

CHAOS QUESTORIS KNIGHT STYRIX

M	T	SV	W	LD	OC	
10"	11	3+	26	6+	10	5+

AUFSTELLUNG

1x Chaos Questoris Knight Styrix

Equipped with: Graviton crusher, Twin rad cleanser, Volkite chierovile, ► Hekaton siege claw - strike, ► Hekaton siege claw - sweep, ► Reaper chainsword - strike, ► Reaper chainsword - sweep

Wargear Options:

- This model can replace its Reaper chainsword with Hekaton siege claw and twin rad cleanser.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Graviton crusher ANTI-VEHICLE 2+, BLAST	18"	3	3+	6	-1	2
Twin rad cleanser ANTI-INFANTRY 2+, IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6	N/A	2	0	1
Volkite chierovile DEVASTATING WOUNDS	30"	12	3+	12	0	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Hekaton siege claw - strike	Melee	4	3+	20	-3	8
► Hekaton siege claw - sweep	Melee	8	3+	10	-2	3

ABILITIES

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

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.

Grav-pinned

In your Shooting phase, after this model has shot, if an enemy Infantry unit was hit by one or more of those attacks made with a graviton crusher, until the end of your opponent's next turn, that enemy unit is grav-pinned. While a unit is grav-pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Advance and Charge rolls made for that unit.



➤ Reaper chainsword - strike	Melee	4	3+	14	-4	6
➤ Reaper chainsword - sweep	Melee	12	3+	9	-3	2

Preysight (Aura)

While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the **[IGNORES COVER]** ability.



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).



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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

