WARLORD TITAN

3500 PTS

M	T	Sv	W	LD	OC
10"	16	2+	100	6+	30

INVULNERABLE SAVE Rang

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Apocalypse launcher BLAST INDIRECT FIRE	200"	20	3+	8	-2	2
2x Ardex-defensor lascannon	48"	1	3+	12	-3	D6+1
2x Ardex-defensor mauler	36"	6	3+	6	-2	2
Arioch power claw SUSTAINED HITS 1	48"	20	3+	6	-1	2
Belicosa volcano cannon BLAST	120"	D3+3	3+	32	-5	18
2x Laser blaster BLAST	72"	6	3+	16	-4	D6+3
Macro gatling blaster SUSTAINED HITS 1	100"	30	3+	9	-2	3
Mori quake cannon BLAST IGNORES COVER	280"	3D6	3+	16	-4	6
➤ Sunfury plasma annihilator - standard BLAST	72"	2D6+6	3+	10	-3	5
➤ Sunfury plasma annihilator - supercharge BLAST HAZARDOUS	72"	2D6+6	3+	12	-3	8

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warlord feet	Melee	6	4+	12	-2	4
➤ Arioch power claw - strike	Melee	6	4+	20	-4	24
➤ Arioch power claw - sweep	Melee	12	4+	12	-3	8

ABILITIES

Damaged: 1-33 wounds remaining
While this model has 1-33 wounds remaining, subtract 15 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 four times that Stratagem's stated CP cost to do so.

Wrath of the Omnissiah
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

WEAPON ABILITIES

AUFSTELLUNG

1x Warlord Titan

Equipped with: 2x Apocalypse launcher, 2x Ardex-defensor lascannon, 2x Ardex-defensor mauler, Arioch power claw, Belicosa volcano cannon, 2x Laser blaster, Macro gatling blaster, Mori quake cannon, ➤ Sunfury plasma annihilator - standard, ➤ Sunfury plasma annihilator - supercharge, Warlord feet, ➤ Arioch power claw - strike, ➤ Arioch power claw - sweep

Wargear Options:
This model must be equip
of: Arioch powe
lcano

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

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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).*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

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

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 2D6+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).

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