

REAYER TITAN

M	T	SV	W	LD	OC	
12"	14	2+	60	6+	20	

AUFSTELLUNG

1x Reaver Titan (Hull)

Equipped with: 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

Wargear Options:

- This model must be equipped with 2 of: Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon, Reaver power fist.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Reaver apocalypse launcher BLAST, INDIRECT FIRE	200"	3D6	3+	7	-1	2
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

ABILITIES

RULES - Deadly Demise D6+6, Super-Heavy Walker

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.

God-machine

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

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.



WEAPON	RANGE	A	WS	S	AP	D
Reaver feet	Melee	8	4+	12	-2	4
► Reaver power fist - strike	Melee	6	4+	20	-4	14
► Reaver power fist - sweep	Melee	12	4+	12	-3	6

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).*

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).

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).

