KNIGHT RAMPAGER

Deadly Demise D6 | Harbingers of Dread | Super-Heavy Walker

M	T	SV	W	LD	OC	RW
12"	11	3+	26	6+	10	5+*

350 PTS

Base 170x109mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

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.

4 ANGRIFF

Bloodlust

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

5 NAHKAMPF

➤ 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

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∞ 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…

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

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