

# KNIGHT DEFENDER

Bondsman Code Chivalric Deadly Demise D6 Super-Heavy Walker

M10"

T11

SV3+

W26

LD6+

OC10

RW4+\*

385 PTS  
Base 170x109mm Oval Base

1  
GEGEN DIESE EINHEIT

2  
BEWEGUNG

3  
BESCHUSS

Conversion beam obliterator

CONVERSION SUSTAINED HITS D3

|     |   |    |    |    |   |
|-----|---|----|----|----|---|
| R   | A | BS | S  | AP | D |
| 36" | 3 | 3+ | 12 | -2 | 4 |

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Phosphor blaster

RAPID FIRE 1

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 1 | 3+ | 5 | 0  | 1 |

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Twin incendine combustor

IGNORES COVER TORRENT TWIN-LINKED

|     |    |     |   |    |   |
|-----|----|-----|---|----|---|
| R   | A  | BS  | S | AP | D |
| 12" | D6 | N/A | 6 | -1 | 1 |

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

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+

IMMER / EINMALIG

Warden's Duty (Bondsman)

While a model is affected by this ability, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack.

GEGEN DIESE EINHEIT

W11 - RW 3+ - 4+\*+ - 26 LP je Modell

WIRD VERWUNDET MIT

|                    |              |             |             |            |
|--------------------|--------------|-------------|-------------|------------|
| 2+<br>S22+         | 3+<br>S12-21 | 4+<br>S11   | 5+<br>S6-10 | 6+<br>S1-5 |
| RETTUNGSWURF JE DS |              |             |             |            |
| DS 0<br>3+         | DS -1<br>4+  | DS -2<br>5+ | DS -3<br>6+ | DS -4<br>- |

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...

**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...

**HAZARDOUS** Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

**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...

**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 Defender

**Ausrüstung:** Conversion beam obliterator, Phosphor blaster, Twin incendine combustor, ► Plasma executor - standard, ► Plasma executor - supercharge, Titanic feet

KEYWORDS Vehicle, Walker, Titanic, Towering, Character, Imperium, Questoris, Knight Defender - FRAKTION Imperial Knights