

IMPERIUM - IMPERIAL KNIGHTS

KNIGHT PALADIN

Bondsman

Code Chivalric

Deadly Demise D6

Super-Heavy Walker

M10"113+266+105+*

375 PTS

Base 170x109mm Oval Base

1KOMMANDO

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2BEWEGUNG

—

3BESCHUSS

Icarus autocannons

ANTI-FLY 2+

TWIN-LINKED

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

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

Ironstorm missile pod

BLAST

INDIRECT FIRE

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Meltagun

MELTA 2

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

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Questoris heavy stubber

RAPID FIRE 3

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	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+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

Stormspear rocket pod

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

VERWUNDET

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

Invulnerable Save (5+*)

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

Seasoned Noble

Each time this model makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

4ANGRIFF

—

5NAHKAMPF

► Reaper chainsword - 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 chainsword - 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+

► Thunderstrike gauntlet - strike

R	A	WS	S	AP	D
Melee	4	3+	20	-3	8

VERWUNDET

2+	3+	4+	5+	6+
T1-10	T11-19	T20	T21-39	T40+

► Thunderstrike gauntlet - sweep

R	A	WS	S	AP	D
Melee	8	3+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

IMMER / EINMALIG

Paladin's Duty (Bondsman)

While a model is affected by this ability, weapons equipped by that model have the [LETHAL HITS] ability, and melee weapons equipped by that model have the [LANCE] ability.

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.

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 (round...
- INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- 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 Paladin

Ausrüstung: Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Rapid-fire battle cannon, Stormspear rocket pod, ► Reaper chainsword - strike, ► Reaper chainsword - sweep, ► Thunderstrike gauntlet - strike, ► Thunderstrike gauntlet - sweep