

KNIGHT CASTELLAN

M	T	SV	W	LD	OC	
8"	12	3+	28	6+	10	5+*

AUFSTELLUNG

1x Knight Castellan (170x109mm Oval Base)

Equipped with: Shieldbreaker missile launcher, Twin meltagun, Twin siegebreaker cannon, Volcano lance, ► Plasma decimator - standard, ► Plasma decimator - supercharge, Titanic feet

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shieldbreaker missile launcher ANTI-TITANIC 4+, DEVASTATING WOUNDS	72"	1	3+	12	-6	D6+1
Twin meltagun MELTA 2, TWIN-LINKED	12"	1	3+	9	-4	D6
Twin siegebreaker cannon BLAST, TWIN-LINKED	36"	D6	3+	6	0	1
Volcano lance BLAST	72"	D3	3+	18	-5	D6+8
► Plasma decimator - standard BLAST	48"	D6+3	3+	8	-3	2
► Plasma decimator - supercharge BLAST, HAZARDOUS	48"	D6+3	3+	9	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

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

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.

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.

Titan 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.



Titanic feet	Melee	4	4+	8	-1	2
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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.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



Twin-linked

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

