

ACASTUS KNIGHT ASTERIUS

540 POINTS

Of the gigantic Acastus pattern Knights, some of the largest such war machines still in existence, the Asterius is among the most rare. Like its more common cousin, the Porphyron, it boasts an armoured hide near impervious to weapons fire, striding across the battlefield like an angry giant beset by insects, and also wields a pair of twin ancient conversion beam cannon. These weapons are irreplaceable relics of a lost technology, each capable of sundering the walls of mighty fortresses and laying low powerful foes in a single blast.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Acastus Knight Asterius	4	5	10	14	13	12	3	3	8

Unit Composition

- 1 Acastus Knight Asterius

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Two twin-linked conversion beam cannon
- One Karacnos mortar battery
- Two volkite culverin
- Ion shield

Special Rules

- Household Rank (Questoris only)
- Blessed Autosimulacra (Mechanicum Taghmata only)
- (Super-heavy walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash, Strikedown

Options

- The Acastus Knight Asterius may be upgraded with:
 - Occular augmetics +10 points

The Acastus Knight Asterius may be taken as a Lords of War choice in a Mechanicum Taghmata or Knights Questoris Crusade army. It may be taken in other armies as an Engine of Destruction and is considered to be included in the Panoply of War list (see page 130-131 of the Horus Heresy: Age of Darkness rulebook). If selected as an Engine of Destruction, this model does not gain the Household Rank or the Blessed Autosimulacra special rules.

Household Rank (Questoris only)

When used as part of the Questoris Knight Crusade army list, the Acastus Knight Asterius is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army special rules. This may not be chosen for those of the rank of Scion Aspirant or Scion Uhlan.

Blessed Autosimulacra (Mechanicum Taghmata only)

When used as part of a Mechanicum Taghmata army list, the Acastus Knight Asterius has the Blessed Autosimulacra special rule. If it has suffered Hull point damage at the end of the controlling player's turn, roll a D6. On a 6, one lost Hull point is restored.

Ion Shield

When the Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Knight's controlling player must declare which facing each Knight's ion shield is covering. The choices are front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Its ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Occular Augmetics

The Knight has the Night Vision special rule, and may re-roll results of a 1 on the Vehicle Damage table and Destroyer Weapon Attack table which are inflicted by their shooting attacks at a range of 12" or less.

Acastus Knight Asterius Weapons

Conversion Beam Cannon

Among the largest known surviving examples of the rare and delicate conversion beam technology, conversion beam cannon are rightly feared as siege weapons and fortress breakers. These gigantic weapons, when tied to the complex systems concealed within the Acastus Knight Asterius' carapace, are focussed on a target point while the beams are calibrated and aligned, causing a sub-atomic implosion that literally tears all matter in the target zone apart.

Weapon	Range	Str	AP	Type
Conversion beam cannon	Up to 18"	10	3	Ordnance 1, Blast (3")
	18"-42"	10	2	Ordnance 1, Large Blast (5"), Wrecker
	42"-72"	10	1	Ordnance 1, Massive Blast (7"), Wrecker, Sunder

Karacnos Mortar Battery

The Acastus Knight Asterius carries a full battery of hideously effective chem-fire incendiaries; each bomb laced with a deadly cocktail of alchemical poison that burns flesh and ceramite with equal abandon. Such weapons are rightly feared by allies and enemies alike, for they do not simply kill, they taint the very ground for which the armies fight.

Weapon	Range	Str	AP	Type
Karacnos mortar battery	60"	5	4	Heavy 3, Barrage, Blast (3"), Fleshbane, Rad-phage, Ignores Cover, Pinning