

KNIGHT-CENTURA

- Support
- Cleave
- Daughters of the Abyss
- Scouts 7"

M7"

T3

SV3+

W4

LD6+

OC1

RW5+

55 PTS

Base 32mm



1KOMMANDO

Corner the Quarry

When an enemy unit (excluding MONSTERS/ VEHICLES) engaged with this unit makes a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

Creeping Dread (Aura)

In the Battle-shock step of your opponent's Command phase, each enemy unit within 12" of this unit that is a Psyker unit/below starting strength makes a battle-shock roll, with -1 to that battle-shock roll.

2BEWEGUNG

Seeker's Instincts

- This unit has +2" M.

- This unit can re-roll advance rolls and charge rolls.

3BESCHUSS

Master-crafted Flamer

ANTI-PSYKER 4+

ASSAULTBLAST 2TORRENT

R12"

A4

BS-

S4

AP-1

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Master-crafted boltgun

ANTI-PSYKER 4+

ASSAULTRAPID FIRE 1

R24"

A2

BS2+

S5

AP-1

D2

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

4ANGRIFF

5NAHKAMPF

Executioner Greatblade

ANTI-PSYKER 5+

CLEAVE 1DEVASTATING WOUNDS: PSYKER

RMelee

A4

WS2+

S5

AP-2

D2

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Gun Stock

RMelee

A3

WS3+

S3

AP0

D1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W3 · RW 3+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+S6+

3+S4-5

4+S3

5+S2

6+S1

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -35++

DS -45++

REGELN & KEYWORDS KURZ

Cleave This ability always takes the form [CLEAVE X].

Daughters of the Abyss - Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks.

Scouts 7" This ability always takes the form Scouts X".

Support Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

ANTI This ability always takes the form [ANTI-X Y+].

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Knight-Centura

Ausrüstung: Master-crafted Flamer, Master-crafted boltgun, Executioner Greatblade, Gun Stock

▪ This model can replace its Executioner Greatblade with Master-crafted Flamer or Master-crafted boltgun.

Anführer

This model can be attached to the following units:

- Prosecutors

- Vigilators

- Witchseekers