

KNIGHT ABOMINANT

Deadly Demise D6 Harbingers of Dread Super-Heavy Walker

M

10"

T

11

SV

3+

W

26

LD

6+

OC

10

RW

5+*

350 PTS

Base 170x109mm Oval Base

1

KOMMANDO

—

2 BEWEGUNG

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.

3 BESCHUSS

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+

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+

***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.

4 ANGRIFF

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5 NAHKAMPF

Balemace **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+

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+

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, Balemace, Electroscourge