

KNIGHT DESTRIER

265 PTS



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



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
▶ 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

AUFSTELLUNG

1x Knight Destrier

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.

ABILITIES

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.

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).*

CORE RULES

◆ Deadly Demise D6

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").

◆ 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).

