

KNIGHT DESECRATOR

Deadly Demise D6

Harbingers of Dread

Super-Heavy Walker

M10"

T11

SV3+

W26

LD6+

OC10

RW5+*

350 PTS

Base 170x109mm Oval Base

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Desecrator laser destructor

DEVASTATING WOUNDS: MONSTER/VEHICLE

R	A	BS	S	AP	D
72"	3	2+	18	-4	D6+3

VERWUNDET

2+ T1-9	3+ T10-17	4+ T18	5+ T19-35	6+ T36+
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Diabolus heavy stubber

RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	2+	5	0	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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*Invulnerable Save

This model has a 5+ invulnerable save against ranged attacks.

Obsessive Ruthlessness

This unit's ranged attacks that target a MONSTER/VEHICLE unit can ignore modifiers to this unit's:

- BS.

- Hit rolls and wound rolls.

Taskmaster (Aura)

While a friendly War Dog model is within 9" of this model, each time that War Dog model makes a ranged attack, re-roll a Hit roll of 1.

4ANGRIFF

5NAHKAMPF

► Reaper chainsword - strike

R	A	WS	S	AP	D
Melee	4	3+	14	-4	6

VERWUNDET

2+ T1-7	3+ T8-13	4+ T14	5+ T15-27	6+ T28+
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► Reaper chainsword - sweep

R	A	WS	S	AP	D
Melee	12	3+	9	-3	2

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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► Warpstrike claw - strike

R	A	WS	S	AP	D
Melee	4	3+	20	-3	8

VERWUNDET

2+ T1-10	3+ T11-19	4+ T20	5+ T21-39	6+ T40+
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► Warpstrike claw - sweep

R	A	WS	S	AP	D
Melee	8	3+	10	-2	3

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5+*+ · 26 LP je Modell

WIRD VERWUNDET MIT

2+ S22+	3+ S12-21	4+ S11	5+ S6-10	6+ S1-5
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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Damaged: 1-9 wounds remaining

While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

Harbingers of Dread If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army.

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 exclud...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Knight Desecrator

Ausrüstung: Desecrator laser destructor, Diabolus heavy stubber, ► Reaper chainsword - strike, ► Reaper chainsword - sweep, ► Warpstrike claw - strike, ► Warpstrike claw - sweep

- This model can replace its Reaper chainsword with Warpstrike claw.

KEYWORDS Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Desecrator, Knight Character · FRAKTION Chaos Knights