

WAR DOG STALKER

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

AUFSTELLUNG

1x War Dog Stalker

Equipped with: Avenger chaincannon, Daemonbreath spear, Diabolus heavy stubber, Havoc multi-launcher, Slaughterclaw, ► Reaper chaintalon - strike, ► Reaper chaintalon - sweep

Wargear Options:

- This model can replace its Diabolus heavy stubber with Havoc multi-launcher.
- This model can replace its Avenger chaincannon with Daemonbreath spear.
- This model can replace its Slaughterclaw with Reaper chaintalon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	3+	6	-1	1
Daemonbreath spear MELTA 4	18"	2	3+	12	-4	D6
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1
Havoc multi-launcher BLAST, INDIRECT FIRE	48"	D6	3+	5	0	1

MELEE WEAPONS

ABILITIES

RULES - Deadly Demise D3, Harbingers of Dread, Scouts 6"

*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.



WEAPON	RANGE	A	WS	S	AP	D
Slaughterclaw	Melee	4	3+	12	-3	D6+2
► Reaper chaintalon - strike	Melee	4	3+	10	-3	3
► Reaper chaintalon - sweep	Melee	8	3+	8	-2	1

Stalker

Each time this model makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.



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).*

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]**. 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).*

