

WAR DOG HUNTSMAN

M	T	SV	W	LD	OC	
12"	9	3+	14	7+	6	5+*

AUFSTELLUNG

1x War Dog Huntsman

Equipped with: Daemonbreath meltaGUN, Daemonbreath spear, Diabolus heavy stubber, ► Reaper chaintalon - strike, ► Reaper chaintalon - sweep

Wargear Options:

- This model can replace its Diabolus heavy stubber with Daemonbreath meltaGUN.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemonbreath meltaGUN MELTA 2	12"	1	3+	9	-4	D6
Daemonbreath spear MELTA 4	18"	2	3+	12	-4	D6
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Reaper chaintalon - strike	Melee	4	3+	10	-3	3
► Reaper chaintalon - sweep	Melee	8	3+	8	-2	1

ABILITIES

RULES - Deadly Demise D3, Harbingers of Dread

*Invulnerable Save

This model has a 5+ invulnerable save against ranged attacks.

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Huntsman

Each time this model makes an attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll.



WEAPON RULES

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

