

1KOMMANDO

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2BEWEGUNG

Flank Speed
Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 5" to the Move characteristic of this model.

3BESCHUSS

Warhound inferno gun **IGNORES COVER** **TORRENT**
R A BS S AP D
24" 3D6 N/A 7 -2 3
VERWUNDET 2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+

Warhound turbo-laser destructor **BLAST**
R A BS S AP D
72" D3+3 3+ 20 -3 2D6
VERWUNDET 2+ T1-19 3+ T11-19 4+ T20 5+ T21-39 6+ T40+

Warhound vulcan mega-bolter **SUSTAINED HTS X**
R A BS S AP D
48" 20 3+ 6 -1 2
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

► Warhound plasma blastgun - standard **BLAST**
R A BS S AP D
72" 2D6+3 3+ 9 -3 4
VERWUNDET 2+ T1-4 3+ T5-8 4+ T9 5+ T10-17 6+ T18+

► Warhound plasma blastgun - supercharge **BLAST** **HAZARDOUS**
R A BS S AP D
72" 2D6+3 3+ 10 -3 5
VERWUNDET 2+ T1-8 3+ T6-9 4+ T10 5+ T11-19 6+ T20+

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5NAHKAMPF

Warhound feet
R A WS S AP D
Melee 8 4+ 10 -1 2
VERWUNDET 2+ T1-5 3+ T6-9 4+ T10 5+ T11-19 6+ T20+

6VERTEIDIGUNG

Striding Colossus
Each time you target this model with a Stratagem, you must spend twice that Stratagem's stated CP cost to do so.

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GEGEN DIESE EINHEIT

W13 - RV 2+ - 5+ (Ranged)+ + - 40 LP je Modell

WIRD VERWUNDET MIT

3+ 4+ 5+ 6+

3+ S14-25 3+ S26+

RETTUNGSWURF JE DS

DS 0 DS -1 DS -2 DS -3 DS -4 DS -5

2+ 3+ 4+ 5+ 6+ 7+

Damaged: 1-13 wounds remaining

While this model has 1-13 wounds remaining, subtract 8 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hk roll.

REGELN & KEYWORDS KURZ

Deadly Demise 2D6 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...
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...
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 mod...
SUSTAINED HTS X This ability always takes the form [SUSTAINED HTS X].
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Warhound Titan
Ausrüstung: Warhound inferno gun, Warhound turbo-laser destructor, Warhound vulcan mega-bolter, ► Warhound plasma blastgun - standard, ► Warhound plasma blastgun - supercharge, Warhound feet
• This model must be equipped with 2 of: Warhound vulcan mega-bolter, Warhound inferno gun, Warhound plasma blastgun, Warhound turbo-laser destructor.

KEYWORDS Vehicle, Walker, Titanic, Towering, Warhound Titan, Frame - FRAKTION -