

KASTELAN ROBOTS

150–300 PTS



KASTELAN ROBOT

M	T	SV	W	LD	OC	
6"	9	2+	7	7+	2	5+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Heavy phosphor blaster	IGNORES COVER	36"	3	4+	6	-1	2
Incendine combustor	IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Kastelan phosphor blaster	IGNORES COVER	24"	3	4+	6	-1	1
Twin Kastelan phosphor blaster	IGNORES COVER TWIN-LINKED	24"	3	4+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	6	0	1
Kastelan fist	Melee	4	4+	12	-2	3
Twin Kastelan fist	Melee	4	4+	12	-2	3

AUFSTELLUNG

- 2-4x Kastelan Robot - Equipped with: Close combat weapon, Twin Kastelan phosphor blaster, Twin Kastelan fist, Kastelan fist, Kastelan phosphor blaster, Incendine combustor, Heavy phosphor blaster (60mm)
- Wargear Options:**
- This model can replace its Twin Kastelan fist with Twin Kastelan phosphor blaster and CCW or Kastelan phosphor blaster & Kastelan fist.
 - This model can replace its Incendine combustor with Heavy phosphor blaster.

ABILITIES

- Repulsor Grid**
When an enemy unit targets this unit with ranged attacks, until that enemy unit has shot, when this unit makes a save roll:
- On an unmodified 6, that enemy unit suffers 1 mortal wound after that enemy unit has shot.
- Robotic Bodyguard**
While a Cybernetica Datasmith model is leading this unit, that model has the Feel No Pain 4+ ability.

WEAPON RULES

IGNORES COVER

Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT

Each time an attack is made with a **TORRENT** weapon, that attack automatically hits the target.

TWIN-LINKED

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

CORE RULES

◇ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◇ Doctrina Imperatives

At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the **[HEAVY]** ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the **[ASSAULT]** ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

