

M	T	SV	W	LD	OC
14"	13	2+	40	6+	16



WARHOUND TITAN

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Warhound inferno gun IGNORES COVER, TORRENT	24"	3D6	N/A	7	-2	3
Warhound turbo-laser destructor BLAST	72"	D3+3	3+	20	-3	2D6
Warhound vulcan mega-bolter SUSTAINED HITS 1	48"	20	3+	6	-1	2
▶ Warhound plasma blastgun - standard BLAST	72"	2D6+3	3+	9	-3	4
▶ Warhound plasma blastgun - supercharge BLAST, HAZARDOUS	72"	2D6+3	3+	10	-3	5

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Warhound feet	Melee	8	4+	10	-1	2

ABILITIES

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.

Flank Speed

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.

Striding Colossus

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

AUFSTELLUNG

1x Warhound Titan

Equipped with: Warhound inferno gun, Warhound turbo-laser destructor, Warhound vulcan mega-bolter, ► Warhound plasma blastgun - standard, ► Warhound plasma blastgun - supercharge, Warhound feet

Wargear Options:

- This model must be equipped with 2 of: Warhound vulcan mega-bolter, Warhound inferno gun, Warhound plasma blastgun, Warhound turbo-laser destructor.

WEAPON RULES

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).

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).*

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

RULES

Deadly Demise 2D6

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").

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).