

QUESTORIS KNIGHT
STYRIX

M10"

T11

SV3+

W26

LD6+

OC10

RW5+

375 PTS

Base 170x109mm Oval Base

- Bondsman
- Code Chivalric
- Deadly Demise D6
- Super-Heavy Walker

1KOMMANDO

Styrix's Duty (Bondsman)
While a model is affected by this ability, each time that model is selected to shoot or fight, after it has resolved all of its attacks, select one enemy unit hit by one or more of those attacks; that unit must take a Battle-shock test, subtracting one from the test when doing so.

2BEWEGUNG

3BESCHUSS

Graviton crusherANTI-VEHICLE 2+BLAST

R	A	BS	S	AP	D
18"	3	3+	6	-1	2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Twin rad cleanserTORRENTIGNORES COVER

ANTI-INFANTRY 2+TWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	2	0	1

VERWUNDET

2+T1

4+T2

5+T3

6+T4+

Volkite chierovileDEVASTATING WOUNDS

R	A	BS	S	AP	D
30"	12	3+	12	0	3

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Grav-pinned
In your Shooting phase, after this model has shot, if an enemy INFANTRY unit was hit by one or more of those attacks made with a graviton crusher, until the end of your opponent's next turn, that enemy unit is grav-pinned. While a unit is grav-pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.

4ANGRIFF

5NAHKAMPF

Hekaton siege claw - strike

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

VERWUNDET

2+T1-10

3+T11-19

4+T20

5+T21-39

6+T40+

Hekaton siege claw - sweep

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

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Reaper chainsword - strike

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

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Reaper chainsword - sweep

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

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5++ · 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 03+	DS -14+	DS -25+	DS -35++	DS -45++
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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...

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...

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 Questoris Knight Styrix

Ausrüstung: Graviton crusher, Twin rad cleanser, Volkite chierovile, ► Hekaton siege claw - strike, ► Hekaton siege claw - sweep, ► Reaper chainsword - strike, ► Reaper chainsword - sweep

This model can replace its Reaper chainsword with Hekaton siege claw and twin rad cleanser.