

CHAOS - CHAOS KNIGHTS

CHAOS QUESTORIS
KNIGHT STYRIX

Deadly Demise D6

Harbingers of Dread

Super-Heavy Walker

M10"

T11

SV3+

W26

LD6+

OC10

RW5+

365 PTS

Base 170x109mm Oval Base

1COMMANDO

2BEWEGUNG

3BESCHUSS

Graviton crusherANTI-VEHICLE 2+BLAST

R	A	BS	S	AP	D
18"	3	3+	6	-1	2

VERWUNDET

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

Twin rad cleanserANTI-INFANTRY 2+IGNORES COVER

TORRENTTWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

Volkite chierovileDEVASTATING WOUNDS

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

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

Grav-pinned

In your Shooting phase, after this model has shot, if an enemy Infantry unit was hit by one or more of those attacks made with a graviton crusher, until the end of your opponent's next turn, that enemy unit is grav-pinned. While a unit is grav-pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Advance and Charge rolls made for that unit.

4ANGRIFF

5NAHKAMPF

Hekaton siege claw - strike

R	A	WS	S	AP	D
Melee	4	3+	20	-3	8

VERWUNDET

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

Hekaton siege claw - sweep

R	A	WS	S	AP	D
Melee	8	3+	10	-2	3

VERWUNDET

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

Reaper chainsword - strike

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

VERWUNDET

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

Reaper chainsword - sweep

R	A	WS	S	AP	D
Melee	12	3+	9	-3	2

VERWUNDET

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

VERTEIDIGUNG

00IMMER / EINMALIG

Preysight (Aura)

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

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+	5++	5++

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...

ANTI This ability always takes the form [ANTI-X Y+].

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...

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...

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Chaos Questoris Knight Styrix

Ausrüstung: Graviton crusher, Twin rad cleanser, Volkite chierovile, Hekaton siege claw - strike, Hekaton siege claw - sweep, Reaper chainsword - strike, Reaper chainsword - sweep

This model can replace its Reaper chainsword with Hekaton siege claw and twin rad cleanser.