

Cerastus Knight-Acheron..... 415 points

Acheron pattern Knights are deadly variations on the Cerastus, configured as rapid moving strike units who rose to prominence during the legendary battles of the Great Crusade, but whose most terrible renown was to be found on the battlefields of the Horus Heresy. Rare, even in those ancient times for the singular difficulties of their construction, the Cerastus Knight-Acherons were amongst the most dreaded of their age.

The Acherons' machine spirits were regarded as particularly lusty for wanton destruction and only the strongest scion-minds could master them via the Throne Mechanicum, especially during the tumult of open battle. Of particular savagery was the paired armament carried by the Acheron; a powerful incendiary flame cannon whose sophistication allowed it a projection all but equal to a Titan class weapon, combined with a deadly reaper chainfist designed to tear apart heavy armour and rip great chunks of wreckage from any war machine whose innards it breached.

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

Unit Composition

- 1 Cerastus Knight-Acheron

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Acheron pattern flame cannon
- Reaper chainfist with an inbuilt twin-linked heavy bolter
- Ion shield

Special Rules

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

Options

- None



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

Codex: Imperial Knights: Cerastus Knight-Acherons 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-Acherons in your army than you have Knights of other kinds.

Other Armies of the Imperium Factions: A Cerastus Knight-Acheron 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-Acheron 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-Acheron Weapons

Weapon	Range	Str	AP	Type
Acheron pattern flame cannon	Hellstorm	7	3	Ordnance 1
Heavy bolter	36"	5	4	Heavy 3
Reaper chainfist	-	D	2	Melee, Machine Destroyer

Machine Destroyer: When attacking any target with an Armour value, rolls of 1 on the Destroyer Damage table may be re-rolled.