

WARBRINGER NEMESIS

TITAN

M12"

T14

SV2+

W80

LD6+

OC20

RW5+ (Ranged)

2600 PTS

Base —

Deadly Demise D6+6

Super-Heavy Walker

3 BESCHUSS

2x Anvillus defence battery

ANTI-FLY 4+

R	A	BS	S	AP	D
72"	8	3+	8	-1	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

3x Ardex-defensor mauler

R	A	BS	S	AP	D
36"	6	3+	6	-2	2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Nemesis quake cannon

BLAST

INDIRECT FIRE

R	A	BS	S	AP	D
480"	D6+6	3+	16	-4	4

VERWUNDET

2+T1-8

3+T9-15

4+T16

5+T17-31

6+T32+

Nemesis volcano cannon

BLAST

R	A	BS	S	AP	D
120"	D3+3	3+	24	-5	14

VERWUNDET

2+T1-12

3+T13-23

4+T24

5+T25-47

6+T48+

Reaver gatling blaster

SUSTAINED HITS 1

R	A	BS	S	AP	D
72"	12	3+	8	-2	3

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Reaver laser blaster

BLAST

R	A	BS	S	AP	D
72"	8	3+	20	-3	D6+2

VERWUNDET

2+T1-10

3+T11-19

4+T20

5+T21-39

6+T40+

Reaver melta cannon

BLAST

MELTA 4

R	A	BS	S	AP	D
48"	D6+2	3+	13	-4	6

VERWUNDET

2+T1-6

3+T7-12

4+T13

5+T14-25

6+T26+

Reaver volcano cannon

BLAST

HEAVY

R	A	BS	S	AP	D
120"	D3+1	3+	24	-5	14

VERWUNDET

2+T1-12

3+T13-23

4+T24

5+T25-47

6+T48+

5 NAHKAMPF

Nemesis feet

Melee

R	A	WS	S	AP	D
6	4+	12	-2	4	

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

480"

3+

16

-4

4

120"

D3+3

3+

24

-5

14

72"

12

3+

8

-2

3

72"

8

3+

20

-3

D6+2

48"

D6+2

3+

13

-4

6

120"

D3+1

3+

24

-5

14

480"

D6+6

3+

16

-4

4

36"

6

3+

6

-2

2

120"

D3+3

3+

24

-5

14

72"

8

3+

20

-3

D6+2

72"

12

3+

8

-2

3

3+

13

-4

6

4+

12

-2

4

5+

13-23

6+

24+

6+

26+

6+

248+

GEGEN DIESE EINHEIT

W14 · RW 2+ · 5+ (Ranged)++ · 80 LP je Modell

WIRD VERWUNDET MIT

2+S28+

3+S15-27

4+S14

5+S8-13

6+S1-7

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

2+

3+

4+

5+

6+

Damaged: 1-26 wounds remaining

While this model has 1-26 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.

1
KOMMANDO

—

2
BEWEGUNG

—

4
ANGRIFF

—

◆ 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.

∞
IMMER / EINMALIG

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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 exclud...
- ANTI** This ability always takes the form [ANTI-X Y+].
- 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 (roun...
- 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 unen...
- 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 HITS** This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

- 1x Warbringer Nemesis Titan
- Ausrüstung:** 2x Anvillus defence battery, 3x Ardex-defensor mauler, Nemesis quake cannon, Nemesis volcano cannon, Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon, Nemesis feet
- This model can replace its Nemesis quake cannon with Nemesis volcano cannon.
 - This model must be equipped with 2 of: Reaver gatling blaster, Reaver laser blaster, Reaver melta cannon, Reaver volcano cannon.