

IMPERIUM - IMPERIAL KNIGHTS

CERASTUS KNIGHT

ATRAPOS

M12"

T11

SV3+

W28

LD6+

OC10

RW5+

420 PTS

Base 170x109mm Oval Base

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

1KOMMANDO

2BEWEGUNG

3BESCHUSS

► Atrapos lascutter - high intensity (ranged)

SUSTAINED HITS 1

R24"AD6BS3+SL14AP-3D4

VERWUNDET

2+3+4+5+6+

T1-7T8-13T14T15-27T28+

► Atrapos lascutter - low intensity (ranged)

SUSTAINED HITS 1

R36"AD2D6BS3+SL7AP-1D2

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

► Graviton singularity cannon - contained

BLAST

R24"AD3BS3+SL16AP-4D6+1

VERWUNDET

2+3+4+5+6+

T1-8T9-15T16T17-31T32+

► Graviton singularity cannon - singularity

BLAST

DEVASTATING WOUNDSHAZARDOUS

R24"AD3BS3+SL16AP-4D6+1

VERWUNDET

2+3+4+5+6+

T1-8T9-15T16T17-31T32+

4ANGRIFF

5NAHKAMPF

► Atrapos lascutter - high intensity (melee)

SUSTAINED HITS 1

RMeleeA6WS3+SL14AP-3D4

VERWUNDET

2+3+4+5+6+

T1-7T8-13T14T15-27T28+

► Atrapos lascutter - low intensity (melee)

SUSTAINED HITS 1

RMeleeA12WS3+SL7AP-1D2

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

VERTEIDIGUNG

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5++ · 28 LP je Modell

WIRD VERWUNDET MIT

2+S22+

3+S12-21

4+S11

5+S6-10

6+S1-5

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -35++

DS -45++

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

Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'.

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+2

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...

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...

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

SUSTAINED HITS

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

AUFSTELLUNG

1x Cerastus Knight Atrapos

Ausrüstung:

► Atrapos lascutter - high intensity (ranged), ► Atrapos lascutter - low intensity (ranged), ► Graviton singularity cannon - contained, ► Graviton singularity cannon - singularity, ► Atrapos lascutter - high intensity (melee), ► Atrapos lascutter - low intensity (melee)