

ACASTUS KNIGHT
ASTERIUS

M

8"

T

13

SV

2+

W

30

LD

6+

OC

10

RW

5+*

785 PTS

Base Hull

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

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

2x Asterius volkite culverin

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	3+	6	0	2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

2x Twin conversion beam cannon

CONVERSION

TWIN-LINKED

SUSTAINED HITS D3

R	A	BS	S	AP	D
48"	3	3+	16	-2	6

VERWUNDET

2+

T1-8

3+

T9-15

4+

T16

5+

T17-31

6+

T32+

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

2+

T1-8

3+

T9-15

4+

T16

5+

T17-31

6+

T32+

Invulnerable Save (5+*)

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

4

ANGRIFF

5

NAHKAMPF

Titanic feet

R	A	WS	S	AP	D
Melee	6	4+	10	-1	2

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

VERTEIDIGUNG

Sunderer of Fortresses

Each time this model makes an attack that targets a VEHICLE, improve the Strength and Damage characteristics of that attack by 1. If that attack targets a FORTIFICATION, improve the Strength and Damage characteristics of that attack by 2 instead.

OO

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W13 · RW 2+ · 5+*** · 30 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S26+	S14-25	S13	S7-12	S1-6
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
2+	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 2D6 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...
- [INDIRECT FIRE] Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- [SUSTAINED HITS] This ability always takes the form [SUSTAINED HITS X].
- [TWIN-LINKED] Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

- 1x Acastus Knight Asterius
- Ausrüstung: 2x Asterius volkite culverin, Karacnos mortar battery, 2x Twin conversion beam cannon, Titanic feet