

CERASTUS KNIGHT ATRAPOS

M	T	SV	W	LD	OC	
12"	11	3+	28	6+	10	5+

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)

⚡ 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

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

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 RULES

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.*



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).

