

IMPERIUM - IMPERIAL KNIGHTS

KNIGHT CRUSADER

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

M10"

T11

SV3+

W26

LD6+

OC10

RW5+*

395 PTS

Base 170x109mm Oval Base

3 BESCHUSS

Avenger galling cannon

R	A	BS	S	AP	D
36"	18	3+	6	-2	2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Heavy flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Icarus autocannons

ANTI-FLY 2+

TWIN-LINKED

R	A	BS	S	AP	D
48"	3	3+	7	-1	2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Ironstorm missile pod

BLAST

INDIRECT FIRE

R	A	BS	S	AP	D
48"	D6+1	3+	5	0	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Meltagun

MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Questoris heavy stubber

RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	3+	4	-1	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Rapid-fire battle cannon

BLAST

RAPID FIRE D6+3

R	A	BS	S	AP	D
72"	D6+3	3+	10	-1	3

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

Stormspear rocket pod

R	A	BS	S	AP	D
48"	3	3+	8	-2	D6

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Thermal cannon

BLAST

MELTA 6

R	A	BS	S	AP	D
24"	2D3	3+	12	-4	D6

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

Crusader's Duty (Bondsman)

While a model is affected by this ability, each time that model makes a ranged attack, add 1 to the Hit roll.

Invulnerable Save (5+*)

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

5 NAHKAMPF

Titanic feet

R	A	WS	S	AP	D
Melee	4	4+	8	-1	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

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

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

DS -4

-

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.

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Punishing Salvoes</div> <div>In your Movement phase, if this model Remains Stationary, until the end of the turn, ranged weapons equipped by this model have the [SUSTAINED HITS 1] ability.</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>—</div>
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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...
- 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).
- MELTA** This ability always takes the form [MELTA X].
- RAPID FIRE** This ability always takes the form [RAPID FIRE X].
- 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 Knight Crusader
- Ausrüstung:** Avenger gatling cannon, Heavy flamer, Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Rapid-fire battle cannon, Stormspear rocket pod, Thermal cannon, Titanic feet
- This model can replace its Thermal cannon with Rapid-fire battlecannon and Questoris heavy stubber.