

CHAOS - CHAOS KNIGHTS

KNIGHT RAMPAGER

Deadly Demise D6

Harbingers of Dread

Super-Heavy Walker

M12"

T11

SV3+

W26

LD6+

OC10

RW5+*

350 PTS

Base 170x109mm Oval Base

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Diabolus heavy stubber

RAPID FIRE 3

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

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.

4ANGRIFF

Bloodlust

Each time this model makes a Charge move, until the end of the turn, its melee weapons have the [Devastating Wounds] ability.

5NAHKAMPF

► Reaper chainsword - strike

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	6	2+	14	-4	6

VERWUNDET

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

► Reaper chainsword - sweep

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	18	2+	9	-3	2

VERWUNDET

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

► Warpstrike claw - strike

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	6	2+	20	-3	8

VERWUNDET

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

► Warpstrike claw - sweep

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	12	2+	10	-2	3

VERWUNDET

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

Frenzied Rampage (Aura)

While a friendly War Dog model is within 9" of this model, each time that War Dog model makes a melee attack, re-roll a Hit roll of 1.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5+*** · 26 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: 1-9 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...

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 Rampager

Ausrüstung:

Diabolus heavy stubber, ► Reaper chainsword - strike, ► Reaper chainsword - sweep, ► Warpstrike claw - strike, ► Warpstrike claw - sweep