

KNIGHT-CENTURA

55 PTS



M6"

T3

SV3+

W4

LD6+

OC1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted boltgun RAPID FIRE 1	24"	1	2+	4	0	2
Witchseeker flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	2+	3	0	1
Close combat weapon	Melee	3	2+	3	0	1
Executioner Greatblade ANTI-PSYKER 5+	Melee	3	2+	5	-2	2

DEVASTATING WOUNDS

AUFSTELLUNG

1x Knight-Centura

Equipped with: Master-crafted boltgun, Witchseeker flamer, Close combat weapon, Executioner Greatblade

Wargear Options:

- This model can replace its Executioner Greatblade with Witchseeker Flamer and CCW or Master-crafted boltgun and CCW.

ABILITIES

CORE - Leader

Ceaseless Vigilance

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is nulled:
- While a unit is nulled, that unit has +3" detection range.

Corner the Quarry

Each time an enemy unit (excluding MONSTERS and VEHICLES) that is within Engagement Range of this model's unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

Daughter of the Abyss

This model has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

Seeker's Instincts

While this model is leading a unit, add 2" to the Move characteristic of models in that unit and add 2 to Advance and Charge rolls made for that unit.

Leader

This model can be attached to the following units:
- Prosecutors
- Vigilators
- Witchseekers



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).

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

