

CHAOS CERASTUS

KNIGHT ATRAPOS

M

12"

T

11

SV

3+

W

28

LD

6+

OC

10

RW

5+

385 PTS

Base 170x109mm Oval Base

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

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

► Atrapos lascutter - high intensity

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	D6	3+	14	-3	4

VERWUNDET

2+ T1-7

3+ T8-13

4+ T14

5+ T15-27

6+ T28+

► Atrapos lascutter - low intensity

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	2D6	3+	7	-1	2

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

► Graviton singularity cannon - contained

BLAST

R	A	BS	S	AP	D
24"	D3	3+	16	-4	D6+1

VERWUNDET

2+ T1-8

3+ T9-15

4+ T16

5+ T17-31

6+ T32+

► Graviton singularity cannon - singularity

BLAST

DEVASTATING WOUNDS

HAZARDOUS

R	A	BS	S	AP	D
24"	D3	3+	16	-4	D6+1

VERWUNDET

2+ T1-8

3+ T9-15

4+ T16

5+ T17-31

6+ T32+

4

ANGRIFF

—

5

NAHKAMPF

► Atrapos lascutter - high intensity

SUSTAINED HITS 1

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

VERWUNDET

2+ T1-7

3+ T8-13

4+ T14

5+ T15-27

6+ T28+

► Atrapos lascutter - low intensity

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	12	3+	7	-1	2

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

6

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.

7

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5++ · 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+	5+	5++	5++

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