

KNIGHT PRECEPTOR

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

AUFSTELLUNG

1x Knight Preceptor

Equipped with: Icarus autocannons, Ironstorm missile pod, Meltagun, Preceptor multi-laser, Questoris heavy stubber, Stormspear rocket pod, ➤ Las-impulsor - high intensity, ➤ Las-impulsor - low intensity, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Thunderstrike gauntlet - strike, ➤ Thunderstrike gauntlet - sweep

Wargear Options:

- This model can replace its Preceptor multi-laser with Questoris heavy stubber or Meltagun.

⚙ 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
Preceptor multi-laser	36"	4	3+	6	0	1
Questoris heavy stubber RAPID FIRE 3	36"	3	3+	4	-1	1
Stormspear rocket pod	48"	3	3+	8	-2	D6

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.

Exemplar of the Code

At the start of the battle, select one unit from your opponent's army to be this model's quarry. Each time this model makes an attack that targets its quarry, you can re-roll the Wound roll. Each time this model's quarry is destroyed, you can select a new unit from your opponent's army to be its quarry.



► Las-impulsor - high intensity BLAST	24"	D6	3+	14	-3	4
► Las-impulsor - low intensity BLAST	36"	2D6	3+	7	-1	2

⚔ **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

Invulnerable Save (5+*)

This model has a 5+ invulnerable save against ranged attacks.

Mentor (Bondsman)

Each time a model affected by this ability makes an attack that targets this model's quarry, you can re-roll the Wound roll.



WEAPON RULES

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).

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).



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.

