

CANIS REX - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

415 PTS

CANIS REX

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

INVULNERABLE
SAVE

5+*

SIR HEKHTUR

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

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

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

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.

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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).