

CHAOS CERASTUS KNIGHT LANCER

M	T	SV	W	LD	OC	
14"	11	3+	28	6+	10	4+

AUFSTELLUNG

1x Chaos Cerastus Knight Lancer

Equipped with: Cerastus shock lance, ➤ Cerastus shock lance - strike, ➤ Cerastus shock lance - sweep

⚔ 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

ABILITIES

RULES - Deadly Demise D6+2, Harbingers of Dread, Super-Heavy Walker

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).