

CERASTUS KNIGHT ATRAPOS - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

405 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Cerastus Knight Atrapos

Equipped with: ➤ Atrapos lascutter - high intensity (ranged), ➤ Atrapos lascutter - low intensity (ranged), ➤ Graviton singularity cannon - contained, ➤ Graviton singularity cannon - singularity, ➤ Atrapos lascutter - high intensity (melee), ➤ Atrapos lascutter - low intensity (melee)

KEYWORDS: Character, Vehicle, Walker, Titanic, Towering, Imperium, Cerastus, Knight Atrapos

FACTION KEYWORDS: Imperial Knights

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Atrapos lascutter - high intensity (ranged) SUSTAINED HITS 1	24"	D6	3+	14	-3	4
➤ Atrapos lascutter - low intensity (ranged) SUSTAINED HITS 1	36"	2D6	3+	7	-1	2
➤ Graviton singularity cannon - contained BLAST	24"	D3	3+	16	-4	D6+1
➤ Graviton singularity cannon - singularity BLAST, DEVASTATING WOUNDS, HAZARDOUS	24"	D3	3+	16	-4	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Atrapos lascutter - high intensity (melee) SUSTAINED HITS 1	Melee	6	3+	14	-3	4
➤ Atrapos lascutter - low intensity (melee) SUSTAINED HITS 1	Melee	12	3+	7	-1	2

ABILITIES

Atrapos' Duty (Bondsman)

While a model is affected by this ability, each time that model makes an attack that targets a TITANIC or TOWERING model, you can re-roll the Hit roll and you can re-roll the Wound roll.

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.

Macro-extinction Protocols

Each time this model makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Hit roll. If that target is TITANIC or TOWERING, add 1 to the Wound roll as well.

WEAPON ABILITIES

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.

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Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **HAZARDOUS** weapons you selected in the Select Weapons step.

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).*

FACTION RULES

Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

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).