

KNIGHT DEFENDER

M	T	SV	W	LD	OC	
10"	11	3+	26	6+	10	4+*

AUFSTELLUNG

1x Knight Defender

Equipped with: Conversion beam obliterator, Phosphor blaster, Twin incendine combustor, ► Plasma executor - standard, ► Plasma executor - supercharge, Titanic feet

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Conversion beam obliterator CONVERSION, SUSTAINED HITS D3	36"	3	3+	12	-2	4
Phosphor blaster IGNORES COVER, RAPID FIRE 1	24"	1	3+	5	0	1
Twin incendine combustor IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6	N/A	6	-1	1
► Plasma executor - standard BLAST	36"	D6+3	3+	8	-2	2
► Plasma executor - supercharge BLAST, HAZARDOUS	36"	D6+3	3+	9	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic feet	Melee	4	4+	8	-1	2

ABILITIES

RULES - Bondsman, 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 (4+*)

This model has a 4+ invulnerable save against ranged attacks.

Selfless Protector

Each time a ranged attack is allocated to an Imperial Knights model from your army, if that model is not fully visible to every model in the attacking unit because of this Knight Defender model, that model has the Benefit of Cover and a 4+ invulnerable save against that attack.

Warden's Duty (Bondsman)

While a model is affected by this ability, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack.



WEAPON RULES

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).*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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).

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.

