

# TYPHON

## [LEGENDS]

320 PTS

| M   | T  | SV | W  | LD | OC |
|-----|----|----|----|----|----|
| 10" | 12 | 2+ | 18 | 6+ | 6  |

### RANGED WEAPONS

| WEAPON                                           | RANGE | A    | BS  | S  | AP | D    |
|--------------------------------------------------|-------|------|-----|----|----|------|
| Dreadhammer siege cannon <b>BLAST</b>            | 24"   | D6+6 | 3+  | 14 | -3 | D6   |
| Heavy bolter <b>SUSTAINED HITS 1</b>             | 36"   | 3    | 3+  | 5  | -1 | 2    |
| Heavy flamer <b>IGNORES COVER</b> <b>TORRENT</b> | 12"   | D6   | N/A | 5  | -1 | 1    |
| Lascannon                                        | 48"   | 1    | 3+  | 12 | -3 | D6+1 |
| Multi-melta <b>MELTA 2</b>                       | 18"   | 2    | 3+  | 9  | -4 | D6   |
| Storm bolter <b>RAPID FIRE 2</b>                 | 24"   | 2    | 3+  | 4  | 0  | 1    |

### MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 6 | 4+ | 8 | 0  | 1 |

#### AUFSTELLUNG

1x Typhon [Legends]

**Equipped with:** Dreadhammer siege cannon, Heavy bolter, Heavy flamer, Lascannon, Multi-melta, Storm bolter, Armoured tracks

#### Wargear Options:

- This model can be equipped with one of: Heavy bolter, Heavy flamer, Multi-melta, Storm bolter.
- This model can be equipped with one of: Two heavy bolters, Two lascannons.

### ABILITIES

#### 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.

#### Sunderer of Fortresses

Each time this model makes an attack that targets a VEHICLE, improve the Strength and Damage characteristic of that attack by 1 (if that attack targets a FORTIFICATION unit, improve the Strength and Damage characteristics of that attack by 2 instead).



## 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).*

### 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).

### 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).*

### 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).*

### TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

## CORE RULES

### ◇ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").