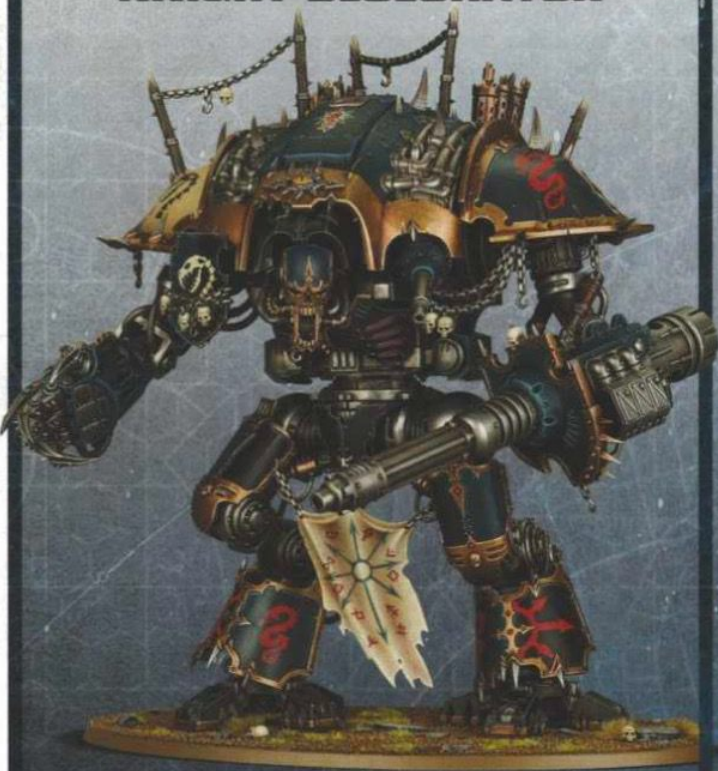


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CHOOSE THE VARIANT YOU WANT TO BUILD • CHOISISSEZ LA VARIANTE À ASSEMBLER • ELIGE QUÉ VERSIÓN QUIERES MONTAR
WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST • SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

KNIGHT DESEGRATOR



KNIGHT RAMPAGER



! • READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR • LIES DIES ZUERST • LEGGI PRIMA QUESTO

ENG BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.

FRE AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.

SPA POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.

GER VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN. Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.

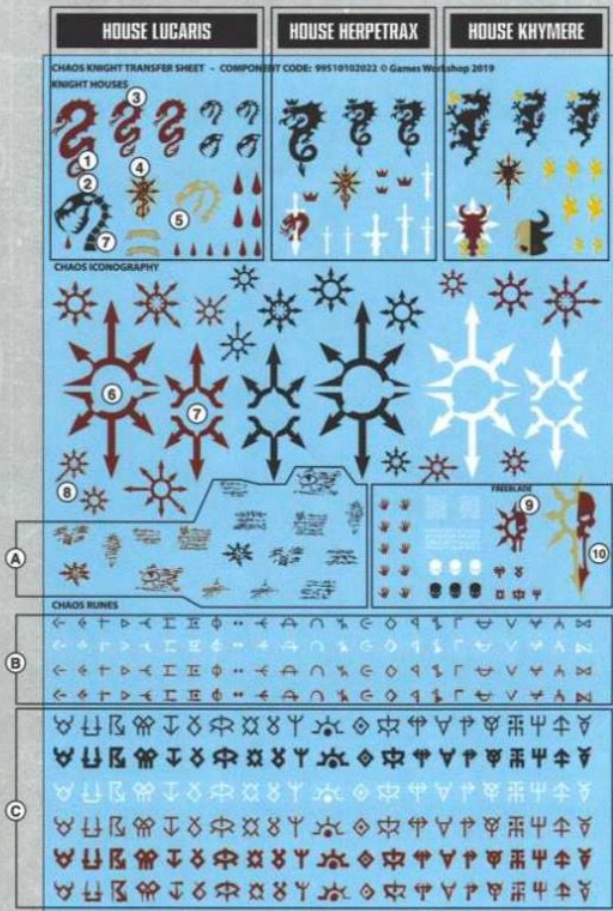
ITA PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

• EXPLANATION OF SYMBOLS • EXPLICATION DES SYMBOLES • EXPLICACIÓN DE SÍMBOLOS
 • ERLÄUTERUNG DER SYMBOLE • LEGENDA DEI SIMBOLI

- ! • Special instruction - Please read
 - Instructions spéciales - Lire attentivement
 - Instrucción especial: Por favor, léela
 - Besondere Anweisung - Bitte lesen
 - Istruzioni speciali - Leggi attentamente
- ▶ • Dry fit stage before gluing
 - Tester avant de coller
 - Comprobar el encaje antes de pegar
 - Positionierung erst ohne Klebstoff ausprobieren
 - Prova a secco prima di incollare

- Choice of parts
 - Choix d'éléments
 - Modelos de componentes
 - Auswahl an Teilen
 - Scelta di componenti
- Do not glue the components
 - Ne pas coller les éléments
 - No pegar los componentes
 - Bitte die Teile nicht kleben
 - Non incollare i componenti

