

CASTELLAN CROWE

M	T	SV	W	LD	OC	
6"	4	2+	5	6+	1	

AUFSTELLUNG

1x Castellan Crowe

Equipped with: Purifying Flame, Storm bolter, Black Blade of Antwyr

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Purifying Flame ANTI-INFANTRY 2+, IGNORES COVER, PSYCHIC	18"	3	2+	4	-2	1
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Black Blade of Antwyr DEVASTATING WOUNDS, PRECISION	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Deep Strike, Gate of Infinity, Leader

Champion of the Order of Purifiers (Psychic)

While this model is leading a unit, add 1 to the Attacks characteristic of Purifying Flame weapons equipped by that unit.

Foesight (Psychic)

Each time this model makes an attack that targets a Character unit, you can re-roll the Hit roll.

Leader

This model can be attached to the following unit:

- Purifier Squad



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).



Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

