

CHAOS - CHAOS KNIGHTS

CHAOS CERASTUS KNIGHT ACHERON

Deadly Demise D6+2

Harbingers of Dread

Super-Heavy Walker

M12"

T11

SV3+

W28

LD6+

OC10

RW5+*

370 PTS

Base 170x109mm Oval Base

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Acheron flame cannon

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
18"	2D6	N/A	8	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Twin heavy bolter

SUSTAINED HITS 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

*Invulnerable Save

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

Searing Flames

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with an Acheron flame cannon. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

4ANGRIFF

5NAHKAMPF

► Reaper chainfist - strike

R	A	WS	S	AP	D
Melee	4	3+	14	-4	6

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

► Reaper chainfist - sweep

R	A	WS	S	AP	D
Melee	12	3+	9	-3	2

VERWUNDET

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

Unrestrained Terror (Aura)

While a friendly War Dog model is within 6" of this model, it is affected by this ability. At the start of the Fight phase, each enemy unit within Engagement Range of one or more War Dog units affected by this ability must take a Battle-shock test.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5+*** · 28 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12-21	S11	S6-10	S1-5

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
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 D6+2

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...

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...

SUSTAINED HITS

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

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

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

AUFSTELLUNG

1x Chaos Cerastus Knight Acheron

Ausrüstung:

Acheron flame cannon, Twin heavy bolter, ► Reaper chainfist - strike, ► Reaper chainfist - sweep

KEYWORDS Vehicle, Walker, Character, Titanic, Towering, Cerastus, Knight Acheron, Knight Character · FRAKTION Chaos Knights