



CASTELLAN

75 PTS

M	T	SV	W	LD	OC
6"	5	3+	4	6+	1

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-1	1
► Combi-weapon - Damnatu MELTA 2	12"	1	2+	9	-3	D3+2
► Combi-weapon - Infernu BLAST 1, TORRENT	12"	3	-	4	0	1
► Combi-weapon - Purgatu	24"	2	2+	7	-2	2

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	1
Master-crafted Power Weapon LETHAL HITS	Melee	6	2+	6	-2	2

ABILITIES

CORE - Support

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.

Leader

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

KEYWORDS: Character, Infantry, Imperium, Tacticus, Lieutenant, Castellán, Support, Explosives

FACTION: Adeptus Astartes, Black Templars

AUFSTELLUNG

1x Castellan (40mm)

Equipped with: Heavy Bolt Pistol, ► Combi-weapon - Damnatius, ► Combi-weapon - Infernus, ► Combi-weapon - Purgatus, Astartes Chainsword, Master-crafted Power Weapon

Wargear Options:

- 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.

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).*

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

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.*

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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).*

Torrent

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

RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule makes a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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 unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.