

KNIGHT DESTRIER

M	T	SV	W	LD	OC	
12"	10	3+	18	6+	8	5+*

AUFSTELLUNG

1x Knight Destrier (150x95mm Oval Base)

Equipped with: Chastiser gatling cannon, Frag bombard, Questoris heavy stubber, Titanic feet, ► Bellatus reaper chainsword - strike, ► Bellatus reaper chainsword - sweep, ► Thundershock spear - strike, ► Thundershock spear - sweep

Wargear Options:

- This model can replace its Chastiser gatling cannon with Bellatus reaper chainsword or Thundershock spear.
- This model can replace its Frag bombard with Thundershock spear or Bellatus reaper chainsword.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chastiser gatling cannon ASSAULT	24"	12	3+	6	-1	2
Frag bombard ASSAULT, BLAST, RAPID FIRE D6+3	24"	D6+3	3+	7	-1	2
Questoris heavy stubber ASSAULT, RAPID FIRE 3	36"	6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic feet	Melee	4	4+	7	-1	2

ABILITIES

RULES - Code Chivalric, Deadly Demise D6, Super-Heavy Walker

Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Invulnerable Save (5+*)

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



➤ Bellatus reaper chainsword - strike	Melee	5	3+	12	-3	D3+3
➤ Bellatus reaper chainsword - sweep	Melee	10	3+	8	-2	2
➤ Thundershock spear - strike LANCE	Melee	4	3+	12	-3	D3+3
➤ Thundershock spear - sweep LANCE	Melee	8	3+	6	-3	2

Ram Jets

Each time this unit is selected to make a Normal or Advance move, until the end of the phase, add D3" to the Move characteristic of this model.

Saturation Fire

Each time this model makes a ranged attack that targets a unit within range of one or more objective markers, that attack has the [IGNORES COVER] ability.

Thundercharge

If this model is equipped with a thundershock spear and a bellatus reaper chainsword, add 2 to the Attacks characteristic of melee weapons equipped by this model.



WEAPON RULES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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).*

Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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).*