- Variant assembly
 - Variante d'assemblage
 - Variante de montaje
 - Bauvariante
 - Assemblaggio alternativo
- 1 • Assembly sequence
 - 2 • Séquence d'assemblage
 - Secuencia de montaje
 - Baureihenfolge
 - Sequenza di assemblaggio

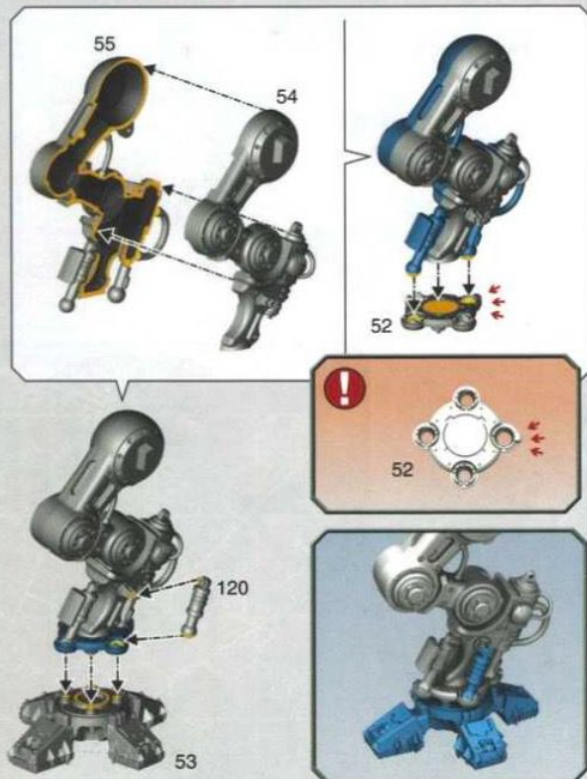


• FOLLOW STEPS 1-4 FOR ALL VARIANTS

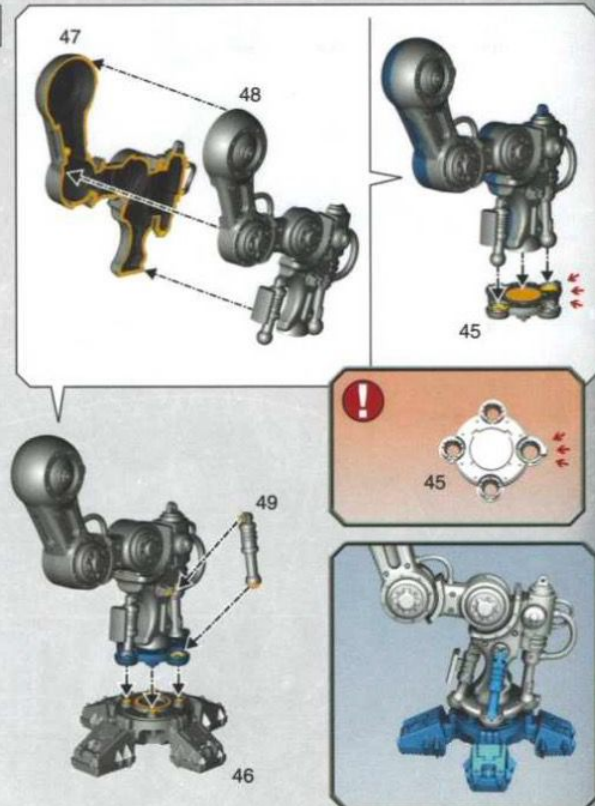
• SUIVRE LES ÉTAPES 1-4 POUR TOUTES LES VARIANTES • SIGUE LOS PASOS 1-4 PARA TODAS LAS VARIANTES

