

CHAOS - CHAOS KNIGHTS

CHAOS CERASTUS KNIGHT ATRAPOS

M12"

T11

SV3+

W28

LD6+

OC10

RW5+

385 PTS

Base 170x109mm Oval Base

- Deadly Demise D6+2
- Harbingers of Dread
- Super-Heavy Walker

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Atrapos lascutter - high intensitySUSTAINED HITS 1

R24"

A

BSD6

S3+

AP14

D-3

4

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Atrapos lascutter - low intensitySUSTAINED HITS 1

R36"

A

BS2D6

S3+

AP7

D-1

2

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Graviton singularity cannon - containedBLAST

R24"

A

BSD3

S3+

AP16

D-4

D6+1

VERWUNDET

2+T1-8

3+T9-15

4+T16

5+T17-31

6+T32+

Graviton singularity cannon - singularityBLAST

DEVASTATING WOUNDSHAZARDOUS

R24"

A

BSD3

S3+

AP16

D-4

D6+1

VERWUNDET

2+T1-8

3+T9-15

4+T16

5+T17-31

6+T32+

4ANGRIFF

5NAHKAMPF

Atrapos lascutter - high intensitySUSTAINED HITS 1

RMelee

A6

WS3+

S14

AP-3

D4

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Atrapos lascutter - low intensitySUSTAINED HITS 1

RMelee

A12

WS3+

S7

AP-1

D2

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

VERTEIDIGUNG

Consumed with Hunger (Aura)

While a friendly War Dog model is within 6" of this model, each time that War Dog model makes an attack that targets a Titanic or Towering unit, you can re-roll the Hit roll.

Macro-extinction Protocols

Each time this model makes an attack that targets a Monster or Vehicle unit, add 1 to the Hit roll. If that target is Titanic or Towering, add 1 to the Wound roll as well.

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5++ · 28 LP je Modell

WIRD VERWUNDET MIT

2+S22+

3+S12-21

4+S11

5+S6-10

6+S1-5

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -35++

DS -45++

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...

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...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

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

AUFSTELLUNG

1x Chaos Cerastus Knight Atrapos

Ausrüstung: ➤ Atrapos lascutter - high intensity, ➤ Atrapos lascutter - low intensity, ➤ Graviton singularity cannon - contained, ➤ Graviton singularity cannon - singularity

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