

KYTAN RAVAGER [LEGENDS] - LIBRARY -
ASTARTES HERESY LEGENDS

400 PTS

M	T	Sv	W	LD	OC
10"	12	3+	24	6+	10

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Kytan Ravager [Legends]
Equipped with: Kytan gatling cannon, ➤ Kytan cleaver - strike, ➤ Kytan cleaver - sweep

KEYWORDS: Vehicle, Titanic, Walker, Chaos, Khorne, Daemon, Kytan Ravager
FACTION KEYWORDS: -

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kytan gatling cannon	36"	18	3+	6	-2	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Kytan cleaver - strike	Melee	4	3+	14	-4	6
➤ Kytan cleaver - sweep	Melee	12	3+	9	-3	2

ABILITIES

Bloodlust
Each time this model makes a Charge move, until the end of the turn, its melee weapons have the [SUSTAINED HITS 1] ability. In addition, once per battle, this model is eligible to declare a charge in a turn in which it Advanced.

Damaged: 1-8 wounds remaining
While this model has 1-8 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.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker
Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).