

IMPERIUM - IMPERIAL KNIGHTS

KNIGHT WARDEN

Bondsman

Code Chivalric

Deadly Demise D6

Super-Heavy Walker

M10"

T11

SV3+

W26

LD6+

OC10

RW5+*

365 PTS

Base 170x109mm Oval

Base

3 BESCHUSS

Avenger gatling 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+

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.

Thin Their Ranks

Each time this model makes a ranged attack that targets an enemy unit (excluding Monsters and Vehicles), that attack has the [DEVASTATING WOUNDS] ability.

5 NAHKAMPF

Reaper chainsword - strike

R	A	WS	S	AP	D
Melee	4	3+	14	-4	6

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

Reaper chainsword - sweep

R	A	WS	S	AP	D
Melee	12	3+	9	-3	2

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Thunderstrike gauntlet - strike

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

VERWUNDET

2+

T1-10

3+

T11-19

4+

T20

5+

T21-39

6+

T40+

Thunderstrike gauntlet - sweep

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

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5+*** · 26 LP je Modell

WIRD VERWUNDET MIT

2+

S22+

3+

S12-21

4+

S11

5+

6+

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.

KEYWORDS Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Warden, Questoris · FRAKTION Imperial Knights

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KOMMANDO

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2

BEWEGUNG

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4

ANGRIFF

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VERTEIDIGUNG

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IMMER / EINMALIG

Warden's Duty (Bondsman)
While a model is affected by this ability, weapons equipped by that model have the [SUSTAINED HITS 1] ability, and ranged weapons equipped by that model have the [IGNORES COVER] ability.

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...

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 Warden

Ausrüstung: Avenger gatling cannon, Heavy flamer, Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Stormspear rocket pod, ► Reaper chainsword - strike, ► Reaper chainsword - sweep, ► Thunderstrike gauntlet - strike, ► Thunderstrike gauntlet - sweep