CHAOS ACASTUS KNIGHT ASTERIUS

Deadly Demise 2D6 | **Harbingers of Dread** | **Super-Heavy Walker**

M	T	SV	W	LD	OC	RW
8"	13	2+	30	6+	10	5+*

785 PTS
Base Hull

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

2× Asterius volkite culverin — DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	3+	6	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Karacnos mortar battery — ANTI-INFANTRY 2+ — BLAST — IGNORES COVER — INDIRECT FIRE

R	A	BS	S	AP	D
48"	D6+3	3+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

2× Twin conversion beam cannon — CONVERSION — TWIN-LINKED — SUSTAINED HITS D3

R	A	BS	S	AP	D
48"	3	3+	16	-2	6

VERWUNDET

2+	3+	4+	5+	6+
T1–8	T9–15	T16	T17–31	T32+

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

4 ANGRIFF

—

5 NAHKAMPF

Titanic feet

R	A	WS	S	AP	D
Melee	6	4+	10	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

◆ VERTEIDIGUNG

Sunderer of Fortresses
Each time this model makes an attack that targets a Vehicle, improve the Strength and Damage characteristics of that attack by 1 (if that attack targets a Fortification, improve the Strength and Damage characteristics of that attack by 2 instead).

∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W13 · RW 2+ · 5+*++ · 30 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S26+	S14–25	S13	S7–12	S1–6

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

Damaged: 1-10 wounds remaining
While this model has 1-10 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.

REGELN & KEYWORDS KURZ

Deadly Demise 2D6 This ability always takes the form Deadly Demise X.

Harbingers of Dread If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army.

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 exclud…

ANTI This ability always takes the form [ANTI-X Y+].

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 (roun…

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Chaos Acastus Knight Asterius

Ausrüstung: 2x Asterius volkite culverin, Karacnos mortar battery, 2x Twin conversion beam cannon, Titanic feet

KEYWORDS Vehicle, Walker, Titanic, Towering, Chaos, Acastus, Knight Asterius, Frame · **FRAKTION** Chaos Knights