

IMPERIUM - IMPERIAL KNIGHTS

KNIGHT GALLANT

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

M12"

T11

SV3+

W26

LD6+

OC10

RW5+*

355 PTS

Base 170x109mm Oval Base

3

BESCHUSS

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+

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+

Invulnerable Save (5+*)

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

5

NAHKAMPF

Reaper chainsword - strike

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	6	2+	14	-4	6

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

Reaper chainsword - sweep

LETHAL HITS

R	A	WS	S	AP	D
Melee	18	2+	9	-3	2

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Thunderstrike gauntlet - strike

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	6	2+	20	-3	8

VERWUNDET

2+

T1-10

3+

T11-19

4+

T20

5+

T21-39

6+

T40+

Thunderstrike gauntlet - sweep

LETHAL HITS

R	A	WS	S	AP	D
Melee	12	2+	10	-2	3

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

Martial Pride

Each time this unit Consolidates, models in it can move an additional 3" provided your unit can end that move within Engagement Range of one or more enemy units.

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

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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.

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2</div> <div>BEWEGUNG</div> <div>—</div>	<div>4 ANGRIFF</div> <div>Gallant's Duty (Bondsman)</div> <div>While a model is affected by this ability, you can re-roll Charge rolls made for that model and each time that model makes a melee attack, you can re-roll the Hit roll.</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...
- 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...
- INDIRECT FIRE** Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- LETHAL HITS** Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
- MELTA** This ability always takes the form [MELTA X].
- RAPID FIRE** This ability always takes the form [RAPID FIRE X].
- TWIN-LINKED** Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

- 1x Knight Gallant
- Ausrüstung:** Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Stormspear rocket pod, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Thunderstrike gauntlet - strike, ➤ Thunderstrike gauntlet - sweep