

# ONAGER DUNECRAWLER

|    |    |    |    |    |    |                                                                                   |
|----|----|----|----|----|----|-----------------------------------------------------------------------------------|
| M  | T  | SV | W  | LD | OC |  |
| 8" | 10 | 2+ | 11 | 7+ | 3  |                                                                                   |

## AUFSTELLUNG

1x Onager Dunecrawler

**Equipped with:** Cognis heavy stubber, Daedalus missile launcher, Icarus array, Neutron laser, Twin Onager heavy phosphor blaster, ► Eradication beamer - dissipated, ► Eradication beamer - focused, Dunecrawler legs

## Wargear Options:

- This model can replace its Eradication beamer with Daedalus missile launcher & Icarus array, Neutron laser & Cognis heavy stubber or Twin Onager heavy phosphor blaster.

## ⚙ RANGED WEAPONS

| WEAPON                                                 | RANGE | A | BS | S  | AP | D    |
|--------------------------------------------------------|-------|---|----|----|----|------|
| Cognis heavy stubber<br>RAPID FIRE 3, SUSTAINED HITS 1 | 36"   | 3 | 4+ | 4  | 0  | 1    |
| Cognis heavy stubber<br>RAPID FIRE 3, SUSTAINED HITS 1 | 36"   | 3 | 4+ | 4  | 0  | 1    |
| Daedalus missile launcher<br>ANTI-FLY 2+               | 48"   | 2 | 4+ | 10 | -2 | D6+1 |
| Icarus array<br>ANTI-FLY 4+, TWIN-LINKED               | 48"   | 6 | 4+ | 8  | -1 | 2    |
| Neutron laser<br>HEAVY                                 | 48"   | 3 | 4+ | 16 | -4 | D6+2 |

## ABILITIES

**RULES** - Deadly Demise D3, Doctrina Imperatives

### Broad spectrum data-tether

The bearer loses the SMOKE keyword, but each time you target the bearer with a Stratagem, roll one D6: on a 5+, you gain 1CP.

### Damaged: 1-4 wounds remaining

While this mdl has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

### Emanatus Forcefield (Aura)

While a friendly Adeptus Mechanicus Battleline model is wholly within 6" of this model, that Battleline model has a 4+ invulnerable save against ranged attacks.



|                                                                  |     |     |    |    |    |   |
|------------------------------------------------------------------|-----|-----|----|----|----|---|
| Twin Onager heavy phosphor blaster<br>IGNORES COVER, TWIN-LINKED | 36" | 12  | 4+ | 6  | -1 | 2 |
| ► Eradication beamer - dissipated<br>BLAST, SUSTAINED HITS 1     | 36" | 3D3 | 4+ | 10 | -2 | 2 |
| ► Eradication beamer - focused<br>BLAST, SUSTAINED HITS 1        | 18" | 3D3 | 4+ | 10 | -3 | 3 |

⚔ MELEE WEAPONS

| WEAPON           | RANGE | A | WS | S | AP | D |
|------------------|-------|---|----|---|----|---|
| Dunecrawler legs | Melee | 3 | 4+ | 6 | 0  | 1 |

**Scuttling Walker**

Each time this model makes a Normal, Advance or Fall Back move, it can move through friendly Monster and Vehicle models and sections of terrain features that are 4" or less in height.



## WEAPON RULES

### Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### 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).*

### 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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.



### 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).

### 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).*

### 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).*

### Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.