IMPERIUM - IMPERIAL KNIGHTS

# ACASTUS KNIGHT ASTERIUS

| M | T | SV | W | LD | OC | RW |
|---|---|---|---|---|---|---|
| 8" | 13 | 2+ | 30 | 6+ | 10 | 5+* |

**785 PTS**
Base Hull

**Code Chivalric** | **Deadly Demise 2D6** | **Super-Heavy Walker**

## 1 KOMMANDO

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## 2 BEWEGUNG

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## 3 BESCHUSS

### 2× Asterius volkite culverin — DEVASTATING WOUNDS

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 24" | 6 | 3+ | 6 | 0 | 2 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–3 | T4–5 | T6 | T7–11 | T12+ |

### Karacnos mortar battery — ANTI-INFANTRY 2+ — BLAST — IGNORES COVER — INDIRECT FIRE

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 48" | D6+3 | 3+ | 6 | -1 | 1 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–3 | T4–5 | T6 | T7–11 | T12+ |

### 2× Twin conversion beam cannon — CONVERSION — TWIN-LINKED — SUSTAINED HITS D3

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 48" | 3 | 3+ | 16 | -2 | 6 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–8 | T9–15 | T16 | T17–31 | T32+ |

### Invulnerable Save (5+*)

This model has a 5+ invulnerable save against ranged attacks.

## 4 ANGRIFF

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## 5 NAHKAMPF

### Titanic feet

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 6 | 4+ | 10 | -1 | 2 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–5 | T6–9 | T10 | T11–19 | T20+ |

## VERTEIDIGUNG

### Sunderer of Fortresses

Each time this model makes an attack that targets a VEHICLE, improve the Strength and Damage characteristics of that attack by 1. If that attack targets a FORTIFICATION, improve the Strength and Damage characteristics of that attack by 2 instead.

## ∞ IMMER / EINMALIG

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## GEGEN DIESE EINHEIT

W13 · RW 2+ · 5+*++ · 30 LP je Modell

**WIRD VERWUNDET MIT**

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| S26+ | S14–25 | S13 | S7–12 | S1–6 |

**RETTUNGSWURF JE DS**

| DS 0 | DS −1 | DS −2 | DS −3 | DS −4 |
|---|---|---|---|---|
| 2+ | 3+ | 4+ | 5+ | 6+ |

**Damaged: 1-10 Wounds Remaining**

While this model has 1-10 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.

## REGELN & KEYWORDS KURZ

**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.

**Deadly Demise 2D6** This ability always takes the form Deadly Demise X.

**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 exclud…

**ANTI** This ability always takes the form [ANTI-X Y+].

**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 (roun…

**DEVASTATING WOUNDS** Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

**IGNORES COVER** Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

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

**SUSTAINED HITS** This ability always takes the form [SUSTAINED HITS X].

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

## AUFSTELLUNG

1x Acastus Knight Asterius

**Ausrüstung:** 2x Asterius volkite culverin, Karacnos mortar battery, 2x Twin conversion beam cannon, Titanic feet

**KEYWORDS** Vehicle, Walker, Titanic, Towering, Imperium, Knight Asterius, Acastus, Frame · **FRAKTION** Imperial Knights