

CHAOS CERASTUS KNIGHT CASTIGATOR

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

AUFSTELLUNG

1x Chaos Cerastus Knight Castigator

Equipped with: Castigator bolt cannon, ► Tempest warblade - strike, ► Tempest warblade - sweep

⦿ 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

RULES - Deadly Demise D6+2, Harbingers of Dread, Super-Heavy Walker

*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 RULES

Twin-linked

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

