

CANIS REX

M	T	Sv	W	LD	OC
10"	11	3+	26	6+	10

INVULNERABLE
SAVE

5+*



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
- 1x Sir Hekhtur - Equipped with:
Close combat weapon, Hekhtur's
pistol

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
➤ 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

ABILITIES

- 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.
- Legendary Freeblade**
Once per turn, you can target this model with a Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem in the same phase.
- 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.



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
FACTION KEYWORDS: Imperial Knights

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SIR HEKHTUR

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

WEAPON ABILITIES

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).*

CORE RULES

Deadly Demise D6
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").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within X" of this unit.

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).*

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

KEYWORDS: Epic Hero, Character, Imperium

FACTION KEYWORDS: Imperial Knights