

IMPERIUM - IMPERIAL KNIGHTS

ACASTUS KNIGHT PORPHYRION

M8"

T13

SV2+

W30

LD6+

OC10

RW5+*

725 PTS

Base Hull

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

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

2× Acastus autocannon

R	A	BS	S	AP	D
48"	2	3+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Acastus autocannon

R	A	BS	S	AP	D
48"	2	3+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Acastus ironstorm missile pod

BLASTHEAVYINDIRECT FIRE

R	A	BS	S	AP	D
48"	D6+6	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Helios defence missiles

ANTI-FLY 2+HEAVY

R	A	BS	S	AP	D
48"	3	3+	10	-2	D6

VERWUNDET

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

Lascannon

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

2× Lascannon

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

2× Twin magna lascannon

BLASTTWIN-LINKED

R	A	BS	S	AP	D
72"	D6	3+	18	-4	D6+6

VERWUNDET

2+	3+	4+	5+	6+
T1–9	T10–17	T18	T19–35	T36+

Invulnerable Save (5+*)

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

4ANGRIFF

—

5NAHKAMPF

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

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IMMER / EINMALIG

Bastion of Firepower

Each time this model Remains Stationary, until the end of the turn, ranged weapons equipped by this model have the [LETHAL HITS] ability.

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...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

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

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.

AUFSTELLUNG

1x Acastus Knight Porphyriorion

Ausrüstung: 2x Acastus autocannon, Acastus autocannon, Acastus ironstorm missile pod, Helios defence missiles, Lascannon, 2x Lascannon, 2x Twin magna lascannon, Titanic feet

- This model can replace its 2 Acastus autocannons with 1 Acastus autocannon and 1 lascannon or 2 Lascannons.
- This model can replace its Acastus ironstorm missile pod with Helios defence missiles.