweep

**Wargear Options:**

- This model can replace its Diabolus heavy stubber with Havoc multi-launcher.
- This model can replace its Avenger chaincannon with Daemonbreath spear.
- This model can replace its Slaughterclaw with Reaper chaintalon.

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Avenger chaincannon | 24" | 12 | 3+ | 6 | -1 | 1 |
| Daemonbreath spear<br>MELTA 4 | 18" | 2 | 3+ | 12 | -4 | D6 |
| Diabolus heavy stubber<br>RAPID FIRE 3 | 36" | 3 | 3+ | 5 | 0 | 1 |
| Havoc multi-launcher<br>BLAST, INDIRECT FIRE | 48" | D6 | 3+ | 5 | 0 | 1 |

## MELEE WEAPONS

## ABILITIES

**RULES** - Deadly Demise D3, Harbingers of Dread, Scouts 6"

***Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.

**Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: Vehicle, Walker, Chaos, War Dog, Stalker

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Slaughterclaw | Melee | 4 | 3+ | 12 | -3 | D6+2 |
| ➤ Reaper chaintalon - strike | Melee | 4 | 3+ | 10 | -3 | 3 |
| ➤ Reaper chaintalon - sweep | Melee | 8 | 3+ | 8 | -2 | 1 |

**Stalker**
Each time this model makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.

## WEAPON RULES

### 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).*

### 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]. 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.*

### Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*