• FOLGE DEN SCHRITTEN 1-4 FÜR ALLE VARIANTEN • SEGUI LA FASE DA 1 A 4 PER TUTTE LE VARIANTI

1 a



2 a



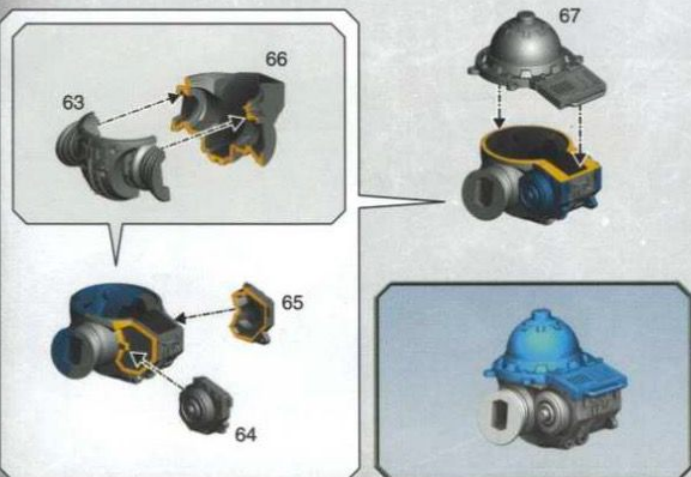
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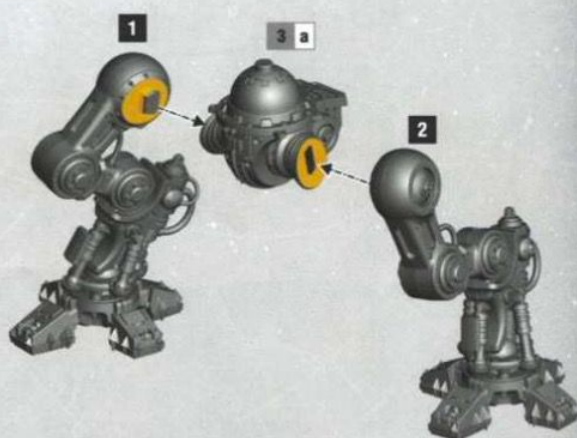
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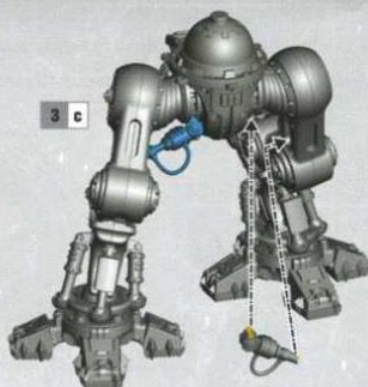
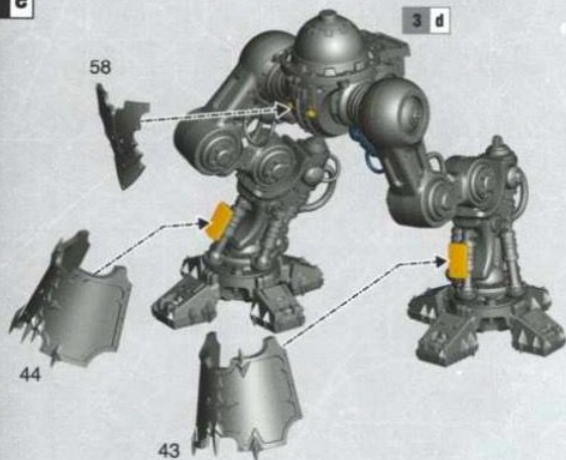
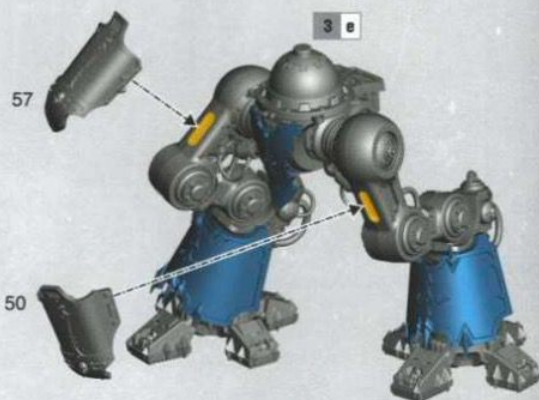
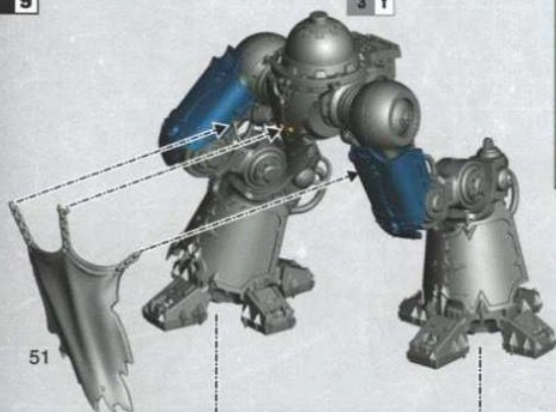


