CERASTUS KNIGHT CASTIGATOR

M	T	SV	W	LD	OC	
12"	11	3+	28	6+	10	5+*

AUFSTELLUNG

1x Cerastus Knight Castigator (170x109mm Oval Base)

Equipped with: Castigator bolt cannon, ➤ Tempest warblade - strike, ➤ Tempest warblade - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castigator bolt cannon TWIN-LINKED	36"	18	3+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Tempest warblade - strike	Melee	4	3+	14	-4	6
➤ Tempest warblade - sweep	Melee	12	3+	9	-3	2

ABILITIES

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

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.

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.

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.

WEAPON RULES

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).*

Twin-linked

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