

CASTELLAN

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

AUFSTELLUNG

1x Castellan (40mm)

Equipped with: Heavy Bolt Pistol, ► Combi-weapon - Damnatus, ► 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.

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

CORE - Support

RULES - Combat Doctrines, 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.



Astartes Chainsword	Melee	7	2+	4	-1	1
SUSTAINED HITS 1						
Master-crafted Power Weapon	Melee	6	2+	6	-2	2
LETHAL HITS						

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 BRETHREN
SQUAD



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.