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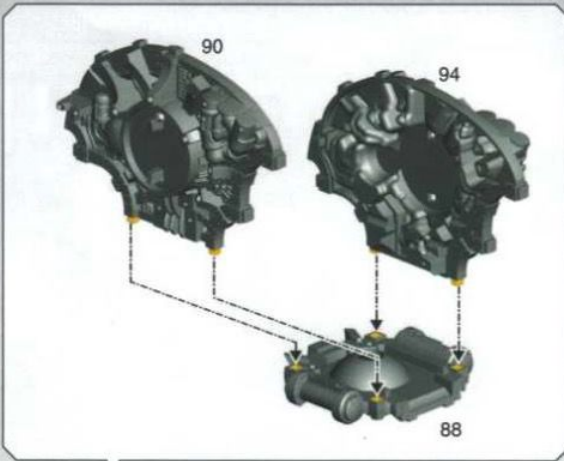
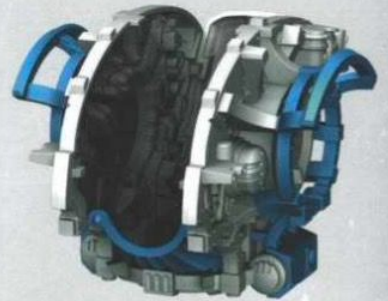
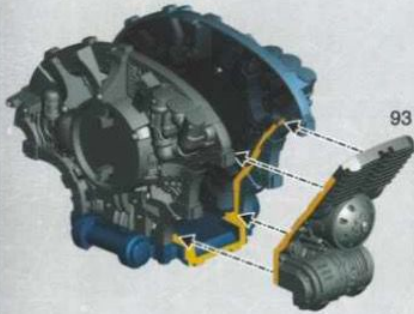
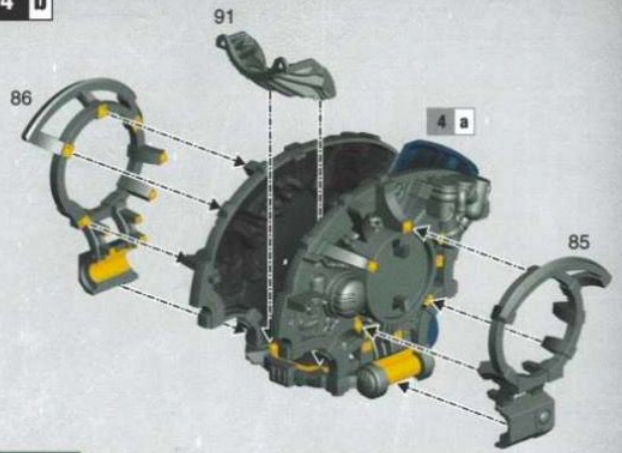
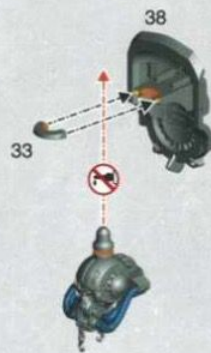
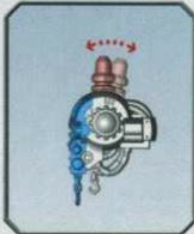
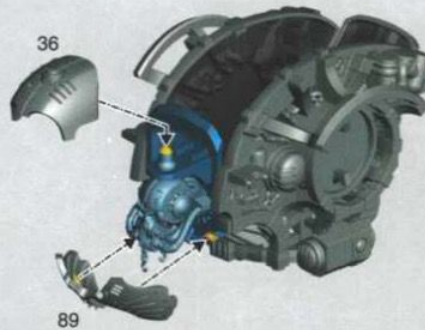
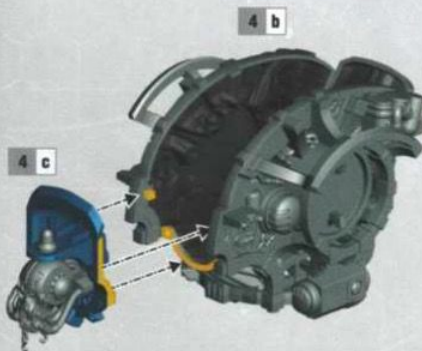


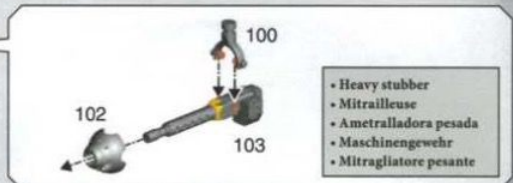
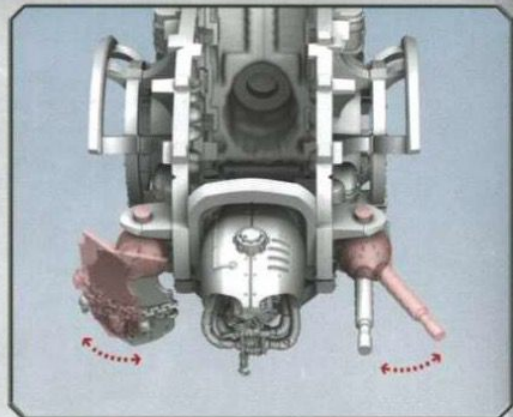
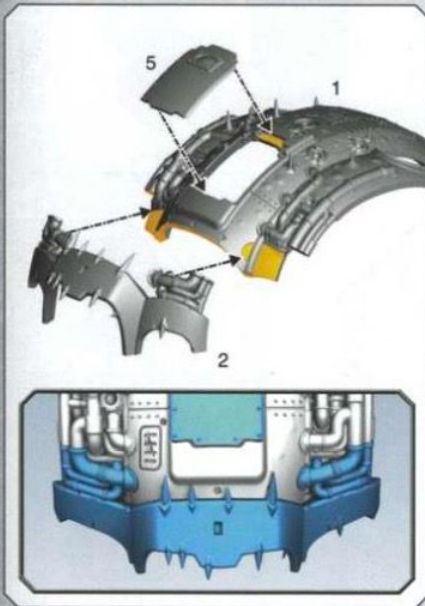
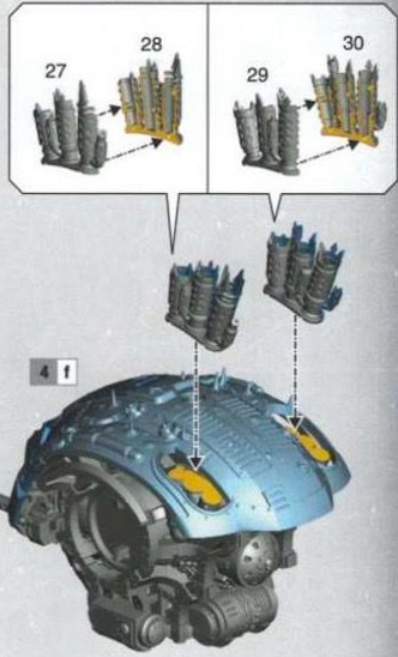
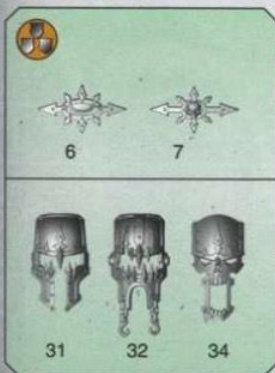
3 b



