UNIT OR FORMATION NAME: Guardian Sentinel POINTS: 700

DESCRIPTION:

Guardian Sentinels are a rare sight indeed. A true "Titan" class walker, it was developed by the abhumans on the planet Accra. Using their superior engineering technology, they took the basic design of the lowly Sentinel and transformed it into a vehicle capable of standing toe-to-toe with all but the largest Imperial war machines.



UNIT OR FORMATION: Guardian Sentinel	Weapon	Range	Str	AP	Special
Guardian Sentinei	Inferno Gun	Hellstorm (18")	7	3	PW, Hvy 1
Super Heavy Walker	Auto Blaster	72"	8	4	PW,TL,
TYPE: Super Heavy, Walker					Hvy 2, 5"
STRUCTURE POINTS: 2	Multi-Missile	48"	6	3	PW, Mini(4)
່ ວ	Heavy Stubber	· 36"	4	6	Hvy 3, Pintle

В	W	S	Ι	Α	Fr	Si	Re
4	2	10	1	1	14	13	12

Guardians are armed with the following:

Inferno Gun Auto Blaster Multi-Missile Heavy Stubber

Two Void Shields

Special Rules

* Agile: In the Shooting phase the Guardian Sentinel may divert some of the energy from its primary weapons towards its legs, so it can choose to:

- Fire all available weapons, as normal.

- Or fire a single Primary Weapon and move an extra D6" (as per the Fleet of Foot rule).

-Or fire no weapons at all and move an extra 2D6" (as per the Fleet of Foot rule).

* **Top Heavy:** If the Guardian Sentinel suffers a Wrecked or Explosion result on the Catastrophic damage chart the vehicle may topple over.

- Center a 7" blast marker on the titan and scatter it 2D6" in a random direction. On a Wrecked result, any unit touched by the blast marker makes a Leadership test or will fall back (as Tank Shock). On an Explosion result, any model touched by the blast marker suffers a wound on a 4+. In either case, a vehicle under the center hole suffers an automatic S9 hit. Vehicles are otherwise unaffected. Replace the blast marker with the wrecked vehicle or a crater.

•<u>Reactor Meltdown:</u> If the Guardian Sentinel suffers an Apocalyptic Explosion result on the Catastrophic damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.