IMPERIUM - IMPERIAL KNIGHTS

CERASTUS KNIGHT ACHERON

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

M	T	SV	W	LD	OC	RW
12"	11	3+	28	6+	10	5+*

380 PTS

Base 170x109mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Acheron flame cannon — TORRENT | IGNORES COVER

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

VERWUNDET

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

Twin heavy bolter — SUSTAINED HITS 1 | TWIN-LINKED

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Invulnerable Save (5+*)

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

Searing Flames

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with an Acheron flame cannon. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

4 ANGRIFF

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5 NAHKAMPF

➤ Reaper chainfist - 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 chainfist - 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+

Acheron's Duty (Bondsman)

While a model is affected by this ability, at the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test, subtracting 1 from the result when they do.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W11 · RW 3+ · 5+*++ · 28 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: 1-10 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

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+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…

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…

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 Cerastus Knight Acheron

Ausrüstung: Acheron flame cannon, Twin heavy bolter, ➤ Reaper chainfist - strike, ➤ Reaper chainfist - sweep

KEYWORDS Character, Vehicle, Walker, Titanic, Towering, Imperium, Cerastus, Knight Acheron · **FRAKTION** Imperial Knights