KNIGHT RAMPAGER

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

5+*

AUFSTELLUNG

1x Knight Rampager (170x109mm Oval Base)

Equipped with: Diabolus heavy stubber, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Warpstrike claw - strike, ➤ Warpstrike claw - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Reaper chainsword - strike SUSTAINED HITS 1	Melee	6	2+	14	-4	6
➤ Reaper chainsword - sweep SUSTAINED HITS 1	Melee	18	2+	9	-3	2
➤ Warpstrike claw - strike SUSTAINED HITS 1	Melee	6	2+	20	-3	8
➤ Warpstrike claw - sweep SUSTAINED HITS 1	Melee	12	2+	10	-2	3

ABILITIES

RULES - Deadly Demise D6, Harbingers of Dread, Super-Heavy Walker

***Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.

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

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.

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.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Rampager, Knight Character

FACTION: Chaos Knights **350 PTS**

WEAPON RULES

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*