

KNIGHT TYRANT

M	T	SV	W	LD	OC	
8"	12	3+	28	6+	10	

AUFSTELLUNG

1x Knight Tyrant (170x109mm Oval Base)

Equipped with: Brimstone volcano lance, Darkflame cannon, Gheiststrike missile launcher, 2x Twin daemonbreath meltagun, Twin desecrator cannon, Warps shock harpoon, ► Ectoplasma decimator - standard, ► Ectoplasma decimator - supercharge, Titanic feet

Wargear Options:

- This model can replace its 2 Gheiststrike missile launchers and 1 twin desecrator cannon with 2 twin desecrator cannons and 1 gheiststrike missile launcher.
- This model can replace its Brimstone volcano lance and ectoplasma decimator with Darkflame cannon and warps shock harpoon.

⊕ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Brimstone volcano lance BLAST	60"	D3	3+	20	-5	D6+8
Darkflame cannon IGNORES COVER, TORRENT	18"	3D6	N/A	8	-1	2
Gheiststrike missile launcher ANTI-TITANIC 4+, DEVASTATING WOUNDS	72"	1	3+	12	-6	D6+1
2x Twin daemonbreath meltagun MELTA 2, TWIN-LINKED	12"	1	3+	9	-4	D6

ABILITIES

RULES - Deadly Demise D6+2, Harbingers of Dread, Super-Heavy Walker

*Invulnerable Save

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

Bastion of Corruption

Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.



Twin desecrator cannon BLAST, TWIN-LINKED	36"	D6	3+	6	0	1
Warpshock harpoon BLAST, DEVASTATING WOUNDS	12"	D3	3+	24	-6	12
► Ectoplasma decimator - standard BLAST	36"	D6+3	3+	8	-3	2
► Ectoplasma decimator - supercharge BLAST, HAZARDOUS	36"	D6+3	3+	9	-4	3

✂ MELEE WEAPONS

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

Damaged: 1-10 wounds remaining

While this model has 1-10 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.

Infernal Aegis (Aura)

While a friendly War Dog model is within 6" of this model, that War Dog model has the Benefit of Cover.



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).



Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).



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.

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.

