# CASTIGATOR

| M | T | SV | W | LD | OC | |
|---|---|---|---|---|---|---|
| 10" | 10 | 3+ | 11 | 7+ | 3 | 6+ |

**AUFSTELLUNG**

1x Castigator (Hull)

**Equipped with:** Castigator autocannons, Castigator battle cannon, 3x Heavy bolter, Hunter-killer missile, Storm bolter, Armoured tracks

**Wargear Options:**

- This model can replace its Castigator autocannons with Castigator battle cannon.
- This model can be equipped with 1x Storm bolter.

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Castigator autocannons<br>TWIN-LINKED, RAPID FIRE 4 | 48" | 4 | 3+ | 9 | -1 | 3 |
| Castigator battle cannon<br>BLAST, IGNORES COVER | 48" | D6+3 | 3+ | 10 | -1 | 3 |
| 3x Heavy bolter<br>SUSTAINED HITS 1 | 36" | 3 | 3+ | 5 | -1 | 2 |
| Hunter-killer missile<br>ONE SHOT | 48" | 1 | 2+ | 14 | -3 | D6 |
| Storm bolter<br>RAPID FIRE 2 | 24" | 2 | 3+ | 4 | 0 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|

## ABILITIES

**RULES** - Acts of Faith, Deadly Demise D3

**Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**Rites of Castigation**
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly Adepta Sororitas unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

KEYWORDS: Vehicle, Smoke, Imperium, Castigator, Frame

**FACTION: Adepta Sororitas** **165 PTS**

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|---|---|---|---|---|---|---|
| Armoured tracks | Melee | 3 | 4+ | 6 | 0 | 1 |

## WEAPON RULES

### 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).*

### 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).

### One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

### Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

### 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.