

CASTELLAN

Support Combat Doctrines

M

6"

T

5

SV

3+

W

4

LD

6+

OC

1

75 PTS
Base 40mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Heavy Bolt Pistol

PISTOL

R	A	BS	S	AP	D
18"	1	2+	4	-1	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

► Combi-weapon - Damnnatus

MELTA 2

R	A	BS	S	AP	D
12"	1	2+	9	-3	D3+2

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

► Combi-weapon - Infernus

BLAST 1 TORRENT

R	A	BS	S	AP	D
12"	3	-	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

► Combi-weapon - Purgatus

R	A	BS	S	AP	D
24"	2	2+	7	-2	2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

4

ANGRIFF

—

5

NAHKAMPF

Astartes Chainsword

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	7	2+	4	-1	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Master-crafted Power Weapon

LETHAL HITS

R	A	WS	S	AP	D
Melee	6	2+	6	-2	2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Vehement Aggression

In the Fight phase, when this unit is selected to fight, you can use this ability. If you do, make a leadership roll for this unit:

- This unit's melee attacks can re-roll hit rolls of 1.
- Or: If that roll succeeds:
This unit's melee attacks:
- Can re-roll hit rolls of 1.
- Can re-roll wound rolls of 1.

VERTEIDIGUNG

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∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 LP je Modell
WIRD VERWUNDET MIT

<div>2+</div> <div>S10+</div>	<div>3+</div> <div>S6-9</div>	<div>4+</div> <div>S5</div>	<div>5+</div> <div>S3-4</div>	<div>6+</div> <div>S1-2</div>
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Support Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that can lead.

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 (round...

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

MELTA This ability always takes the form [MELTA X].

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Castellán

Ausrüstung: Heavy Bolt Pistol, ► Combi-weapon - Damnnatus, ► Combi-weapon - Infernus, ► Combi-weapon - Purgatus, Astartes Chainsword, Master-crafted Power Weapon

- This model can be equipped with 1x Warlord.
- This model can replace its Master-crafted Power Weapon with Astartes chainsword.
- This model can replace its Combi-weapon with Heavy Bolt Pistol.

Anführer

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHERN SQUAD