415 PTS

M	T	SV	W	LD	OC
14"	11	3+	28	6+	10

4+

CERASTUS KNIGHT LANCER

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cerastus shock lance ASSAULT, SUSTAINED HITS 2	12"	6	3+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Cerastus shock lance - strike LANCE	Melee	5	2+	20	-3	8
➤ Cerastus shock lance - sweep	Melee	10	2+	10	-2	3

AUFSTELLUNG

1x Cerastus Knight Lancer (170x109mm Oval Base)

Equipped with: Cerastus shock lance, ➤ Cerastus shock lance - strike, ➤ Cerastus shock lance - sweep

ABILITIES

Damaged: 1-10 Wounds Remaining

While this model has 1-10 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.

Lancer's Duty (Bondsman)

While a model is affected by this ability, it is eligible to declare a charge in a turn in which it Advanced.

Shock Charge

You can target this model with the Tank Shock Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

WEAPON RULES

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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.

KEYWORDS: Character, Vehicle, Walker, Titanic, Towering, Imperium, Knight Lancer, Cerastus

FACTION: Imperial Knights

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

RULES

Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word ‘Bondsman’. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

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. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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 excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).