

IMPERIUM - IMPERIAL KNIGHTS

CERASTUS KNIGHT
LANCER

Bondsman

Code Chivalric

Deadly Demise D6+2

Super-Heavy Walker

M14"113+286+104+

415 PTS

Base 170x109mm Oval
Base

1KOMMANDO

2BEWEGUNG

Lancer's Duty (Bondsman)
While a model is affected by this ability, it is eligible to declare a charge in a turn in which it Advanced.

3BESCHUSS

Cerastus shock lance ASSAULT

SUSTAINED HITS 2

R	A	BS	S	AP	D
12"	6	3+	6	0	2
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

4ANGRIFF

5NAHKAMPF

Cerastus shock lance - strike

LANCE

R	A	WS	S	AP	D
Melee	5	2+	20	-3	8
VERWUNDET					
2+ T1-10	3+ T11-19	4+ T20	5+ T21-39	6+ T40+	

Cerastus shock lance - sweep

R	A	WS	S	AP	D
Melee	10	2+	10	-2	3
VERWUNDET					
2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+	

VERTEIDIGUNG

Shock Charge
You can target this model with the Tank Shock Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W11 · RW 3+ · 4++ · 28 LP je Modell

WIRD VERWUNDET MIT

2+ S22+	3+ S12-21	4+ S11	5+ S6-10	6+ S1-5
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
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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...

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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.

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

AUFSTELLUNG

1x Cerastus Knight Lancer

Ausrüstung: Cerastus shock lance, ➤ Cerastus shock lance - strike, ➤ Cerastus shock lance - sweep

KEYWORDS Character, Vehicle, Walker, Titanic, Towering, Imperium, Knight Lancer, Cerastus · FRAKTION Imperial Knights