

WARBRINGER NEMESIS TITAN

Like a god of destruction, the Warbringer Nemesis rains explosive death on the foes of the Imperium. This immense war machine is designed to obliterate the largest and most indomitable enemies at extreme range. The quake cannon mounted on its back is capable of demolishing fortresses or even felling Titans with a single, gargantuan shell. Similarly, the Titan's myriad other armaments allow it to wreak ruin on aircraft, armoured columns and massed infantry formations. Warbringer Nemesis Titans are renowned for their bellicose machine spirits, with numerous binharic canticles speaking of the Titans locking onto targets and assuming firing positions before their Tech-Adept crews are even aware of the approaching threat.

WARBRINGER NEMESIS TITAN											DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:				
NAME	M	WS	BS	S	T	W	A	Ld	Sv		REMAINING WOUNDS	M	WS	BS	VOID SHIELDS
Warbringer Nemesis Titan	*	*	*	13	13	65	5	10	2+		40-65+	18"	4+	2+	3+
A Warbringer Nemesis Titan is a single model equipped with one Nemesis quake cannon, one titanic stride, two Anvillus-pattern defence batteries, three Ardex-defensor maulers, and two arm-mounted weapons (see Wargear Options).											30-39	14"	4+	3+	4+
											20-29	12"	5+	4+	5+
											10-19	10"	6+	5+	5+
											1-9	8"	6+	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES								
Ardex-defensor mauler	36"	Heavy 6		6	-2	2	When firing Overwatch with this weapon, hit rolls of 5 or 6 score a hit on the charging unit.								
Anvillus-pattern defence battery	72"	Heavy 8		8	-1	2	This weapon can only target units that can FLY.								
Nemesis quake cannon	24-480"	Macro 3D6		16	-5	6	This weapon can target units that are not visible to the bearer. If a unit is hit by any attacks made with this weapon, then until the end of its next Movement phase its Move characteristic is halved and it cannot Advance.								
Reaver gatling blaster	72"	Macro 6		8	-3	3	Each hit scored for an attack with this weapon that targets an INFANTRY unit scores 3 hits.								
Reaver laser blaster	96"	Macro 3D3		10	-3	2D6	If the wound roll for an attack made with this weapon is 6, that attack inflicts D3 mortal wounds on the target in addition to any normal damage.								
Reaver melta cannon	48"	Macro 2D6		16	-4	6	-								
Reaver volcano cannon	180"	Macro D6		25	-5	12	-								
Titanic stride	Melee	Melee		User	-3	3	Make 3 hit rolls for each attack made with this weapon.								
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model must be equipped with two arm-mounted weapons from the following list: <ul style="list-style-type: none"> - Reaver gatling blaster - Reaver volcano cannon - Reaver laser blaster - Reaver melta cannon 														
ABILITIES	<p>Imperial God-Engine: This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy INFANTRY and SWARM models, though it must end its move more than 1" from any enemy units. This model can shoot in the Shooting phase even if there are enemy models within 1" of it unless those models are TITANIC. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only benefits from being in cover if at least half of the model is obscured from the firer.</p> <p>Icon of Imperial Might: Add D6 to the result of Morale tests for units whilst they are within 12" of any enemy units with this ability.</p> <p>Titanic Gait: When this model Advances, add 8" to its Move characteristic for that Movement phase instead of rolling one D6.</p> <p>Titan Void Shields: Instead of making a saving throw or invulnerable saving throw for a wound allocated to this model as a result of an attack with a ranged weapon, you can roll one D6; if the result is equal to or higher than the Void Shields value shown on the damage table above, the damage is prevented and the attack sequence ends.</p> <p>In addition, each time this model suffers a mortal wound, roll one D6; if the result is equal to or higher than the Void Shields value shown on the damage table above, the mortal wound is ignored.</p> <p>Cataclysmic Explosion: If this model is reduced to 0 wounds, roll one D6 before removing it from the battlefield. On a 5 or 6, it suffers a cataclysmic explosion and each unit within 3D6" suffers 2D6 mortal wounds.</p>														
FACTION KEYWORDS	IMPERIUM, ADEPTUS TITANICUS, <TITAN LEGION>														
KEYWORDS	TITANIC, VEHICLE, GOD-ENGINE, WARBRINGER NEMESIS TITAN														

POINTS VALUES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Warbringer Nemesis Titan	1	5000