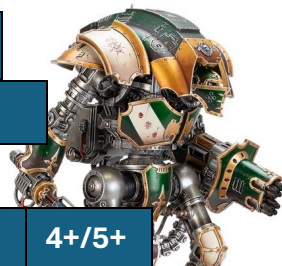


Knight Castigator	[380Pts]
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Special Rules	Flank Speed, Ion Shield
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Move	WS	BS	S	Front	Side	Rear	I	A	HP	
14"	4	(4) 3+	9	13	12	12	4	4	7	Invuln 4+/5+



Weapon	Range	Strength	AP	Type
Twin-Linked Castigator Bolt Cannon	36"	6	4	Heavy 18, Pinning, Shell Shock (1), Twin Linked
Tempest Warblade	-	10	2	Melee, Deflagrate, Tempest

Rules	Description
Ion Shield	A model with an ion shield gains a 4+ Invulnerable Save against Shooting Attacks. A model with an ion shield gains a 4+ Invulnerable Save against Shooting Attacks
Pinning	If a non-Vehicle unit suffers one of more unsaved Wounds from a weapon with the Pinning special rule it must take a leadership test once the firing unit has finished its Shooting Attacks for that Phase. This is called a Pinning Test. If the unit fails the Test, it is Pinned. A unit that is Pinned cannot Move, Run or Charge and can only fire Snap Shots during its shooting phase and cannot make Reactions in any phase. At the end of the following turn the unit returns to normal
Shell Shock (1)	Pinning Tests taken due to an attack of weapon with this special rule are made with a penalty to the leadership characteristic equal to the value of X
Twin-Linked	Re-Roll All Failed to hit Rolls
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
Tempest	Instead of making a Melee Attack, a model with a weapon with this special rule may make a special attack at Initiative step 2. This automatically inflicts a single Hit against each model (friendly or enemy) in contact with the attacking model's base, using the profile of the weapon with this special rule.

Knight Castigator		[380Pts]
Rules	Description	
Flank Speed	A model with this special rule may increase its Movement Distance by 4" in any Movement phase, but if it does so it may not make any Shooting Attacks in the subsequent Shooting phase. Note this model may still Charge in the Assault phase. In addition, when declaring a Charge after making a Shooting Attack, a model with this special rule may Charge a unit that it did not target in that turn's Shooting phase, provided that the target of the Charge meets all other criteria of a valid Charge target.	