KNIGHT DESTRIER

265 PTS

M	T	Sv	W	LD	OC
12"	10	3+	18	6+	8

INVULNERABLE SAVE 5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chastiser gatling cannon ASSAULT	24"	12	3+	6	-1	2
Frag bombard ASSAULT BLAST RAPID FIRE D6+3	24"	D6+3	3+	7	-1	2
Questoris heavy stubber ASSAULT RAPID FIRE 3	36"	6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic feet	Melee	4	4+	7	-1	2
➤ Bellatus reaper chainsword - strike	Melee	5	3+	12	-3	D3+3
➤ Bellatus reaper chainsword - sweep	Melee	10	3+	8	-2	2
➤ Thundershock spear - strike LANCE	Melee	4	3+	12	-3	D3+3
➤ Thundershock spear - sweep LANCE	Melee	8	3+	6	-3	2

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Invulnerable Save (5+*)
This model has a 5+ invulnerable save against ranged attacks.

Ram Jets
Each time this unit is selected to make a Normal or Advance move, until the end of the phase, add D3" to the Move characteristic of this model.

Saturation Fire
Each time this model makes a ranged attack that targets a unit within range of one or more objective markers, that attack has the [IGNORES COVER] ability.

Thundercharge
If this model is equipped with a thundershock spear and a bellatus reaper chainsword, add 2 to the Attacks characteristic of melee weapons equipped by this model.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Knight Destrier (150x95mm Oval Base)

Equipped with: Chastiser gatling cannon, Frag bombard, Questoris heavy stubber, Titanic feet, ➤ Bellatus reaper chainsword - strike, ➤ Bellatus reaper chainsword - sweep, ➤ Thundershock spear - strike, ➤ Thundershock spear - sweep

Wargear Options:

- This model can replace its Chastiser gatling cannon with Bellatus reaper chainsword or Thundershock spear.
- This model can replace its Frag bombard with

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Bellatus, Knight Destrier
FACTION KEYWORDS: Imperial Knights

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Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Code Chivalric
If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker
Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

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