

KNIGHT PALADIN

375 PTS

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

INVULNERABLE
SAVE

5+*



AUFSTELLUNG

1x Knight Paladin

Equipped with: Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Rapid-fire battle cannon, Stormspear rocket pod, ► Reaper chainsword - strike, ► Reaper chainsword - sweep, ► Thunderstrike gauntlet - strike, ► Thunderstrike gauntlet - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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
Questoris heavy stubber RAPID FIRE 3	36"	3	3+	4	-1	1
Rapid-fire battle cannon BLAST RAPID FIRE D6+3	72"	D6+3	3+	10	-1	3
Stormspear rocket pod	48"	3	3+	8	-2	D6

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

ABILITIES

- 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.
- Paladin's Duty (Bondsman)**

While a model is affected by this ability, weapons equipped by that model have the [LETHAL HITS] ability, and melee weapons equipped by that model have the [LANCE] ability.
- Seasoned Noble**

Each time this model makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

- 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).



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

FACTION KEYWORDS: Imperial Knights

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

INVULNERABLE
SAVE



- Indirect Fire**
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- Lance**
Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Lethal Hits**
Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- 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).
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

- Bondsman**
Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman 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.
- 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).

KEYWORDS: Vehicle, Walker,
Titanic, Towering, Character,
Imperium, Knight Paladin, Questoris
FACTION KEYWORDS: Imperial
Knights