3 c**3 b****3 d****3 c****3 e****3 d****3 f****3 e****3 g****3 f**

Ø
170mm

4 a**4 b****4 c****4 d**

4 e**4 f****4 g****4 h**



• CHOOSE THE VARIANT YOU WANT TO BUILD • CHOISISSEZ LA VARIANTE À ASSEMBLER • ELIGE QUÉ VERSIÓN QUIERES MONTAR
 • WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST • SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

KNIGHT DESECRATOR

6 & 8

5

7 & 8

5



KNIGHT RAMPAGER

6 & 9

7 & 9

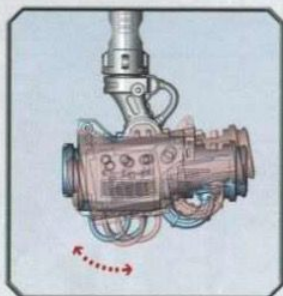


5 KNIGHT DESECRATOR ONLY

• Laser destructor • Destructeur laser • Destructor lásér • Laser-Annihilator • Laser distruttore

5 a

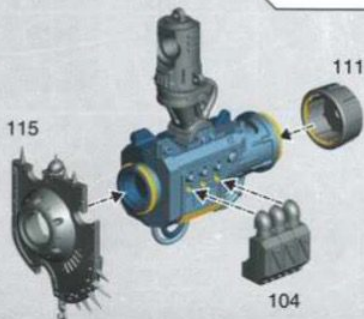
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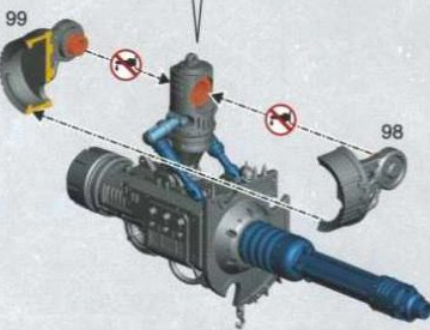
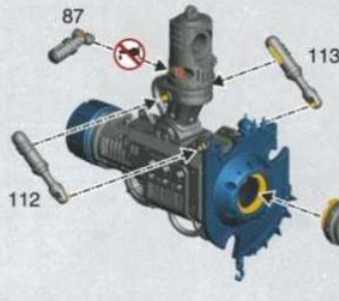


5 b

5 a

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108

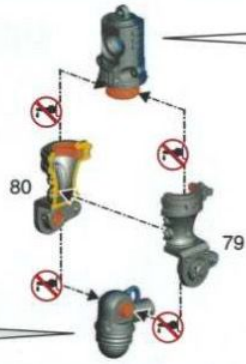


• Laser destructor
 • Destructeur laser
 • Destructor lásér
 • Laser-Annihilator
 • Laser distruttore



6

• Thunderstrike gauntlet • Gantelet Thunderstrike • Guantelete atronador
• Donnerschlag-Faust • Guanto thunderstrike



83

84

82

81

80

79

73

74

76

75

6 a

87

6 b

68

72



78

77



69

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70

7

• Reaper chainsword • Tronçonneuse Reaper • Espada sierra Segador
• Schnitter-Kettenschwert • Spada a catena reaper



