IMPERIUM - IMPERIAL KNIGHTS

CANIS REX

Code Chivalric | Deadly Demise D6 | Lone Operative | Super-Heavy Walker

	M	T	SV	W	LD	OC	RW
CANIS REX	10"	11	3+	26	6+	10	5+*
SIR HEKHTUR	6"	3	4+	3	5+	1	

415 PTS

Base 170x109mm Oval Base

1 KOMMANDO

Chainbreaker

Once per battle, at the start of any phase, you can select one friendly Imperium unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

2 BEWEGUNG

Using Sir Hekhtur

If your Canis Rex model is destroyed, this model is treated as a model disembarking from a destroyed Transport and must perform an Emergency Disembarkation. Sir Hekhtur cannot be selected as the target of any of your Stratagems other than Core Stratagems. Your Canis Rex unit is not considered to be destroyed until Sir Hekhtur is also destroyed.

3 BESCHUSS

Hekhtur's pistol — PISTOL

R	A	BS	S	AP	D
12"	1	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Questoris multi-laser — SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	2+	6	0	1

VERWUNDET

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

➤ Las-impulsor - high intensity — BLAST — SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	D6	2+	14	-3	4

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

➤ Las-impulsor - low intensity — BLAST — SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	2D6	2+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Invulnerable Save (5+*)

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

4 ANGRIFF

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5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	2+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

➤ Freedom's Hand - strike — SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	5	2+	20	-3	9

VERWUNDET

2+	3+	4+	5+	6+
T1–10	T11–19	T20	T21–39	T40+

➤ Freedom's Hand - sweep — SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	10	2+	10	-2	3

VERWUNDET

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

VERTEIDIGUNG

Legendary Freeblade

Once per turn, when you target this model with a stratagem, you may reduce the CP cost of that use of that stratagem by 1CP.

∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

Canis Rex

W11 · RW 3+ · 5+*++ · 26 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12–21	S11	S6–10	S1–5

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

Sir Hekhtur

W3 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

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.

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 D6 This ability always takes the form Deadly Demise X.

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u…

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…

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…

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

AUFSTELLUNG

1x Canis Rex - Equipped with: ➤ Las-impulsor - high intensity, ➤ Las-impulsor - low intensity, ➤ Freedom's Hand - strike, ➤ Freedom's Hand - sweep, Questoris multi-laser
1x Sir Hekhtur - Equipped with: Close combat weapon, Hekhtur's pistol

KEYWORDS Epic Hero, Character, Imperium · **FRAKTION** Imperial Knights · **CANIS REX** Vehicle, Walker, Titanic, Towering, Canis Rex, Questoris, Character, Epic Hero · **SIR HEKHTUR** Infantry, Sir Hekhtur, Character, Epic Hero