WAR DOG KARNIVORE

M	T	SV	W	LD	OC	
14"	9	3+	14	7+	6	5+*

AUFSTELLUNG

1x War Dog Karnivore (100mm)

Equipped with: Diabolus heavy stubber, Havoc multi-launcher, Reaper chaintalon, Slaughterclaw

Wargear Options:

- This model can replace its Diabolus heavy stubber with Havoc multi-launcher.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1
Havoc multi-launcher BLAST, INDIRECT FIRE	48"	D6	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Reaper chaintalon SUSTAINED HITS 1	Melee	12	3+	8	-2	1
Slaughterclaw SUSTAINED HITS 1	Melee	6	3+	12	-3	D6+2

ABILITIES

RULES - Deadly Demise D3, Harbingers of Dread

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

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Karnivore
You can re-roll Advance and Charge rolls made for this model.

KEYWORDS: Vehicle, Walker, Chaos, War Dog, Karnivore

FACTION: Chaos Knights **145 PTS**

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).*

Indirect Fire

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

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).*

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).*