CHAOS ACASTUS KNIGHT PORPHYRION

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

725 PTS
Base Hull

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

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Acastus autocannon

R	A	BS	S	AP	D
48"	2	3+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Acastus ironstorm missile pod

BLAST · HEAVY · INDIRECT FIRE

R	A	BS	S	AP	D
48"	D6+6	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Helios defence missiles

ANTI-FLY 2+ · HEAVY

R	A	BS	S	AP	D
48"	3	3+	10	-2	D6

VERWUNDET

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

Lascannon

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

2× Twin magna lascannon

BLAST · TWIN-LINKED

R	A	BS	S	AP	D
72"	D6	3+	18	-4	D6+6

VERWUNDET

2+	3+	4+	5+	6+
T1–9	T10–17	T18	T19–35	T36+

*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

—

∞ IMMER / EINMALIG

Bastion of Firepower

Each time this model Remains Stationary, until the end of the turn, ranged weapons equipped by this model have the [LETHAL HITS] ability.

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…

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen…

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

AUFSTELLUNG

1x Chaos Acastus Knight Porphyrion

Ausrüstung: Acastus autocannon, Acastus ironstorm missile pod, Helios defence missiles, Lascannon, 2x Twin magna lascannon, Titanic feet

- This model can replace its Acastus ironstorm missile pod with Helios defence missiles.
- This model must be equipped with 2 of: Acastus autocannon, Lascannon.

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