



WAR DOG MOIRAX

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 W	M	WS	BS				
War Dog Moirax	*	*	*	6	7	12	4	8	3+	7-12+	14"	3+	3+				
This unit contains 1 War Dog Moirax. It can additionally include 1 War Dog Moirax (Power Rating +8), or 2 War Dog Moirax (Power Rating +16). Every model is equipped with: rad cleanser; volkite veuglaire; Moirax siege claw.										4-6	10"	4+	4+				
														1-3	7"	5+	5+
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES									
Moirax conversion beam cannon	When attacking with this weapon, select one of the profiles below.																
- Short range	0-18"	Heavy D3			6	0	2	-									
- Mid range	18-36"	Heavy D3			8	-1	3	-									
- Long range	36-54"	Heavy D3			10	-2	4	-									
Graviton pulsar	24"	Heavy D6			6	-3	2	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of 4 instead of 2.									
Lightning lock	36"	Heavy 6			6	-2	1	An unmodified hit roll of 6 for an attack made using this weapon scores 2 additional hits on the target.									
Rad cleanser	9"	Assault D6			2	0	3	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit. Attacks made with this weapon wound on a 2+ unless the target is a VEHICLE or TITANIC unit.									
Volkite veuglaire	36"	Heavy 5			6	-1	2	Each time an unmodified wound roll of 6 is made for an attack with this weapon, that attack inflicts one mortal wound on the target in addition to the normal damage.									
Moirax siege claw	Melee	Melee			x2	-3	D6	When resolving an attack made with this weapon, subtract 1 from the hit roll. In addition, when resolving an attack made with this weapon against a VEHICLE or TITANIC unit, add 2 to the Damage characteristic for that attack.									
WARGEAR OPTIONS	<ul style="list-style-type: none">Any model can be equipped with one of the following instead of 1 volkite veuglaire: 1 Moirax siege claw and 1 rad cleanser; 1 Moirax conversion beam cannon; 1 graviton pulsar; 1 lightning lock.Any model can be equipped with one of the following instead of 1 rad cleanser and 1 Moirax siege claw: 1 volkite veuglaire; 1 graviton pulsar; 1 lightning lock.																
ABILITIES	Vehicle Squadron: When this unit is set up, all of its models must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit.							Protection Protocols: Whilst this model is within 6" of any friendly <QUESTOR TRAITORIS> TITANIC models, it can perform a Heroic Intervention as if it were a CHARACTER . When doing so, this model can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".									
	Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.																
	Moirax Stabilisers: This model does not suffer the penalty for moving and firing Heavy weapons.							Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.									
FACTION KEYWORDS	CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>																
KEYWORDS	VEHICLE, WAR DOG, MOIRAX																