

Cerastus Knight-Castigator 380 points

Ancient war machines, Castigator Knights are variations on the Cerastus frame designed foremost to carry out flanking attacks and respond rapidly to enemy manoeuvres in those distant ages in which hundreds of Knights and their retainers clashed in savage battle. The few that have survived to the present day are priceless heirlooms of their Households.

The Castigator's custom-pattern, powerful rapid-firing bolt cannon are particularly suited to sweeping aside enemy infantry forces and devastating light war machines. The Castigator's feared tempest sword however, is perhaps its deadliest weapon; a complex relic fitted with strange and lethal energy generation systems now little understood in the 41st Millennium even by the Sacristans that tend them. It is capable of rendering vast swathes of foes to burning ash, or indeed, of carving a fellow Knight to molten ruin.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Cerastus Knight-Castigator	4	4	10	13	12	12	4	4	6



Unit Composition

- 1 Cerastus Knight-Castigator

Options

- None



Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- One twin-linked Castigator pattern bolt cannon
- Tempest warblade
- Ion shield

Special Rules

- Flank Speed
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

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

Codex: Imperial Knights: Cerastus Knight-Castigators 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 41st Millennium, you may not have more Cerastus Knight-Castigators in your army than you have Knights of other kinds.

Other Armies of the Imperium Factions: A Cerastus Knight-Castigator 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).

Flank Speed

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

Ion Shield

When a 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. 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.

Cerastus Knight-Castigator Weapons

Weapon	Range	Str	AP	Type
Castigator bolt cannon	36"	7	3	Heavy 8
Tempest warblade	-	10	2	Melee, Deflagrate, Tempest Attack, Sunder

Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

Tempest Attack: Rather than attacking normally, the Knight may make a special attack at Initiative Step 2. This automatically inflicts a single hit against each model in base contact with it using the weapon's listed profile.

Sunder: Attacks with this special rule may re-roll failed Armour Penetration rolls.