

IMPERIUM - IMPERIAL KNIGHTS

KNIGHT CASTELLAN

Code Chivalric

Deadly Demise D6+2

Super-Heavy Walker

M8"

T12

SV3+

W28

LD6+

OC10

RW5+*

425 PTS

Base 170x109mm Oval Base

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Shieldbreaker missile launcher

ANTI-TITANIC 4+DEVASTATING WOUNDS

R72"

A1

BS3+

S12

AP-6

D6+1

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Twin meltagun

MELTA 2TWIN-LINKED

R12"

A1

BS3+

S9

AP-4

D6

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Twin siegebreaker cannon

BLASTTWIN-LINKED

R36"

A6

BS3+

S6

AP0

D1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Volcano lance

BLAST

R72"

A3

BS3+

S18

AP-5

D6+8

VERWUNDET

2+T1-9

3+T10-17

4+T18

5+T19-35

6+T36+

Plasma decimator - standard

BLAST

R48"

A6+3

BS3+

S8

AP-3

D2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Plasma decimator - supercharge

BLASTHAZARDOUS

R48"

A6+3

BS3+

S9

AP-4

D3

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Invulnerable Save (5+*)

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

Ion Aegis (Aura)

While a friendly Armiger model is within 6" of this model, each time a ranged attack targets that model, it has the Benefit of Cover against that attack.

Titan Hunter

Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, you can re-roll the Damage roll.

4ANGRIFF

5NAHKAMPF

Titanic feet

RMelee

A4

WS4+

S8

AP-1

D2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W12 · RW 3+ · 5+*++ · 28 LP je Modell

WIRD VERWUNDET MIT

2+S24+

3+S13-23

4+S12

5+S7-11

6+S1-6

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

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 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...

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...

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...

MELTA

This ability always takes the form [MELTA X].

TWIN-LINKED

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

AUFSTELLUNG

1x Knight Castellan

Ausrüstung:

Shieldbreaker missile launcher, Twin meltagun, Twin siegebreaker cannon, Volcano lance, ► Plasma decimator - standard, ► Plasma decimator - supercharge, Titanic feet

KEYWORDS Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Castellan, Dominus · FRAKTION Imperial Knights