

# KNIGHT VALIANT

|    |    |    |    |    |    |                                                                                   |
|----|----|----|----|----|----|-----------------------------------------------------------------------------------|
| M  | T  | SV | W  | LD | OC |  |
| 8" | 12 | 3+ | 28 | 6+ | 10 |                                                                                   |

## AUFSTELLUNG

1x Knight Valiant (170x109mm Oval Base)

**Equipped with:** Conflagration cannon, Shieldbreaker missile launcher, Thundercoil harpoon, Twin meltagun, Twin siegebreaker cannon, Titanic feet

## RANGED WEAPONS

| WEAPON                                                                | RANGE | A   | BS  | S  | AP | D    |
|-----------------------------------------------------------------------|-------|-----|-----|----|----|------|
| Conflagration cannon<br>IGNORES COVER, TORRENT                        | 18"   | 3D6 | N/A | 8  | -1 | 2    |
| Shieldbreaker missile launcher<br>ANTI-TITANIC 4+, DEVASTATING WOUNDS | 72"   | 1   | 3+  | 12 | -6 | D6+1 |
| Thundercoil harpoon<br>BLAST, DEVASTATING WOUNDS                      | 12"   | D3  | 3+  | 24 | -6 | 10   |
| Twin meltagun<br>MELTA 2, TWIN-LINKED                                 | 12"   | 1   | 3+  | 9  | -4 | D6   |
| Twin siegebreaker cannon<br>BLAST, TWIN-LINKED                        | 36"   | D6  | 3+  | 6  | 0  | 1    |

## MELEE WEAPONS

| WEAPON       | RANGE | A | WS | S | AP | D |
|--------------|-------|---|----|---|----|---|
| Titanic feet | Melee | 4 | 4+ | 8 | -1 | 2 |

## ABILITIES

**RULES** - Code Chivalric, Deadly Demise D6+2, Super-Heavy Walker

### 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.

### Invulnerable Save (5+\*)

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

### Ion Aegis (Aura)

While a friendly Armiger model is within 6" of this model, each time a ranged attack targets that model, it has the Benefit of Cover against that attack.



### Thundershock

In your Shooting phase, each time you select a target for this model's thundercoil harpoon, roll one D6 for the target unit and one D6 for each other enemy unit within 6" of the target unit.

On a 4+, the unit being rolled for is struck by arcing energies; after resolving all of this model's attacks against the target unit, each unit struck by arcing energies suffers D3 mortal wounds.



## WEAPON RULES

### Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### 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).*



### 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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### 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 model or unit the benefit of cover (e.g. Stealth).

### Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*



### **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.

