

KNIGHT CASTELLAN

Code Chivalric Deadly Demise D6+2 Super-Heavy Walker

M

8"

T

12

SV

3+

W

28

LD

6+

OC

10

RW

5+*

425 PTS

Base 170x109mm Oval Base

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Shieldbreaker missile launcher

ANTI-TITANIC 4+ DEVASTATING WOUNDS

R	A	BS	S	AP	D
72"	1	3+	12	-6	D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Twin meltagun

MELTA 2 TWIN-LINKED

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Twin siegebreaker cannon

TWIN-LINKED BLAST

R	A	BS	S	AP	D
36"	D6	3+	6	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Volcano lance

BLAST

R	A	BS	S	AP	D
72"	D3	3+	18	-5	D6+8

VERWUNDET

2+

3+

4+

5+

6+

T1-9

T10-17

T18

T19-35

T36+

Plasma decimator - standard

BLAST

R	A	BS	S	AP	D
48"	D6+3	3+	8	-3	2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Plasma decimator - supercharge

BLAST HAZARDOUS

R	A	BS	S	AP	D
48"	D6+3	3+	9	-4	3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Invulnerable Save (5+*)

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

Ion Aegis (Aura)

While a friendly Armiger model is within 6" of this model, each time a ranged attack targets that model, it has the Benefit of Cover against that attack.

Titant Hunter

Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, you can re-roll the Damage roll.

4

ANGRIFF

—

5

NAHKAMPF

Titantic feet

R	A	WS	S	AP	D
Melee	4	4+	8	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W12 · RW 3+ · 5+*** · 28 LP je Modell

WIRD VERWUNDET MIT

2+ S24+	3+ S13-23	4+ S12	5+ S7-11	6+ S1-6
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 —

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

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...

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

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...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

MELTA This ability always takes the form [MELTA X].

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

AUFSTELLUNG

1x Knight Castellan

Ausrüstung: Shieldbreaker missile launcher, Twin meltagun, Twin siegebreaker cannon, Volcano lance, ► Plasma decimator - standard, ► Plasma decimator - supercharge, Titantic feet

KEYWORDS Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Castellan, Dominus · FRAKTION Imperial Knights