

KNIGHT DESECRATOR

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

AUFSTELLUNG

1x Knight Desecrator (170x109mm Oval Base)

Equipped with: Desecrator laser destructor, Diabolus heavy stubber, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Warpstrike claw - strike, ➤ Warpstrike claw - sweep

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Desecrator laser destructor DEVASTATING WOUNDS: MONSTER/VEHICLE	72"	3	2+	18	-4	D6+3
Diabolus heavy stubber RAPID FIRE 3	36"	3	2+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Reaper chainsword - strike	Melee	4	3+	14	-4	6
➤ Reaper chainsword - sweep	Melee	12	3+	9	-3	2
➤ Warpstrike claw - strike	Melee	4	3+	20	-3	8
➤ Warpstrike claw - sweep	Melee	8	3+	10	-2	3

ABILITIES

RULES - Deadly Demise D6, Harbingers of Dread, Super-Heavy Walker

*Invulnerable Save

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

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.

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.

WEAPON RULES

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).*

