CHAOS - CHAOS KNIGHTS

# KNIGHT DESECRATOR

Deadly Demise D6 | Harbingers of Dread | Super-Heavy Walker

| M | T | SV | W | LD | OC | RW |
|---|---|---|---|---|---|---|
| 10" | 11 | 3+ | 26 | 6+ | 10 | 5+* |

**350 PTS**

Base 170x109mm Oval Base

## 1 KOMMANDO

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## 2 BEWEGUNG

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## 3 BESCHUSS

### Desecrator laser destructor

DEVASTATING WOUNDS: MONSTER/VEHICLE

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–9 | T10–17 | T18 | T19–35 | T36+ |

### Diabolus heavy stubber RAPID FIRE 3

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

***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.

## 4 ANGRIFF

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## 5 NAHKAMPF

### ➤ Reaper chainsword - strike

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–7 | T8–13 | T14 | T15–27 | T28+ |

### ➤ Reaper chainsword - sweep

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–4 | T5–8 | T9 | T10–17 | T18+ |

### ➤ Warpstrike claw - strike

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–10 | T11–19 | T20 | T21–39 | T40+ |

### ➤ Warpstrike claw - sweep

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

VERWUNDET

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

## ◆ VERTEIDIGUNG

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## ∞ IMMER / EINMALIG

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## GEGEN DIESE EINHEIT

W11 · RW 3+ · 5+*++ · 26 LP je Modell

WIRD VERWUNDET MIT

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| S22+ | S12–21 | S11 | S6–10 | S1–5 |

RETTUNGSWURF JE DS

| DS 0 | DS −1 | DS −2 | DS −3 | DS −4 |
|---|---|---|---|---|
| 3+ | 4+ | 5+ | 6+ | – |

**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