

IMPERIUM - IMPERIAL KNIGHTS

# KNIGHT CRUSADER

Bondsman Code Chivalric Deadly Demise D6 Super-Heavy Walker

M10"

T11

SV3+

W26

LD6+

OC10

RW5+\*

395 PTS

Base 170x109mm Oval Base

1KOMMANDO

2BEWEGUNG

**Punishing Salvoes**

In your Movement phase, if this model Remains Stationary, until the end of the turn, ranged weapons equipped by this model have the [SUSTAINED HITS 1] ability.

3BESCHUSS

**Avenger gatling cannon**

|     |    |    |   |    |   |
|-----|----|----|---|----|---|
| R   | A  | BS | S | AP | D |
| 36" | 18 | 3+ | 6 | -2 | 2 |

VERWUNDET

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

**Heavy flamer** IGNORES COVER TORRENT

|     |    |     |   |    |   |
|-----|----|-----|---|----|---|
| R   | A  | BS  | S | AP | D |
| 12" | D6 | N/A | 5 | -1 | 1 |

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1-2 | T3-4 | T5 | T6-9 | T10+ |

**Icarus autocannons** ANTI-FLY 2+ TWIN-LINKED

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 48" | 3 | 3+ | 7 | -1 | 2 |

VERWUNDET

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

**Ironstorm missile pod** BLAST INDIRECT FIRE

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

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1-2 | T3-4 | T5 | T6-9 | T10+ |

**Meltagun** MELTA 2

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 12" | 1 | 3+ | 9 | -4 | D6 |

VERWUNDET

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

**Questoris heavy stubber** RAPID FIRE 3

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 36" | 3 | 3+ | 4 | -1 | 1 |

VERWUNDET

|      |    |    |      |     |
|------|----|----|------|-----|
| 2+   | 3+ | 4+ | 5+   | 6+  |
| T1-2 | T3 | T4 | T5-7 | T8+ |

**Rapid-fire battle cannon** BLAST RAPID FIRE D6+3

|     |      |    |    |    |   |
|-----|------|----|----|----|---|
| R   | A    | BS | S  | AP | D |
| 72" | D6+3 | 3+ | 10 | -1 | 3 |

VERWUNDET

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

**Stormspear rocket pod**

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 48" | 3 | 3+ | 8 | -2 | D6 |

VERWUNDET

|      |      |    |       |      |
|------|------|----|-------|------|
| 2+   | 3+   | 4+ | 5+    | 6+   |
| T1-4 | T5-7 | T8 | T9-15 | T16+ |

**Thermal cannon** BLAST MELTA 6

|     |     |    |    |    |    |
|-----|-----|----|----|----|----|
| R   | A   | BS | S  | AP | D  |
| 24" | 2D3 | 3+ | 12 | -4 | D6 |

VERWUNDET

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

**Crusader's Duty (Bondsman)**

While a model is affected by this ability, each time that model makes a ranged attack, add 1 to the Hit roll.

**Invulnerable Save (5+\*)**

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

4ANGRIFF

5NAHKAMPF

**Titanic feet**

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 4 | 4+ | 8 | -1 | 2 |

VERWUNDET

|      |      |    |       |      |
|------|------|----|-------|------|
| 2+   | 3+   | 4+ | 5+    | 6+   |
| T1-4 | T5-7 | T8 | T9-15 | T16+ |

VERTEIDIGUNG

IMMER / EINMALIG

**GEGEN DIESE EINHEIT**

W11 · RW 3+ · 5+\*++ · 26 LP je Modell

WIRD VERWUNDET MIT

|            |              |           |             |            |
|------------|--------------|-----------|-------------|------------|
| 2+<br>S22+ | 3+<br>S12-21 | 4+<br>S11 | 5+<br>S6-10 | 6+<br>S1-5 |
|------------|--------------|-----------|-------------|------------|

RETTUNGSWURF JE DS

|            |             |             |             |            |
|------------|-------------|-------------|-------------|------------|
| DS 0<br>3+ | DS -1<br>4+ | DS -2<br>5+ | DS -3<br>6+ | DS -4<br>- |
|------------|-------------|-------------|-------------|------------|

**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**

**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** 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...

**IGNORES COVER** Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

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

**MELTA** This ability always takes the form [MELTA X].

**RAPID FIRE** This ability always takes the form [RAPID FIRE X].

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

**TORRENT** Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

**AUFSTELLUNG**

1x Knight Crusader

**Ausrüstung:** Avenger gatling cannon, Heavy flamer, Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Rapid-fire battle cannon, Stormspear rocket pod, Thermal cannon, Titanic feet

- This model can replace its Thermal cannon with Rapid-fire battlecannon and Questoris heavy stubber.

KEYWORDS Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Crusader, Questoris · FRAKTION Imperial Knights