

UNIT OR FORMATION NAME: Overseer Sentinel **POINTS: 750**

DESCRIPTION:



The Overseer Sentinel is the newest variant from the abhumans of Accra. With the move from low level planetary skirmishes to assisting Loyal Imperial forces on foreign worlds, a more robust weapon platform was needed. The Overseer is only slightly larger than a Guardian, and only slightly heavier armored. It utilizes the all-purpose, proven effective Auto Blaster of the older model Titan. It exchanges the template based Inferno gun for an Autocannon Array (2 twin-linked autocannons with 2 twin-linked coaxial heavy bolters. While loosing the auto hit of the template, this weapon brings a few more shots at higher strength and AP. Finally, the Overseer, designed for more intense conflicts, mounts a Dual Melta-Cannon, an excellent anti-vehicle weapon system.

UNIT OR FORMATION: Overseer Sentinel

TYPE: Super Heavy, Walker

STRUCTURE POINTS: 3

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Overseers are armed with the following:

- Auto Blaster
- Dual Melta-Cannon
- Autocannon Array*:
(TL Autocannon & TL Coaxial Heavy Bolters)

*A single weapon destroyed result can take out the Array, however as a Primary Weapon, it can also repair on a single roll.

Two Void Shields

Weapon	Range	Str	AP	Special
Auto Blaster	72"	8	4	PW, TL, Hvy 2, 5"
Dual Melta-Cannon	24"	8	1	PW, Hvy 2, Melta, Blast PW
Autocannon Array*: Autocannon	48"	7	4	TL, Hvy 2
Heavy Bolter	36"	5	4	TL, Hvy 3

Special Rules

* **Agile:** In the Shooting phase the Overseer 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 Overseer 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.

* **Reactor Meltdown:** If the Overseer 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.