

ACASTUS KNIGHT PORPHYRION

M	T	SV	W	LD	OC	
8"	13	2+	30	6+	10	5+*

AUFSTELLUNG

1x Acastus Knight Porphyrior (Hull)

Equipped with: 2x Acastus autocannon, Acastus autocannon, Acastus ironstorm missile pod, Helios defence missiles, Lascannon, 2x Lascannon, 2x Twin magna lascannon, Titanic feet

Wargear Options:

- This model can replace its 2 Acastus autocannons with 1 Acastus autocannon and 1 lascannon or 2 Lascannons.
- This model can replace its Acastus ironstorm missile pod with Helios defence missiles.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Acastus autocannon	48"	2	3+	9	-1	3
Acastus autocannon	48"	2	3+	9	-1	3
Acastus ironstorm missile pod BLAST, HEAVY, INDIRECT FIRE	48"	D6+6	3+	5	0	1
Helios defence missiles ANTI-FLY 2+, HEAVY	48"	3	3+	10	-2	D6
Lascannon	48"	1	3+	12	-3	D6+1
2x Lascannon	48"	1	3+	12	-3	D6+1
2x Twin magna lascannon BLAST, TWIN-LINKED	72"	D6	3+	18	-4	D6+6

ABILITIES

RULES - Code Chivalric, Deadly Demise 2D6, Super-Heavy Walker

Bastion of Firepower

Each time this model Remains Stationary, until the end of the turn, ranged weapons equipped by this model have the [LETHAL HITS] ability.

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.

Invulnerable Save (5+*)

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



✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic feet	Melee	6	4+	10	-1	2

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).

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.



Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].