18

87

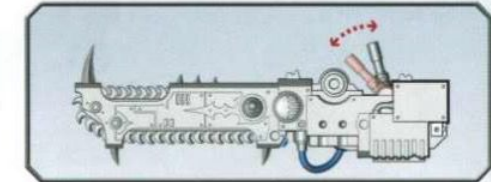
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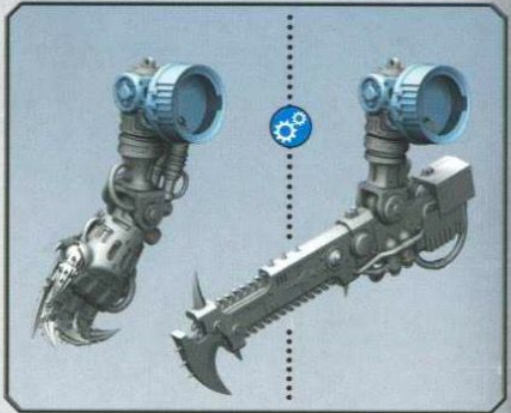
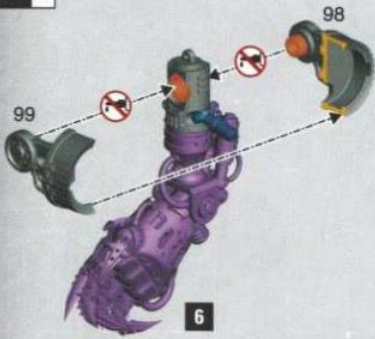
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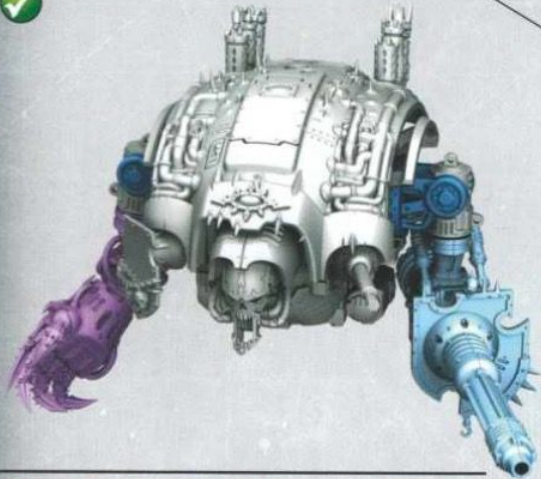
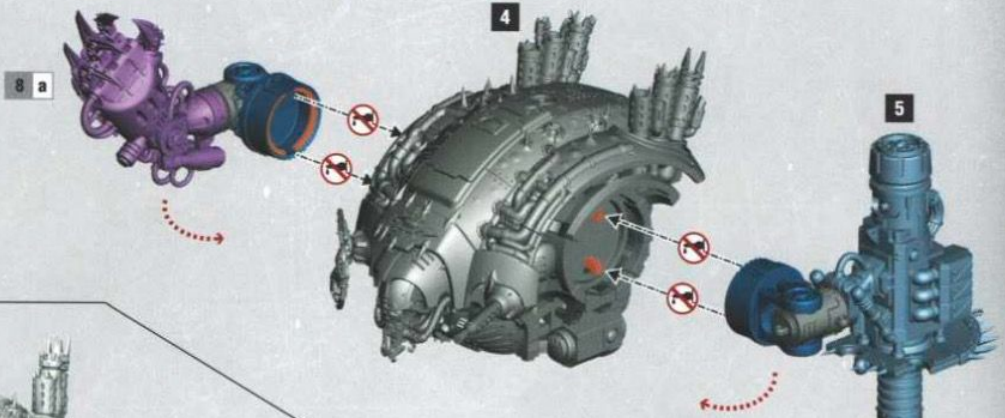


