

KNIGHT PALADIN - IMPERIUM - IMPERIAL KNIGHTS

375 PTS

M	T	Sv	W	LD	OC
10"	11	3+	26	6+	10

INVULNERABLE SAVE

5+*

AUFSTELLUNG
1x Knight Paladin (170x109mm Oval Base)
Equipped with: Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Rapid-fire battle cannon, Stormspear rocket pod, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Thunderstrike gauntlet - strike, ➤ Thunderstrike gauntlet - sweep

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Paladin, Questoris
FACTION KEYWORDS: Imperial Knights

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Icarus autocannons <small>ANTI-FLY 2+, TWIN-LINKED</small>	48"	3	3+	7	-1	2
Ironstorm missile pod <small>BLAST, INDIRECT FIRE</small>	48"	D6+1	3+	5	0	1
Meltagun <small>MELTA 2</small>	12"	1	3+	9	-4	D6
Questoris heavy stubber <small>RAPID FIRE 3</small>	36"	3	3+	4	-1	1
Rapid-fire battle cannon <small>BLAST, RAPID FIRE D6+3</small>	72"	D6+3	3+	10	-1	3
Stormspear rocket pod	48"	3	3+	8	-2	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Reaper chainsword - strike	Melee	4	3+	14	-4	6
➤ Reaper chainsword - sweep	Melee	12	3+	9	-3	2
➤ Thunderstrike gauntlet - strike	Melee	4	3+	20	-3	8
➤ Thunderstrike gauntlet - sweep	Melee	8	3+	10	-2	3

ABILITIES

Damaged: 1-9 Wounds Remaining
While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Invulnerable Save (5+*)
This model has a 5+ invulnerable save against ranged attacks.

Paladin's Duty (Bondsman)
While a model is affected by this ability, weapons equipped by that model have the [LETHAL HITS] ability, and melee weapons equipped by that model have the [LANCE] ability.

Seasoned Noble
Each time this model makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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FACTION KEYWORDS:

Imperial Knights

- Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.
- Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

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CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).