CHAOS - CHAOS KNIGHTS

KNIGHT RUINATOR

Deadly Demise D6 | Harbingers of Dread

Super-Heavy Walker

M	T	SV	W	LD	OC	RW
10"	11	3+	26	6+	10	5+*

325 PTS

Base 170x109mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Darkflame lance — IGNORES COVER — TORRENT

R	A	BS	S	AP	D
18"	D6+6	N/A	8	-1	2

VERWUNDET

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

Terrorpulse missiles — BLAST

R	A	BS	S	AP	D
36"	D6+6	3+	8	-2	2

VERWUNDET

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

***Invulnerable Save**

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

4 ANGRIFF

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5 NAHKAMPF

➤ Fellbore - strike — ANTI-MONSTER 2+ — ANTI-VEHICLE 2+

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

VERWUNDET

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

➤ Fellbore - sweep

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

VERWUNDET

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

VERTEIDIGUNG

Close-range Killers (Aura)

While a friendly War Dog model is within 9" of this model, each time that War Dog model makes an attack that targets the closest enemy unit, improve the Armour Penetration characteristic of that attack by 1.

Methodical Destruction

At the start of the first battle round, select one unit from your opponent's army to be this model's victim. Each time this model makes an attack that targets its victim, you can re-roll the Wound roll. Each time this model's victim is destroyed, select one new enemy unit to be this model's victim.

∞ IMMER / EINMALIG

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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…

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…

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.

AUFSTELLUNG

1x Knight Ruinator

Ausrüstung: Darkflame lance, Terrorpulse missiles, ➤ Fellbore - strike, ➤ Fellbore - sweep

KEYWORDS Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Ruinator, Knight Character · **FRAKTION** Chaos Knights