

CERASTUS KNIGHT

ATRAPOS

Bondsman Code Chivalric Deadly Demise D6+2 Super-Heavy Walker

M

12"

T

11

SV

3+

W

28

LD

6+

OC

10

RW

5+

420 PTS

Base 170x109mm Oval Base

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

► Atrapos lascutter - high intensity (ranged)

SUSTAINED HITS 1

R

A

BS

S

AP

D

24"

D6

3+

14

-3

4

VERWUNDET

2+

3+

4+

5+

6+

T1-7

T8-13

T14

T15-27

T28+

► Atrapos lascutter - low intensity (ranged)

SUSTAINED HITS 1

R

A

BS

S

AP

D

36"

2D6

3+

7

-1

2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

► Graviton singularity cannon - contained

BLAST

R

A

BS

S

AP

D

24"

D3

3+

16

-4

D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-8

T9-15

T16

T17-31

T32+

► Graviton singularity cannon - singularity

BLAST

DEVASTATING WOUNDS

HAZARDOUS

R

A

BS

S

AP

D

24"

D3

3+

16

-4

D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-8

T9-15

T16

T17-31

T32+

4

ANGRIFF

—

5

NAHKAMPF

► Atrapos lascutter - high intensity (melee)

SUSTAINED HITS 1

R

A

WS

S

AP

D

Melee

6

3+

14

-3

4

VERWUNDET

2+

3+

4+

5+

6+

T1-7

T8-13

T14

T15-27

T28+

► Atrapos lascutter - low intensity (melee)

SUSTAINED HITS 1

R

A

WS

S

AP

D

Melee

12

3+

7

-1

2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

∞

VERTEIDIGUNG

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

Bondsman Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'.
Code Chivalric If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle.
Deadly Demise D6+2 This ability always takes the form Deadly Demise X.
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 Cerastus Knight Atrapos

Ausrüstung: ► Atrapos lascutter - high intensity (ranged), ► Atrapos lascutter - low intensity (ranged), ► Graviton singularity cannon - contained, ► Graviton singularity cannon - singularity, ► Atrapos lascutter - high intensity (melee), ► Atrapos lascutter - low intensity (melee)

KEYWORDS Character, Vehicle, Walker, Titanic, Towing, Imperium, Cerastus, Knight Atrapos · FRAKTION Imperial Knights