CHAOS ACASTUS KNIGHT PORPHYRION

725 PTS

M	T	SV	W	LD	OC
8"	13	2+	30	6+	10

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Acastus autocannon	48"	2	3+	9	-1	3
Acastus ironstorm missile pod BLAST HEAVY INDIRECT FIRE	48"	D6+6	3+	5	0	1
Helios defence missiles ANTI-FLY 2+ HEAVY	48"	3	3+	10	-2	D6
Lascannon	48"	1	3+	12	-3	D6+1
2x Twin magna lascannon BLAST TWIN-LINKED	72"	D6	3+	18	-4	D6+6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic feet	Melee	6	4+	10	-1	2

AUFSTELLUNG

1x Chaos Acastus Knight Porphyrion (Hull)

Equipped with: Acastus autocannon, Acastus ironstorm missile pod, Helios defence missiles, Lascannon, 2x Twin magna lascannon, Titanic feet

Wargear Options:

- This model can replace its Acastus ironstorm missile pod with Helios defence missiles.
- This model must be equipped with 2 of: Acastus autocannon, Lascannon.

ABILITIES

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

Bastion of Firepower
Each time this model Remains Stationary, until the end of the turn, ranged weapons equipped by this model have the [LETHAL HITS] ability.

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.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

CORE RULES

Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

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 excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).