REAVER TITAN

2200 PTS

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

INVULNERABLE SAVE Rang

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

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

ABILITIES

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 ABILITIES

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).

AUFSTELLUNG

1x Reaver Titan

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.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Reaver Titan, Frame
FACTION KEYWORDS: -

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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).*

CORE 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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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).

KEYWORDS: Vehicle, Walker, Titanic, Towering, Reaver Titan, Frame
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