ALE 30		TI	TIGER SHARK AX-1-0							DAMAGE Some of a Tiger Shark AX-1-0's characteries change as it takes damage, as shown below		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Tiger Shark AX-1-0	*	5+	*	8	8	16	3	8	3+	8-16+	20"-75"	2+
The Tiger Shark AX-1-0	is a single m		uipped w						-	4-7 1-3	20"-45" 20"-30"	3+ 4+
and two missile pods.	0	1	11		,					1-5	20 - 30	-11
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	IES			
Heavy rail cannon	120"	Macro 1 18				-5	2D6	Each wound roll of 6+ made for this weapon inflicts an additional D3 mortal wounds in addition to any other damage.				
Burst cannon	18"		ault 4		5	0	1	-				
Cyclic ion blaster	When a	ittacking	g with thi	is weapon	ı, choo	ose one	of the pr	ofiles be	low:			
– Standard	18"	Ass	ault 3		7	-1	-1	-				
– Overcharge	18"	Ass	ault D3		8	-1	D3	If you make one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.				
Missile pod	36"	Ass	ault 2		7	-1	D3	-				
Seeker missile	72"	Hea	avy 1		-	-	-	seeke weap	r missile on only	this weapon suffers a e can only be used on hits on a roll of a 6, r tic Skill or any modi	nce per battle regardless of	. This
WARGEAR OPTIONS	• The T	Гiger Sh	ark AX-1	1-0 may ta	ake up	to six s	eeker m					
		•			-					can FLY , and can on		
	Superso	onic: Ea	ich time t		el mov	es, first	pivot it o	on the sp	oot up to	90° (this does not co at it cannot pivot aga		
	Superso the moo pivot. V a dice. Hard to phase. I Macro to Crash a explode Titan H Macro o	onic: Ea del mov. Vhen the Hit: Yo in additi type. and Bur s and ea Hunter: ' Weapor	ich time t es), and t is model our oppo ion, if the ach unit v This moc ns: This is	this mode then move Advances nent muss Tiger Sh model is within 12' del may fin s an addit	el mov e the r s, incr t subtr ark A reduc " suffe re Ma ional	es, first nodel st ease its ract 1 fr X-1-0 a ed to 0 rs D3 n cro wea weapon	pivot it o rraight fo Move ch om all h dvances, wounds, nortal wo pons eve type to	on the sp prwards. aaracteri it rolls fe it may of roll a D punds. en if it ha the five	oot up to Note th stic by 2 or attack only be a 6 before as moved ypes pro-	at it cannot pivot aga 5" until the end of th s that target this moo ffected by weapons o removing it from th d this turn. esented in the main N	ain after the i e phase – do del in the sho of the Heavy e battlefield; Warhammer	nitial not roll boting and on a 6 it 40,000
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Tiger Shark AX-1-0

1

Seeker missile

Cyclic ion blaster

Missile pod

24

18

5

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