

# AX-1-0 TIGER SHARK

|   |    |    |    |    |    |    |
|---|----|----|----|----|----|----|
| M | T  | SV | W  | LD | OC |    |
| - | 11 | 3+ | 18 | 7+ | -  | 5+ |

## AUFSTELLUNG

1x AX-1-0 Tiger Shark

**Equipped with:** Burst cannon, Missile pod, Seeker missile, Twin heavy rail cannon, ➤ Cyclic ion blaster - overcharge, ➤ Cyclic ion blaster - standard, Armoured hull

## Wargear Options:

- This model can replace its 2 burst cannons with 2 cyclic ion blasters.
- This model can be equipped with up to 6x Seeker missile.

## ⦿ RANGED WEAPONS

| WEAPON                                                                   | RANGE | A | BS | S  | AP | D    |
|--------------------------------------------------------------------------|-------|---|----|----|----|------|
| Burst cannon                                                             | 18"   | 4 | 4+ | 5  | 0  | 1    |
| Missile pod                                                              | 30"   | 2 | 4+ | 7  | -1 | 2    |
| Seeker missile<br><small>ONE SHOT</small>                                | 48"   | 1 | 4+ | 14 | -3 | D6+1 |
| Twin heavy rail cannon<br><small>DEVASTATING WOUNDS, TWIN-LINKED</small> | 120"  | 1 | 4+ | 26 | -5 | 12   |
| ➤ Cyclic ion blaster - overcharge<br><small>HAZARDOUS</small>            | 18"   | 3 | 4+ | 8  | -2 | 2    |
| ➤ Cyclic ion blaster - standard                                          | 18"   | 3 | 4+ | 7  | -1 | 1    |

## ✂ MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|--------|-------|---|----|---|----|---|
|--------|-------|---|----|---|----|---|

## ABILITIES

**RULES** - Deadly Demise D6+2

### Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

### Titan Hunter

This model's twin heavy rail cannon and seeker missiles have the [ANTI-TITANIC 3+] ability while targeting a unit within half range.



|               |       |   |    |   |   |   |
|---------------|-------|---|----|---|---|---|
| Armoured hull | Melee | 3 | 5+ | 6 | 0 | 1 |
|---------------|-------|---|----|---|---|---|

## 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+.*

### Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### 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.



### One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

### Twin-linked

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