! 8 KNIGHT DESECRATOR ONLY

8 a



8 b

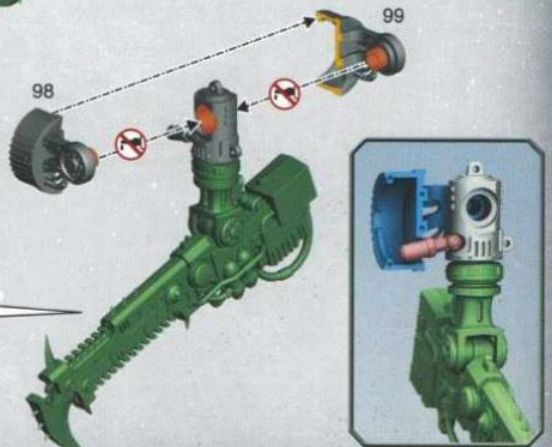


! 9 KNIGHT RAMPAGER ONLY

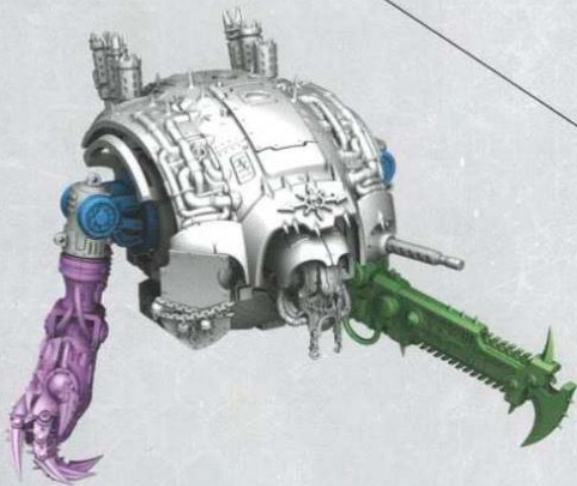
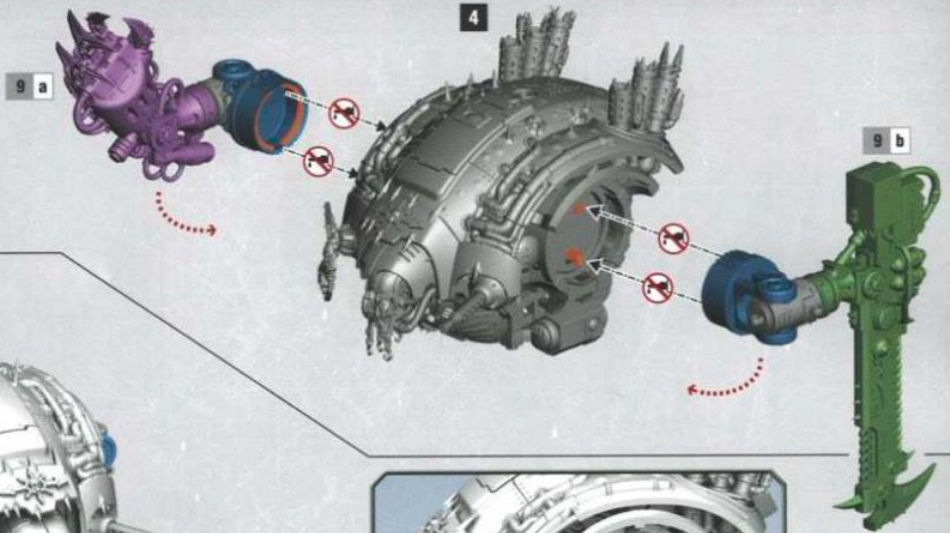
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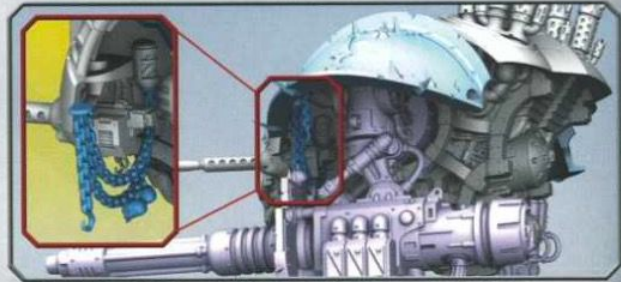
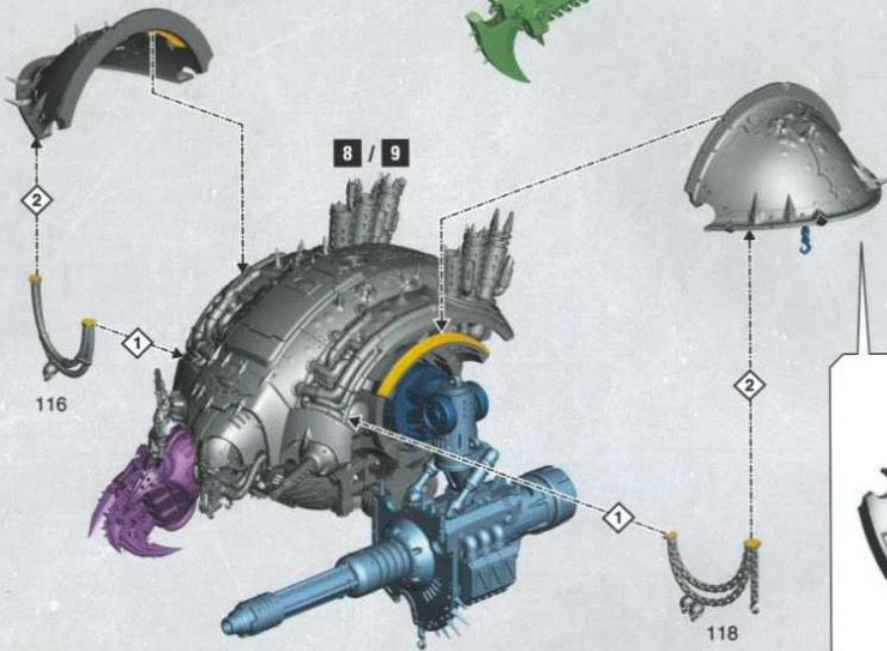
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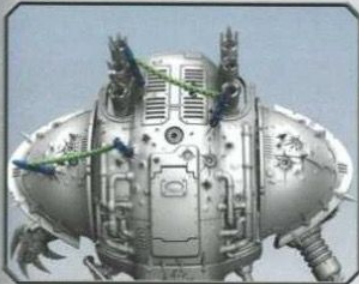
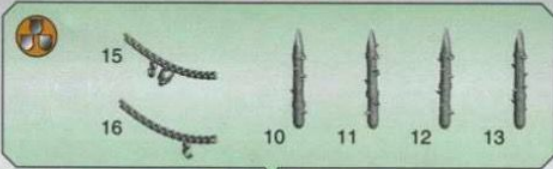
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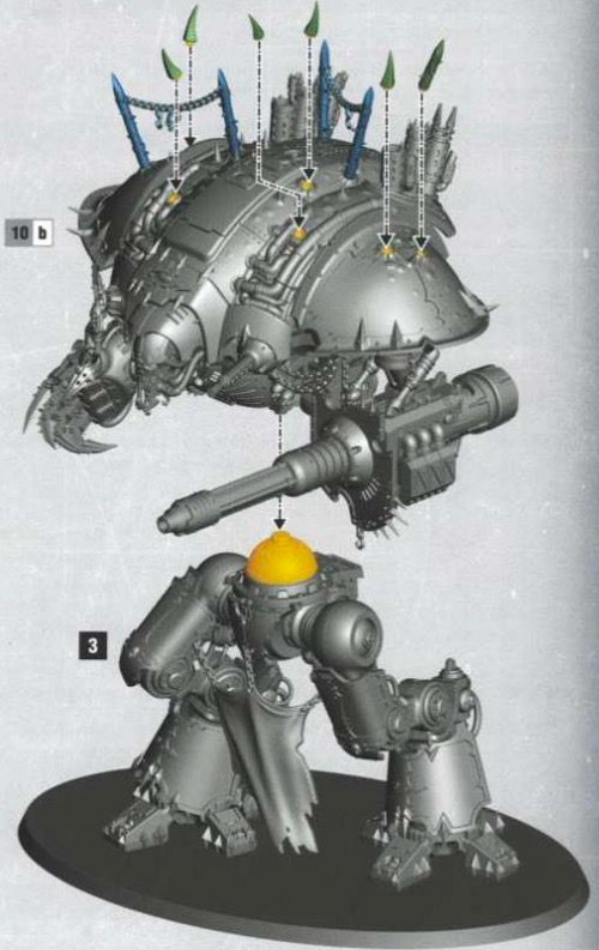
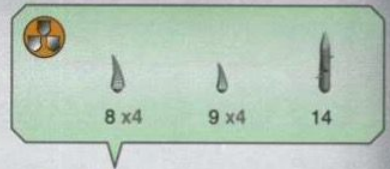
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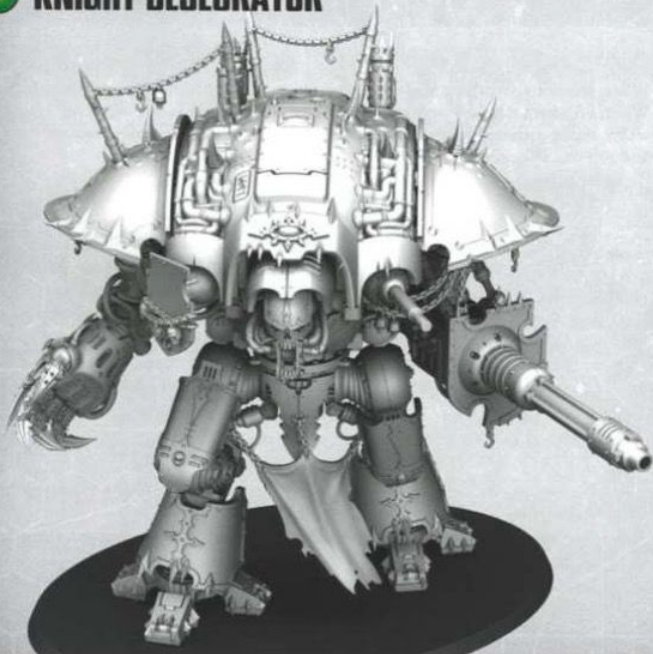
10 b



