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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Super Heavy** | **2010 Pts** | | | | | | Hunting Dog Titan | | | | | | | | | | | | |
| This Unit contains 1 Hunting Dog Titan   * The Left and Right Arms of the Hunting Dog Titan are armed with a Turbo Laser Cannon each. * The Left and Right Legs are armed with Titanic Feet. | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1-2 | Hunting Dog Titan, Torso | | | | 2010 | | - | - | | - | | - | | 10 | 40 | - | - | 4+/3++ |  |
|  | Head | | | | - | | - | 3+ | | 3+ | | - | | 10 | 7 | - | 8 | 4+/3++ |  |
|  | Left Arm | | | | - | | - | - | | - | | 10 | | 10 | 20 | - | - | 4+/3++ |  |
|  | Right Arm | | | | - | | - | - | | - | | 10 | | 10 | 20 | - | - | 4+3/++ |  |
|  | Left Leg | | | | - | | +12” | - | | - | | 10 | | 10 | 30 | 1 | - | 4+/3++ |  |
|  | Right Leg | | | | - | | +12” | - | | - | | 10 | | 10 | 30 | 1 | - | 4+/3++ |  |
| Weapon | | | Range | | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Turbo Laser Cannon | | | 84” | | | Heavy 2 | | | 15 | | -5 | | 2D6+6 | |  | | | | |
| Titanic Feet | | | Melee | | | Melee D3 | | | +0 | | -3 | | 4 | | Explosive | | | | |
| Heavy Flame Cannon | | | 24” | | | Heavy 3D6 | | | 6 | | -2 | | 2 | | Explosive, this weapon automatically hits its target. | | | | |
| **Super Heavy Plasma Cannon** | | | - | | | - | | | - | | - | | - | |  | | | | |
| Standard | | | 60” | | | Heavy 2D6 | | | 8 | | -3 | | 2D3 | | Explosive | | | | |
| Focused | | | 72” | | | Heavy 2D6+4 | | | 10 | | -4 | | 6 | | On an unmodified hit roll of 1 the wielder takes 3 deadly wound after the shot is resolved. | | | | |
| Vulcan Stud Cannon | | | 64” | | | Heavy 20 | | | 7 | | -2 | | 3 | |  | | | | |
| **OPTIONS** | | * The Left Arm may take a Vulcan Stud Cannon**(4pts)**, Heavy Flame Cannon**(-36pts)**, or a Super Heavy Plasma Cannon**(13pts)** instead of its Turbo Laser Cannon. * The Right Arm may take a Vulcan Stud Cannon**(4pts)**, Heavy Flame Cannon**(-36pts)**, or a Super Heavy Plasma Cannon**(13pts)** instead of its Turbo Laser Cannon. | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Super Heavy Armour:** Normal armor saves for this unit are rolled with 2D6 instead of the normal D6.  **Titanic Shields:** Each Model in this Unit has a bank of 2 shield generators, these shields give the Unit an Unbreakable Save. For each hit that is rolled on the Unbreakable Save, whether a success or failure, Roll a D6, if the roll is lower or equal to the damage stat of the hit, one of the shield generators is knocked out.  When all shield generators on a model have been knocked out the model looses its Unbreakable Save.  **Shield Regeneration:** At the start of the Strategic Phase if a Model has lost any shield generators roll a D6 and on a 4+ the model regains a single shield generator.   |  |  |  | | --- | --- | --- | | **Hit Locations:** Hits against Models in this Unit are spread across their entire body as such for each successful hit roll 2D6 and compare it to this table;  Hits against a body part are resolved against its corresponding statline.  When a body part is reduced to 0 wounds all equipment held by that body part and all stats noted on the body parts statline are removed from the model.  If the ‘Head’ or ‘Torso’ body parts are reduced to 0 wounds the model is destroyed regardless of the state of the other body parts. | **Hit Location** | **Dice Roll (2D6)** | | Head | 12 | | Torso | 10-11 | | Left Arm | 8-9 | | Right Arm | 6-7 | | Left Leg | 4-5 | | Right Leg | 2-3 |   **Unstoppable Force:** This model is so big that it breaks many rules, this model is not affected by movement penalties of terrain. In the Movement phase this model can both move through enemy units and end its movement within CQB range of enemy units. When this model comes into physical contact with any enemy unit you must pause your movement and resolve attacks equal to this models attack stat, for every successful hit inflict 2 Deadly Wounds to the enemy unit.  When a model from this unit makes a successful charge it also inflicts 4 deadly wounds. However when a model from this unit is within CQB range and makes a momentum move, moving into units within the CQB will not generate any more Deadly Wounds.  **Hunting Pack:** When this unit is deployed each model must be placed with 12” coherency, however during the game the unit coherency of this unit is 24”  **Carapace Guard:** Up to 5 Models that are embarked in this TRANSPORT may fire their ranged weapons in the shooting phase. | | | | | | | | | | | | | | | | | |
| **Transport** | | This model may transport up to 10 MECH CULT, HESTATI models. | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | | **HUMAN, MECH CULT, [LEGION]** | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | | **VEHICLE, TITANIC, TRANSPORT, HUNTING DOG TITAN** | | | | | | | | | | | | | | | |