KNIGHT WARDEN

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

AUFSTELLUNG

1x Knight Warden (170x109mm Oval Base)

Equipped with: 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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger gatling cannon	36"	18	3+	6	-2	2
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Icarus autocannons ANTI-FLY 2+, TWIN-LINKED	48"	3	3+	7	-1	2
Ironstorm missile pod BLAST, INDIRECT FIRE	48"	D6+1	3+	5	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Questoris heavy stubber RAPID FIRE 3	36"	3	3+	4	-1	1
Stormspear rocket pod	48"	3	3+	8	-2	D6

ABILITIES

RULES - Bondsman, Code Chivalric, Deadly Demise D6, Super-Heavy Walker

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.

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.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Warden, Questoris

FACTION: Imperial Knights **365 PTS**

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Reaper chainsword - strike	Melee	4	3+	14	-4	6
➤ Reaper chainsword - sweep	Melee	12	3+	9	-3	2
➤ Thunderstrike gauntlet - strike	Melee	4	3+	20	-3	8
➤ Thunderstrike gauntlet - sweep	Melee	8	3+	10	-2	3

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.

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).

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]. 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.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two 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).*

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.