

REAVER TITAN

Deadly Demise D6+6 Super-Heavy Walker

12" 14 2+ 60 6+ 20 5+ (Ranged)

2200 PTS  
Base —

1  
KORWANDU

—

2  
BEWEGUNG

—

3  
BESCHUSS

Reaver apocalypse launcher

BLAST INDIRECT FIRE

200" 3D6 3+ 7 -1 2

VERWUNDET

2+ 3+ 4+ 5+ 6+

T3-3 T4-6 T7 T8-13 T14+ T16+

Reaver gatling blaster

SUSTAINED HTS 3

72" 12 3+ 8 -2 3

VERWUNDET

2+ 3+ 4+ 5+ 6+

T3-4 T5-7 T8 T9-15 T16+

Reaver laser blaster

BLAST

72" 8 3+ 20 -3 D6+2

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-10 T11-19 T20 T21-39 T40+

Reaver melta cannon

BLAST MELTA +

48" D6+2 3+ 13 -4 6

VERWUNDET

2+ 3+ 4+ 5+ 6+

T2-6 T7-12 T13 T14-25 T30+

Reaver volcano cannon

BLAST HEAVY

120" D3+1 3+ 24 -5 14

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-12 T13-23 T24 T25-47 T48+

Ood-machine

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

4  
ANGRIFF

—

5  
NAHKAMPF

Reaver feet

Melee 8 4+ 12 -2 4

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-6 T7-11 T12 T13-23 T24+

➤ Reaver power fist - strike

Melee 6 4+ 20 -4 14

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-10 T11-19 T20 T21-39 T40+

➤ Reaver power fist - sweep

Melee 12 4+ 12 -3 6

VERWUNDET

2+ 3+ 4+ 5+ 6+

T1-6 T7-11 T12 T13-23 T24+

6  
VERTEIDIGUNG

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.

7  
HINTERGRUND

—

GEGEN DIESE EINHEIT

W14 RW 2+ 5+ (Ranged)++ DD LP je Modell

WIRD VERWUNDET MIT

2+ 3+ 4+ 5+ 6+

S16-27 S14 S6-13 S1-7

RETTUNGSWURF JE DS

DS 0 3+ 4+ 5+ 6+

DS -1 2+ DS -2 3+ DS -3 4+ DS -4 6+

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.

REGELN & KEYWORDS KURZ

Deadly Demise D6+6 This ability always takes the form Deadly Demise X.

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 exclude).

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 (round down).

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.

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].

SUSTAINED HTS This ability always takes the form [SUSTAINED HTS X].

AUFSTELLUNG

1x Reaver Titan

Ausrüstung: 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

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 - FRAKTION -