CANIS REX

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M	T	SV	W	LD	OC	
10"	11	3+	26	6+	10	5+*

SIR HEKHTUR

M	T	SV	W	LD	OC
6"	3	4+	3	5+	1

AUFSTELLUNG

1x Canis Rex - Equipped with: ➤ Las-impulsor - high intensity, ➤ Las-impulsor - low intensity, ➤ Freedom's Hand - strike, ➤ Freedom's Hand - sweep, Questoris multi-laser (170x109mm Oval Base)
1x Sir Hekhtur - Equipped with: Close combat weapon, Hekhtur's pistol (170x109mm Oval Base)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hekhtur's pistol PISTOL	12"	1	2+	5	-1	2
Questoris multi-laser SUSTAINED HITS 1	36"	4	2+	6	0	1
➤ Las-impulsor - high intensity BLAST, SUSTAINED HITS 1	24"	D6	2+	14	-3	4
➤ Las-impulsor - low intensity BLAST, SUSTAINED HITS 1	36"	2D6	2+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	2+	3	0	1

ABILITIES

RULES - Code Chivalric, Deadly Demise D6, Lone Operative, Super-Heavy Walker

Chainbreaker
Once per battle, at the start of any phase, you can select one friendly Imperium unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

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.

Invulnerable Save (5+*)
This model has a 5+ invulnerable save against ranged attacks.

Canis Rex KEYWORDS: Vehicle, Walker, Titanic, Towering, Canis Rex, Questoris, Character, Epic Hero
Sir Hekhtur KEYWORDS: Infantry, Sir Hekhtur, Character, Epic Hero
KEYWORDS: Epic Hero, Character, Imperium

➤ Freedom's Hand - strike SUSTAINED HITS 1	Melee	5	2+	20	-3	9
➤ Freedom's Hand - sweep SUSTAINED HITS 1	Melee	10	2+	10	-2	3

Legendary Freeblade

Once per turn, when you target this model with a stratagem, you may reduce the CP cost of that use of that stratagem by 1CP.

Using Sir Hekhtur

If your Canis Rex model is destroyed, this model is treated as a model disembarking from a destroyed Transport and must perform an Emergency Disembarkation. Sir Hekhtur cannot be selected as the target of any of your Stratagems other than Core Stratagems. Your Canis Rex unit is not considered to be destroyed until Sir Hekhtur is also destroyed.

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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).*

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Sir Hekhtur KEYWORDS: Infantry, Sir Hekhtur, Character, Epic Hero
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