

CHAOS CERASTUS KNIGHT LANCER

385 PTS

M

14"

T

11

SV

3+

W

28

LD

6+

OC

10

4+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Cerastus shock lance	ASSAULT SUSTAINED HITS 2	12"	6	3+	6	0	2

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
➤ Cerastus shock lance - strike	LANCE	Melee	5	2+	20	-3	8
➤ Cerastus shock lance - sweep		Melee	10	2+	10	-2	3

AUFSTELLUNG

1x Chaos Cerastus Knight Lancer (170x109mm Oval Base)
Equipped with: Cerastus shock lance, ➤ Cerastus shock lance - strike, ➤ Cerastus shock lance - sweep

ABILITIES

- 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.
- Dark Fervour (Aura)**
While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the ASSAULT ability.
- Shock Charge**
You can target this model with the Tank Shock Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

WEAPON RULES

- ASSAULT**
Units containing one or more models with an ASSAULT weapon can shoot using assault shooting (10.05).
- LANCE**
Each time an attack is made with a LANCE weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- 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).



CORE RULES

◆ Deadly Demise D6+2

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).

