

IMPERIUM - IMPERIAL KNIGHTS

KNIGHT DEFENDER

BondsmanCode ChivalricDeadly Demise D6Super-Heavy Walker

M10"

T11

SV3+

W26

LD6+

OC10

RW4+*

385 PTS

Base 170x109mm Oval Base

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Conversion beam obliterator

CONVERSIONSUSTAINED HITS D3

R	A	BS	S	AP	D
36"	3	3+	12	-2	4

VERWUNDET

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

Phosphor blaster

IGNORES COVERRAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	5	0	1

VERWUNDET

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

Twin incendine combustor

IGNORES COVERTORRENTTWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

VERWUNDET

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

► Plasma executor - standard

BLAST

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

VERWUNDET

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

► Plasma executor - supercharge

BLASTHAZARDOUS

R	A	BS	S	AP	D
36"	D6+3	3+	9	-3	3

VERWUNDET

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

Invulnerable Save (4+*)

This model has a 4+ invulnerable save against ranged attacks.

Selfless Protector

Each time a ranged attack is allocated to an Imperial Knights model from your army, if that model is not fully visible to every model in the attacking unit because of this Knight Defender model, that model has the Benefit of Cover and a 4+ invulnerable save against that attack.

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

Warden's Duty (Bondsman)

While a model is affected by this ability, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack.

GEGEN DIESE EINHEIT

W11 · RW 3+ · 4+*+ · 26 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 5+	DS -3 6+	DS -4 -
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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...

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...

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...

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...

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 Defender

Ausrüstung: Conversion beam obliterator, Phosphor blaster, Twin incendine combustor, ► Plasma executor - standard, ► Plasma executor - supercharge, Titanic feet

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