


Castellax Battle-Automata Maniple							[95Pts]		
Special Rules		Hammer of Wrath (1)							
Move	WS	BS	S	T	W	I	A	LD	SV
7"	3	(4) 3+	7	6	4	3	2	7	3+
Weapon		Range		Strength		AP		Type	
Flamer		Template		4		5		Assault (1)	
Darkfire Cannon		36"		7		2		Heavy (2), Blind, Lance, Gets Hot	
Mauler Bolt Cannon		24"		6		4		Heavy 4, Pinning	
Power Blade Array		-		User		4		Melee, Breaching (5+)	
Shock Charger		-		User		3		Melee	
Rules		Description							
Hammer of Wrath		If a model with this special rule ends its Charge Move in base or hull contact with an enemy model, it makes a number of additional attacks equal to the value in brackets listed as part of this special rule. These attacks hit automatically and are resolved at the models unmodified Strength with AP-.							
Heavy		If this unit moves the shots are resolved at BS 1 (6+)							
Blind		Any unit hit by one or more models or weapons with this special rule must take an Initiative test at the end of the current Phase. If the Test is passed, there is no further effect. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill 1 and Ballistic Skill 1 until the end of their next turn.							
Lance		Weapons with the Lance special rule count Vehicle Armour Values that are higher than 12 as 12.							
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							





Castellax Battle-Automata Maniple		[95Pts]
Rules	Description	
Breaching (5+)	For every To Wound roll higher than or equal to X make these wounds AP2. This rule has no effect on units that do not have a toughness value.	