

Warhound Scout Titan

[750Pts]

Rules	Description
Night Vision	Ignore the effects of Night Fighting and No model may make Shrouded Rolls to negate Wounds inflicted by their attacks.
Void Shields (X)	A model with this rule has a number of void shields denoted by X . Void Shields have an armour value of 12, A Successful Glancing Hit, Penetrating Hit or any Successful hit from a Destroyer weapon will cause the void shield to collapse, reducing X by -1. When X is reduced to 0, this special rule has no further effects. Any subsequent attacks will target the model instead. Void Shields have no effect on Close Combat attacks and are not affected by Close Combat Attacks
Reactor Meltdown (Magna)	When a model with this Rule is destroyed, resolve hits caused by Catastrophic Damage as Destroyer Attacks, Refer to Destroyer Special rule.
Fast Vehicles	When a Fast Vehicle moves, other than to pivot in place, it is always considered to have moved at Combat Speed regardless of how many inches it moves, unless it chooses to move Flat-out. In addition, when a Fast Vehicle moves, it may choose to move at Flat-out
Flat Out	A Vehicle choosing to move Flat-out may move up to twice its Movement Characteristic, but at the end of its move must roll a single D6. If the result of this roll is a '1' then the Vehicle suffers a Glancing Hit and all the effects of the Crew Stunned result on the Vehicle Damage table. Vehicles moving at Flat-out speed may only fire Snap Shots.
God-Engine	A model with this special rule ignores all Psychic Powers and Cybertheurgic Rites and Attacks made by Psychic and Cybertheurgic Weapons. In addition, a model with this special rule ignores the effects of the Haywire and Disruption (X) special rules. In all cases, weapons which benefit from these special rules must attempt to damage a model with this special rule normally using the attack's Strength value. In addition, all friendly Mechanicum units with at least one model within 24" of a model with this special rule gain the Fearless special rule.
Twin-Linked	Controlling player may re-roll all failed To Hit rolls.
Breaching	For every To Wound roll higher than or equal to X make these wounds AP2. This rule has no effect on units that do not have a toughness value.
Reactor Overload	May double the number of shots made, however causes D3 Wounds or HP with no saves of damage mitigation rolls
Torrent	A weapon with this special rule is treated like any other template weapon, but when firing place the template so that the narrow end is placed within a number of inches equal to X listed in the rule. The wide end must then be aligned so that is is no closer to the firing model than the narrow end.