10 c



✓ KNIGHT DESEGRATOR



⚙️ KNIGHT RAMPAGER



23
POWER

KNIGHT DESECRATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Knight Desecrator	*	*	*	8	8	24	4	9	3+

A Knight Desecrator is a single model equipped with: 1 heavy stubber, 1 laser destructor, 1 reaper chainsword, titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy stubber	36"	Heavy 3	4	0	1	-
Laser destructor	60"	Heavy D3	14	-4	D6	When resolving an attack made with this weapon, a wound roll of 6+ inflicts D3 mortal wounds on the target in addition to any other damage.
Reaper chainsword	Melee	Melee	+6	-3	6	-
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	When resolving an attack made with this weapon, subtract 1 from the hit roll. When a VEHICLE model or MONSTER model is destroyed as a result of an attack made with this weapon, select one enemy unit within 9" of the bearer and roll one D6; on a 4+ that unit suffers D3 mortal wounds.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

WARGEAR OPTIONS • This model can be equipped with 1 thunderstrike gauntlet instead of 1 reaper chainsword.

ABILITIES

Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Taskmaster: Re-roll hit rolls of 1 for attacks made by models in friendly <QUESTOR TRAITORIS> WAR DOG units whilst they are within 6" of this model.

Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy **INFANTRY** models and **SWARM** models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.

FACTION KEYWORDS

CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>

KEYWORDS

TITANIC, VEHICLE, ABHORRENT CLASS, KNIGHT DESECRATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

23
POWER

KNIGHT RAMPAGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Knight Rampager	*	*	*	8	8	24	5	9	3+

A Knight Rampager is a single model equipped with: 1 heavy stubber, 1 reaper chainsword, 1 thunderstrike gauntlet, titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy stubber	36"	Heavy 3	4	0	1	-
Reaper chainsword	Melee	Melee	+6	-3	6	-
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	When resolving an attack made with this weapon, subtract 1 from the hit roll. When a VEHICLE model or MONSTER model is destroyed as a result of an attack made with this weapon, select one enemy unit within 9" of the bearer and roll one D6; on a 4+ that unit suffers D3 mortal wounds.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.

ABILITIES

Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Frenzied Rampage: When resolving an attack made with a reaper chainsword or thunderstrike gauntlet by this model, an unmodified hit roll of 6 scores 2 hits instead of 1.

Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy **INFANTRY** models and **SWARM** models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.

FACTION KEYWORDS

CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>

KEYWORDS

TITANIC, VEHICLE, ABHORRENT CLASS, KNIGHT RAMPAGER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	2+	3+
7-12	9"	3+	4+
1-6	6"	4+	5+