KNIGHT DESPOILER

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

AUFSTELLUNG

1x Knight Despoiler (170x109mm Oval Base)

Equipped with: Daemonbreath meltagun, Daemonbreath thermal cannon, Despoiler battle cannon, Despoiler gatling cannon, Diabolus heavy stubber, Havoc missile pod, Heavy darkflamer, Hellstorm autocannons, Ruinspear rocket pod, Titanic feet, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Warpstrike claw - strike, ➤ Warpstrike claw - sweep

Wargear Options:

- This model can be equipped with one of: Havoc missile pod, Ruinspear rocket pod, Hellstorm autocannons.
- This model can replace its Reaper chainsword with Gatling cannon and flamer, Battle cannon and heavy stubber or Daemonbreath thermal cannon.
- This model can replace its Warpstrike claw with Gatling cannon and flamer, Battle cannon and heavy stubber or Daemonbreath thermal cannon.
- This model can replace its Daemonbreath meltagun with Diabolus heavy stubber.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemonbreath meltagun MELTA 2	12"	1	3+	9	-4	D6
Daemonbreath thermal cannon BLAST, MELTA 6	24"	2D3	3+	12	-4	D6

ABILITIES

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

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Despoiler, Knight Character

Despoiler battle cannon BLAST, RAPID FIRE D6+3	72"	D6+3	3+	10	-1	3
Despoiler gatling cannon	36"	18	3+	6	-2	2
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1
Havoc missile pod BLAST, INDIRECT FIRE	48"	D6+1	3+	5	0	1
Heavy darkflamer TORRENT, IGNORES COVER	12"	D6	N/A	5	-1	1
Hellstorm autocannons ANTI-FLY 2, TWIN-LINKED	48"	3	3+	7	-1	2
Ruinspear rocket pod	48"	3	3+	8	-2	D6

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic feet	Melee	4	4+	8	-1	2
➤ 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

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.

Dread Dominion (Aura)

While a friendly War Dog model is within 9" of this model, improve that War Dog model's Leadership and Objective Control characteristics by 1.

Seething Hatred

Each time this model is selected to shoot or fight, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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).*

Ignores Cover

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Indirect Fire

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.