

IMPERIUM - IMPERIAL KNIGHTS

KNIGHT ERRANT

Bondsman Code Chivalric Deadly Demise D6 Super-Heavy Walker

M10"

T11

SV3+

W26

LD6+

OC10

RW5+*

355 PTS

Base 170x109mm Oval Base

1KOMMANDO

2BEWEGUNG

Errant's Duty (Bondsman)

While a model is affected by this ability, you can re-roll Advance rolls made for that model and ranged weapons equipped by that model have the [ASSAULT] ability.

3BESCHUSS

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+

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+

Aggressive Assault

Each time this model makes a ranged attack that targets the closest eligible target, add 1 to the Hit roll.

Invulnerable Save (5+*)

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

4ANGRIFF

5NAHKAMPF

► Reaper chainsword - strike

R	A	WS	S	AP	D
Melee	4	3+	14	-4	6

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

► Reaper chainsword - sweep

R	A	WS	S	AP	D
Melee	12	3+	9	-3	2

VERWUNDET

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

► Thunderstrike gauntlet - strike

R	A	WS	S	AP	D
Melee	4	3+	20	-3	8

VERWUNDET

2+	3+	4+	5+	6+
T1-10	T11-19	T20	T21-39	T40+

► Thunderstrike gauntlet - sweep

R	A	WS	S	AP	D
Melee	8	3+	10	-2	3

VERWUNDET

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

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5+*+ · 26 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

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+].

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

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...

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].

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

AUFSTELLUNG

1x Knight Errant

Ausrüstung: Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Stormspear rocket pod, Thermal cannon, ► Reaper chainsword - strike, ► Reaper chainsword - sweep, ► Thunderstrike gauntlet - strike, ► Thunderstrike gauntlet - sweep