

CERASTUS KNIGHT ACHERON

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

AUFSTELLUNG

1x Cerastus Knight Acheron

Equipped with: Acheron flame cannon, Twin heavy bolter,
➤ Reaper chainfist - strike, ➤ Reaper chainfist - sweep

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Acheron flame cannon TORRENT, IGNORES COVER	18"	2D6	N/A	8	-1	2
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Reaper chainfist - strike	Melee	4	3+	14	-4	6
➤ Reaper chainfist - sweep	Melee	12	3+	9	-3	2

ABILITIES

RULES - Bondsman, Deadly Demise D6+2, Super-Heavy Walker

Acheron's Duty (Bondsman)

While a model is affected by this ability, at the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test, subtracting 1 from the result when they do.

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.

Invulnerable Save (5+*)

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

Searing Flames

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with an Acheron flame cannon. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.



WEAPON RULES

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).

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.

Twin-linked

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

