IMPERIUM - IMPERIAL KNIGHTS

KNIGHT VALIANT

Code Chivalric | Deadly Demise D6+2 | Super-Heavy Walker

M	T	SV	W	LD	OC	RW
8"	12	3+	28	6+	10	5+*

390 PTS

Base 170x109mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Conflagration cannon — IGNORES COVER, TORRENT

R	A	BS	S	AP	D
18"	3D6	N/A	8	-1	2

VERWUNDET

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

Shieldbreaker missile launcher — ANTI-TITANIC 4+, DEVASTATING WOUNDS

R	A	BS	S	AP	D
72"	1	3+	12	-6	D6+1

VERWUNDET

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

Thundercoil harpoon — BLAST, DEVASTATING WOUNDS

R	A	BS	S	AP	D
12"	D3	3+	24	-6	10

VERWUNDET

2+	3+	4+	5+	6+
T1–12	T13–23	T24	T25–47	T48+

Twin meltagun — MELTA 2, TWIN-LINKED

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+

Twin siegebreaker cannon — BLAST, TWIN-LINKED

R	A	BS	S	AP	D
36"	D6	3+	6	0	1

VERWUNDET

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

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.

Thundershock

In your Shooting phase, each time you select a target for this model's thundercoil harpoon, roll one D6 for the target unit and one D6 for each other enemy unit within 6" of the target unit. On a 4+, the unit being rolled for is struck by arcing energies; after resolving all of this model's attacks against the target unit, each unit struck by arcing energies suffers D3 mortal wounds.

4 ANGRIFF

—

5 NAHKAMPF

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

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W12 · RW 3+ · 5+*++ · 28 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S24+	S13–23	S12	S7–11	S1–6

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

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…

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…

MELTA This ability always takes the form [MELTA 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 Valiant

Ausrüstung: Conflagration cannon, Shieldbreaker missile launcher, Thundercoil harpoon, Twin meltagun, Twin siegebreaker cannon, Titanic feet

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