

ARMIGER HELVERIN

140 PTS

M

12"

T

9

SV

3+

W

14

LD

7+

OC

6

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Armiger autocannon	48"	4	3+	9	-1	3
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Questoris heavy stubber RAPID FIRE 3	36"	3	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	4	3+	6	0	1

AUFSTELLUNG

1x Armiger Helverin (100mm)
Equipped with: 2x Armiger autocannon, Meltagun, Questoris heavy stubber, Armoured feet

ABILITIES

- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, subtract 3 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.

Suppression Protocols

In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks made with an Armiger autocannon. Until the start of your next turn, that enemy unit is suppressed. While that unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

- 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).*



CORE RULES

◆ 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 D3

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").

