

# KNIGHT DESECRATOR

|     |    |    |    |    |    |     |
|-----|----|----|----|----|----|-----|
| M   | T  | SV | W  | LD | OC |     |
| 10" | 11 | 3+ | 26 | 6+ | 10 | 5+* |

## AUFSTELLUNG

1x Knight Desecrator

**Equipped with:** Desecrator laser destructor, Diabolus heavy stubber, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Warpstrike claw - strike, ➤ Warpstrike claw - sweep

## Wargear Options:

- This model can replace its Reaper chainsword with Warpstrike claw.

## ⦿ RANGED WEAPONS

| WEAPON                                                             | RANGE | A | BS | S  | AP | D    |
|--------------------------------------------------------------------|-------|---|----|----|----|------|
| Desecrator laser destructor<br>DEVASTATING WOUNDS: MONSTER/VEHICLE | 72"   | 3 | 2+ | 18 | -4 | D6+3 |
| Diabolus heavy stubber<br>RAPID FIRE 3                             | 36"   | 3 | 2+ | 5  | 0  | 1    |

## ✂ MELEE WEAPONS

| WEAPON                       | RANGE | A  | WS | S  | AP | D |
|------------------------------|-------|----|----|----|----|---|
| ➤ Reaper chainsword - strike | Melee | 4  | 3+ | 14 | -4 | 6 |
| ➤ Reaper chainsword - sweep  | Melee | 12 | 3+ | 9  | -3 | 2 |
| ➤ Warpstrike claw - strike   | Melee | 4  | 3+ | 20 | -3 | 8 |
| ➤ Warpstrike claw - sweep    | Melee | 8  | 3+ | 10 | -2 | 3 |

## ABILITIES

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

### \*Invulnerable Save

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

### 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.

### Obsessive Ruthlessness

This unit's ranged attacks that target a MONSTER/VEHICLE unit can ignore modifiers to this unit's:

- BS.
- Hit rolls and wound rolls.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Desecrator, Knight Character



**FACTION: Chaos Knights 355 PTS**

### Taskmaster (Aura)

While a friendly War Dog model is within 9" of this model, each time that War Dog model makes a ranged attack, re-roll a Hit roll of 1.

## WEAPON RULES

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### 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).*

