

CERASTUS KNIGHT CASTIGATOR

- Bondsman
- Code Chivalric
- Deadly Demise D6+2
- Super-Heavy Walker

M12"

T11

SV3+

W28

LD6+

OC10

RW5+*

380 PTS

Base 170x109mm Oval
Base

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Castigator bolt cannon **TWIN-LINKED**

R	A	BS	S	AP	D
36"	18	3+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Invulnerable Save (5+*)

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

Storm of Bolts

In your Shooting phase, after this model has shot, select one unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

4ANGRIFF

5NAHKAMPF

► Tempest warblade - strike

R	A	WS	S	AP	D
Melee	4	3+	14	-4	6

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

► Tempest warblade - sweep

R	A	WS	S	AP	D
Melee	12	3+	9	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

VERTEIDIGUNG

IMMER / EINMALIG

Castigator's Duty (Bondsman)

While a model is affected by this ability, its ranged weapons have the **[SUSTAINED HITS 1]** ability and the Armour Penetration characteristic of its ranged weapons is improved by 1.

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5+*+ · 28 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12-21	S11	S6-10	S1-5

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

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.

REGELN & KEYWORDS KURZ

Bondsman Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'.

Code Chivalric If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle.

Deadly Demise D6+2 This ability always takes the form Deadly Demise X.

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 exclud...

[SUSTAINED HITS] This ability always takes the form **[SUSTAINED HITS X]**.

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

AUFSTELLUNG

1x Cerastus Knight Castigator

Ausrüstung: Castigator bolt cannon, ► Tempest warblade - strike, ► Tempest warblade - sweep