

Mastiff Infantry Heavy Support Robot

The Mastiff is an STC pattern support vehicle, which acts as a heavy lift transport platform for the Imperial Guard grunts. How its Machine Spirit works is unknown, even to the Tech Priests on Mars. It behaves like a faithful dog which will follow and defend its master to the death. There are a variety of different versions of Mastiffs, from the "heavy loader transport version" to the "rocket armed anti air version." A common characteristic is the Machine Spirit's super fast reaction time. This gives the Mastiff the Snap Fire ability

choosing the mastiff

the unit is a detachment card that adds on to a infantry company (only) and becoms a part of the company so unit coherense aplies to the mastiff it can't move more then 6cm from the rest of the platoon to mentain coherence when you buy a mastiff card you get one mastiff to each platoon period you can't give all the mastiffs to one platoon so there is a max limit to the numbers of mastiffs per platoon 5 in all and then no other support to the company.

you can choose free on the list what kind of mastiffs you want for the platoon ao it is posible for first platoon to get a flamer the secund a anti sniper and the therd a heavy lifteryou must just note witch one you have (if you don't have the correct model)

Special rule: Anti Sniper

the anti sniper ability is a special optionel rule witch make the unit (need to be robotic) cabebel of pinpointing a sniper miliiseconds after the first shot and take him down with it weapon. this is done in the game as follows the sniper unit fires a shot an emediatly after woards the anti sniper unit shoot back no steath abilitys helps here the shot gives you away as long the anti sniper unit can reach weapon wise (range) it fires then the next sniper in unit fires and if another anti sniper unit is aveable it fires at him simple and easy

anti sniper version

the mastiff only reagt to shoots taken at its on platoon (it is a loyal dog but only to its own platoon)

Auto mortar version

the rule is as it states that for every detachment of mastifs one goes to each platoon if all units in the detachment is auto mortar they don't compine in to a battery but if you buy 2 detachments an you place 2 aouto mortar units in one platoon they combine to a barage battery and so fourth

Medivac version

the medivac is only usefull if you play a campagn it restores 1 killed man from its platoon after battle note this is a vital thing if you can keep the company alive by it

Heavy lifter version

you only get this bonus once (there is just so much equipment a platoon needs) no mere the one unit helps here but it counts for the whole platoon also the mastif it self

troop type	move	save	CAF	Weapons	range	attack dice	to-hiy roll	TSM	notes
mastiff heavy loader	10	0	0	none	Gives +5% move to the platoon do to the lighter load for the Guards				
mastiff AA version	10	0	0	Rocket Launcher	75cm	2	5+	-1	AA snap fire
Heavy Bolter version	10	0	0	Heavy Bolter	50cm	3	5+	-1	snap fire
Mortar version	10	0	0	Auto Mortar	60cm	1 barrage points		0	sbap fire fires twice
Anti-sniper version	10	0	0	Heavy sniper rifle	55cm	1	+3	-1	snap fire
Las cannon version	10	0	0	lascannon	75cm	2	+5	+1	snap fire
Heavy Flamer version	10	0	0	Heavy Flamer	small tier drop template		+5	0	snap fire
Multi Melta version	10	0	0	Multi Melta	25cm	1	+3	-2	snap fire
Auto Cannon version	10	0	0	aoutocanon	50cm	3	+5	0	snap fire
medivac version	10	0	0	none	it vill restore one man kiled in the battle afterwards not this s only helpful in campagns				

support catd	unit size	breke point	point value	moral	victory point
mastiff support card	3 mastiffs	+2	150	NA	+1vp

How to make them

If you can't find an appropriate proxy use, a Rapier and remove the weapon and a platform and the appropriate pay load.