

WARHOUND TITAN

Deadly Demise 2D6 Super-Heavy Walker

M14" T13 SV2+ W40 LD6+ OC16 RW5+ (Ranged)

1100 PTS
Base —

3 BESCHUSS

Warhound inferno gun IGNORES COVER TORRENT

RASBSSTAPD24"3D6N/A7-23

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Warhound turbo-laser destructor BLAST

RASBSSTAPD72"D3+33+20-32D6

VERWUNDET

2+3+4+5+6+

T1-10T11-19T20T21-39T40+

Warhound vulcan mega-bolter SUSTAINED HITS 1

RASBSSTAPD48"203+6-12

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

> Warhound plasma blastgun - standard BLAST

RASBSSTAPD72"2D6+33+9-34

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

> Warhound plasma blastgun - supercharge BLAST HAZARDOUS

RASBSSTAPD72"2D6+33+10-35

VERWUNDET

2+3+4+5+6+

T1-5T6-9T10T11-19T20+

5 NAHKAMPF

Warhound feet

RASWSTAPDMelee84+10-12

VERWUNDET

2+3+4+5+6+

T1-5T6-9T10T11-19T20+

GEGEN DIESE EINHEIT

W13 · RW 2+ · 5+ (Ranged)++ · 40 LP je Modell
WIRD VERWUNDET MIT

	2+ S26+	3+ S14-25	4+ S13	5+ S7-12	6+ S1-6
RETTUNGSWURF JE DS	DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 6+

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 Hit roll.

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Flank Speed</div> <div>Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 8" to the Move characteristic of this model.</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆ VERTEIDIGUNG</div> <div>Striding Colossus</div> <div>Each time you target this model with a Stratagem, you must spend twice that Stratagem's stated CP cost to do so.</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>—</div>
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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 exclud...
- 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...
- 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 HITS** This ability always takes the form [SUSTAINED HITS 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.