

CHAOS - CHAOS KNIGHTS

KNIGHT ABOMINANT

Deadly Demise D6

Harbingers of Dread

Super-Heavy Walker

M10"

T11

SV3+

W26

LD6+

OC10

RW5+*

350 PTS

Base 170x109mm Oval Base

1KOMMANDO

Warp Storms (Psychic)
At the end of your Movement phase, roll one D6 for each enemy unit within 9" of one or more models with this ability: on a 3+, that enemy unit suffers D3 mortal wounds.

2BEWEGUNG

3BESCHUSS

Diabolus heavy stubber

RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	3+	5	0	1

VERWUNDET

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

DEVASTATING WOUNDS

IGNORES COVER

R	A	BS	S	AP	D
30"	12	3+	12	0	3

VERWUNDET

2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+
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*Invulnerable Save
This model has a 5+ invulnerable save against ranged attacks.

Vortex Terrors (Psychic)
At the start of your Shooting phase, select one enemy unit within 24" of and visible to this model. That enemy unit must take a Battle-shock test.

4ANGRIFF

5NAHKAMPF

Balemage

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	3+	8	-1	2

VERWUNDET

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

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	9	3+	10	-2	3

VERWUNDET

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

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5+*++ · 26 LP je Modell

WIRD VERWUNDET MIT

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

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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Damaged: 1-9 wounds remaining
While this model has 1-9 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 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...
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...
EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.
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...
RAPID FIRE This ability always takes the form [RAPID FIRE X].
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Knight Abominant
Ausrüstung: Diabolus heavy stubber, Volkite combustor, Balemage, Electroscourge