

KNIGHT RUINATOR

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

AUFSTELLUNG

1x Knight Ruinator (170x109mm Oval Base)

Equipped with: Darkflame lance, Terrorpulse missiles, ►
Fellbore - strike, ► Fellbore - sweep

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Darkflame lance IGNORES COVER, TORRENT	18"	D6+6	N/A	8	-1	2
Terrorpulse missiles BLAST	36"	D6+6	3+	8	-2	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Fellbore - strike ANTI-MONSTER 2+, ANTI-VEHICLE 2+	Melee	4	3+	14	-3	6
► Fellbore - sweep	Melee	10	3+	9	-2	2

ABILITIES

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

*Invulnerable Save

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

Close-range Killers (Aura)

While a friendly War Dog model is within 9" of this model, each time that War Dog model makes an attack that targets the closest enemy unit, improve the Armour Penetration characteristic of that attack by 1.

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.

Methodical Destruction

At the start of the first battle round, select one unit from your opponent's army to be this model's victim. Each time this model makes an attack that targets its victim, you can re-roll the Wound roll. Each time this model's victim is destroyed, select one new enemy unit to be this model's victim.



WEAPON RULES

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).

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Torrent

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

