CHAOS CERASTUS KNIGHT LANCER

Deadly Demise D6+2 **Harbingers of Dread**

Super-Heavy Walker

M	T	SV	W	LD	OC	RW
14"	11	3+	28	6+	10	4+

385 PTS

Base 170x109mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Cerastus shock lance — ASSAULT

SUSTAINED HITS 2

R	A	BS	S	AP	D
12"	6	3+	6	0	2

VERWUNDET

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

4 ANGRIFF

—

5 NAHKAMPF

➤ Cerastus shock lance - strike

LANCE

R	A	WS	S	AP	D
Melee	5	2+	20	-3	8

VERWUNDET

2+	3+	4+	5+	6+
T1–10	T11–19	T20	T21–39	T40+

➤ Cerastus shock lance - sweep

R	A	WS	S	AP	D
Melee	10	2+	10	-2	3

VERWUNDET

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

◆ VERTEIDIGUNG

Shock Charge

You can target this model with the Tank Shock Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

∞ IMMER / EINMALIG

Dark Fervour (Aura)

While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the [ASSAULT] ability.

GEGEN DIESE EINHEIT

W11 · RW 3+ · 4++ · 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+	4++	4++	4++

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…

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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

AUFSTELLUNG

1x Chaos Cerastus Knight Lancer

Ausrüstung: Cerastus shock lance, ➤ Cerastus shock lance - strike, ➤ Cerastus shock lance - sweep

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