

IMPERIUM - IMPERIAL KNIGHTS - LIBRARY

QUESTORIS KNIGHT
MAGAERA

385 PTS



M10"

T11

SV3+

W26

LD6+

OC10

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lightning cannon SUSTAINED HITS 2	48"	12	3+	9	0	2
Phased plasma-fusil RAPID FIRE 2	24"	2	3+	8	-3	2
Twin rad cleanser TORRENT IGNORES COVER	12"	D6	N/A	2	0	1
ANTI-INFANTRY 2+ TWIN-LINKED						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Hekaton siege claw - strike	Melee	4	3+	20	-3	8
► Hekaton siege claw - sweep	Melee	8	3+	10	-2	3
► Reaper chainsword - strike	Melee	4	3+	14	-4	6
► Reaper chainsword - sweep	Melee	12	3+	9	-3	2

AUFSTELLUNG

1x Questoris Knight Magaera

Equipped with: Lightning cannon, Phased plasma-fusil, Twin rad cleanser, ► Hekaton siege claw - strike, ► Hekaton siege claw - sweep, ► Reaper chainsword - strike, ► Reaper chainsword - sweep

Wargear Options:

- This model can replace its Reaper chainsword with Hekaton siege claw and twin rad cleanser.

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.
- Magaera's Duty (Bondsman)**
While a model is affected by this ability, each time that model makes a ranged attack that targets the closest eligible target, improve the Strength and Armour Penetration characteristics of that attack by 1.
- Repair Auto-simulacra**
At the end of your Command phase, this model regains up to D3 lost wounds.

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+.*

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.

CORE 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.

◆ 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").

◆ 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).

