

KNIGHT-CENTURA

M	T	SV	W	LD	OC	
7"	3	3+	4	6+	1	

AUFSTELLUNG

1x Knight-Centura (32mm)

Equipped with: Master-crafted Flamer, Master-crafted boltgun, Executioner Greatblade, Gun Stock

Wargear Options:

- This model can replace its Executioner Greatblade with Master-crafted Flamer or Master-crafted boltgun.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Flamer ANTI-PSYKER 4+, ASSAULT, BLAST 2, TORRENT	12"	4	-	4	-1	1
Master-crafted boltgun ANTI-PSYKER 4+, ASSAULT, RAPID FIRE 1	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner Greatblade ANTI-PSYKER 5+, CLEAVE 1, DEVASTATING WOUNDS: PSYKER	Melee	4	2+	5	-2	2
Gun Stock	Melee	3	3+	3	0	1

ABILITIES

CORE - Support

RULES - Cleave, Daughters of the Abyss, Scouts 7", Support

Corner the Quarry

When an enemy unit (excluding MONSTERS/VEHICLES) engaged with this unit makes a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

Creeping Dread (Aura)

In the Battle-shock step of your opponent's Command phase, each enemy unit within 12" of this unit that is a Psyker unit/ below starting strength makes a battle-shock roll, with -1 to that battle-shock roll.

Seeker's Instincts

- This unit has +2" M.
- This unit can re-roll advance rolls and charge rolls.



Leader

This model can be attached to the following units:

- Prosecutors
- Vigilators
- Witchseekers



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+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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.

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).

