

CARAB CULLN THE RISEN

Formerly the Lord High Commander of the Red Scorpions Chapter, Carab Culln was believed lost to the Imperium in the campaigns that followed the Indomitus Crusade. Grievously wounded in the slaying of the Great Beast of Sarum, Culln's remains were returned to the Chapter, bearing only the faintest whisperings of life. Thus in honour he was interred within the armoured shell of a Relic Leviathan Dreadnought, blessed with the technology to allow Culln to serve his brethren in battle once again.

 18 POWER CARAB CULLN THE RISEN											DAMAGE Some of Carab Culln the Risen's characteristics change as he suffers damage in battle, as shown below: <table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>9-15+</td><td>8"</td><td>2+</td><td>2+</td></tr><tr><td>4-8</td><td>5"</td><td>3+</td><td>3+</td></tr><tr><td>1-3</td><td>3"</td><td>4+</td><td>4+</td></tr></table>				REMAINING W	M	WS	BS	9-15+	8"	2+	2+	4-8	5"	3+	3+	1-3	3"	4+	4+
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NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Carab Culln the Risen	*	*	*	8	8	15	4	9	2+																					
Carab Culln the Risen is a single model. He is equipped with a twin assault cannon, the Tarsus Scorpil with in-built heavy bolter, two heavy flamers and three hunter-killer missiles. Only one of this model may be included in your army.																														
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																							
Twin assault cannon	24"	Heavy 12		6	-1	1	-																							
The Tarsus Scorpil	Melee	Melee		x2	-3	4	See Death-hold below.																							
Heavy bolter	36"	Heavy 3		5	-1	1	-																							
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.																							
Hunter-killer missile	48"	Heavy 1		8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.																							
 ABILITIES Reinforced Atomantic Barriers: This model has a 4+ invulnerable save. Atomantic Conflagration: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5 or 6 it explodes and each unit within 9" suffers D3 mortal wounds. Death-hold: Once per Fight phase, after rolling a hit roll of 6+ for this weapon, CARAB CULLN THE RISEN may choose to grab his foe in a death-hold. You may choose to fire his heavy bolter at point blank range – inflicting D6 mortal wounds on the target in addition to the normal damage. This ability can only be used once per game – if the death-hold ability is used, then the heavy bolter may not be fired for the remainder of the game. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit. Proud to Live, Proud to Die, Hard to Kill: Roll a D6 each time a friendly RED SCORPIONS model within 6" of Carab Culln the Risen loses a wound; on a 6, that model does not lose that wound. <i>Designer's Note:</i> Carab Culln the Risen may not be taken as part of an army that features Lord High Commander Carab Culln or Commander Carab Culln.																														
FACTION KEYWORDS																														
IMPERIUM, ADEPTUS ASTARTES, RED SCORPIONS																														
KEYWORDS																														
CHARACTER, VEHICLE, DREADNOUGHT, RELIC, CARAB CULLN THE RISEN																														

DAMAGE

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REMAINING W	M	WS	BS
9-15+	8"	2+	2+
4-8	5"	3+	3+
1-3	3"	4+	4+

UNIT POINTS COST		
MODEL	MODELS PER UNIT	POINTS PER MODEL (includes wargear)
Carab Culln the Risen	1	360