

CHAOS CERASTUS KNIGHT CASTIGATOR -
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370 PTS

M	T	Sv	W	LD	OC
12"	11	3+	28	6+	10

INVULNERABLE
SAVE



AUFSTELLUNG

1x Chaos Cerastus Knight Castigator
Equipped with: Castigator bolt cannon, ▶ Tempest warblade - strike, ▶ Tempest warblade - sweep

KEYWORDS: Vehicle, Walker, Character, Titanic, Towering, Chaos, Cerastus, Knight Castigator, Knight Character
FACTION KEYWORDS: Chaos Knights

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castigator bolt cannon TWIN-LINKED	36"	18	3+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
▶ Tempest warblade - strike	Melee	4	3+	14	-4	6
▶ Tempest warblade - sweep	Melee	12	3+	9	-3	2

ABILITIES

***Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.

Damaged: 1-10 wounds remaining
While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Offerings for the Dark Gods (Aura)
While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the [SUSTAINED HITS 1] ability.

Storm of Bolts
In your Shooting phase, after this model has shot, select one unit (excluding Monsters and Vehicles) hit by one or more of those attacks. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

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Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).