Warhound Scout Titan

(5) 2+

15"

HP

| Categories | | Titan Legion, Vehicle, Fast Sub-Type | | | | | | | |
|------------|----|--------------------------------------|---|-------|------|------|---|---|--|
| Move | ws | BS | S | Front | Side | Rear | 1 | Α | |

| [750Pts] | |
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| Weapon | Range | Strength | AP | Туре |
|---------------------------------------|-----------|----------|----|---|
| Twin-Linked Turbo-Laser Destructor | 96" | 12 | 2 | Destroyer 1, Large Blast (5"), Ignores Cover, Twin-Linked |
| Vulcan Mega-Bolter | 60" | 6 | 3 | Heavy 15, Pinning, Shell Shock (1) |
| Plasma Blast Gun | 72" | 9 | 3 | Ordinance 1, Massive Blast (7"), Breaching 4+, Reactor Overload |
| Inferno Gun | Hellstorm | 7 | 3 | Destroyer 1, Torrent (24") |

| Rules | Description |
|-----------------|--|
| Destroyer X | X denotes the number of attacks made when making a shooting attack with a Destroyer weapon. Models with Destroyer weapons may shoot and still charge in the Charge Phase. In addition, when rolling for armour penetration with a Destroyer X weapon roll 3D6 and discard the lowest dice rolled, or any one of the lowest dice in the case of a tied result, Use the total of the remaining dice to determine the result. |
| Ignores Cover | Cover saves and damage mitigation roles granted by the shrouded special rule cannot be taken against Wounds of Hull Point damage caused by weapons with this special rule. |
| Shell Shock (X) | Pinning Tests taken due to an attack of weapon with this special rule are made with a penalty to the leadership characteristic equal to the value of X |
| Pinning | If a non-Vehicle unit suffers one of more unsaved Wounds from a weapon with the Pinning special rule it must take a leadership test once the firing unit has finished its Shooting Attacks for that Phase. This is called a Pinning Test. If the unit fails the Test, it is Pinned. A unit that is Pinned cannot Move, Run or Charge and can only fire Snap Shots during its shooting phase and cannot make Reactions in any phase. At the end of the following turn the unit returns to normal |

| 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 Destoryer 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. |