

WARLORD TITAN

M	T	SV	W	LD	OC	
10"	16	2+	100	6+	30	

AUFSTELLUNG

1x Warlord Titan

Equipped with: Apocalypse launcher, Ardex-defensor lascannon, Ardex-defensor mauler, Arioch power claw, Belicosa volcano cannon, Laser blaster, Macro gatling blaster, Mori quake cannon, ➤ Sunfury plasma annihilator - standard, ➤ Sunfury plasma annihilator - supercharge, Warlord feet, ➤ Arioch power claw - strike, ➤ Arioch power claw - sweep

Wargear Options:

- This model must be equipped with 2 of: Arioch power claw, Belicosa volcano cannon, Macro gatling blaster, Mori quake cannon, Sunfury plasma annihilator.
- This model can replace its Two apocalypse launchers with Two laser blasters.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Apocalypse launcher BLAST, INDIRECT FIRE	200"	20	3+	8	-2	2
2x Ardex-defensor lascannon	48"	1	3+	12	-3	D6+1
2x Ardex-defensor mauler	36"	6	3+	6	-2	2
Arioch power claw SUSTAINED HITS 1	48"	20	3+	6	-1	2

ABILITIES

RULES - Deadly Demise 2D6+6, Super-Heavy Walker

Damaged: 1-33 wounds remaining

While this model has 1-33 wounds remaining, subtract 15 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Striding Colossus

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



Belicosa volcano cannon BLAST	120"	D3+3	3+	32	-5	18
2x Laser blaster BLAST	72"	6	3+	16	-4	D6+3
Macro gatling blaster SUSTAINED HITS 1	100"	30	3+	9	-2	3
Mori quake cannon BLAST, IGNORES COVER	280"	3D6	3+	16	-4	6
► Sunfury plasma annihilator - standard BLAST	72"	2D6+6	3+	10	-3	5
► Sunfury plasma annihilator - supercharge BLAST, HAZARDOUS	72"	2D6+6	3+	12	-3	8

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warlord feet	Melee	6	4+	12	-2	4
► Ariocho power claw - strike	Melee	6	4+	20	-4	24
► Ariocho power claw - sweep	Melee	12	4+	12	-3	8

Wrath of the Ommissiah

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.



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).

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).



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).

