

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Cerastus Knight-Atrapos	4	4	10	13	12	12	4	4	7

### Unit Composition

- 1 Cerastus Knight-Atrapos

### Unit Type

- Vehicle (Super-heavy Walker)

### Wargear

- One graviton singularity cannon
- One Atrapos lascutter
- Ionic flare shield
- Blessed Autosimulacra

### Special Rules

- Flank Speed
- Household Rank (when included in a Questoris Knight Crusade army only)
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown
- Catastrophic Destruction
- Macro-extinction Targeting Protocols

The Mechanicum Knight-Atrapos may be used either as part of a Mechanicum Taghmata army as a Lords of War choice as normal, or as part of a Questoris Knight Crusade army as a 0-1 choice per 2,000 points in the army.

### Using the Cerastus Knight-Atrapos in your army in games of Warhammer 40,000

**Codex: Imperial Knights:** A Cerastus Knight-Atrapos may be chosen as part of a Codex: Imperial Knights army as you would other types of Knight. However, owing to their rarity in the 41<sup>st</sup> Millennium, you may not have more Cerastus Knight-Atrapos in your army than you have Knights of other kinds.

### Other Armies of the Imperium

**Factions:** A Cerastus Knight-Atrapos may be taken as a Lords of War choice for any faction that is a part of the Armies of the Imperium (see the *Warhammer 40,000* rulebook).

### Options

- The Cerastus Knight-Atrapos may be upgraded with:  
- Occular augmetics.....+10 points

### Flank Speed

If the Cerastus Knight-Atrapos opts to make a Run move rather than firing a weapon in the Shooting phase, it may move 3D6".

### Ionic Flare Shield

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

The Knight has a 4+ invulnerable save against all hits and the strength of any Shooting attack against it is reduced by -1, the effect increasing to -2 if the weapon has the Blast or Template special rules (note however that this strength reduction has no effect on Destroyer or Haywire attacks). Ionic flare 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.

### Macro-extinction Targeting Protocols

When making shooting attacks against targets of the Super-heavy or Gargantuan Creature type, the Cerastus Knight-Atrapos counts its weapons as Twin-linked.

### Catastrophic Destruction

When destroyed, the Cerastus Knight-Atrapos adds +2 to the result rolled on the Catastrophic Damage table.

### Cerastus Knight-Atrapos Weapons

Weapon	Range	Str	AP	Type
Atrapos lascutter (beam)	8"	D	2	Heavy 1
(close combat)	-	D	1	Melee, Wrecker
Graviton singularity cannon	36"	8	2	Heavy 1, Large Blast (5"), Armourbane, Concussive, Collapsing Singularity

**Wrecker:** Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

**Collapsing Singularity:** Before firing the weapon, roll a D6. On a result of a 1, the firing Knight-Atrapos suffers a single Hull Point of damage with no saves of any kind before the attack is carried out. On a result of a 6, the attack is carried out with the Vortex special rule.