

<b>Knight Moirax Talon</b>	<b>[200Pts]</b>
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<b>Special Rules</b>	Fleet (2), Greuso Protocol, Moirax Talon, Move Through Cover, Night Vision
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Move	WS	BS	S	T	W	I	A	LD	SV	Involn	5+
8"	4	(4) 3+	7	7	6	4	3	8	3+		

Weapon	Range	Strength	AP	Type
Irad-Cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phage
Volkite Veuglaire	30"	6	4	Heavy 5, Deflagrate
Siege Claw	-	X2	2	Melee, Brutal (2), Sunder, Wrecker

Rules	Description
Fleet	A unit composed entirely of models with this special rule gains a bonus to all Run moves, any distance moved as part of a Reaction and as a modifier to all rolls made to determine Charge Distances equal to the value in brackets listed after the special rule. For example, a unit composed entirely of models with the Fleet (2) special rule would add +2 to all Run moves it makes, +2 to all distances moved as part of a Reaction and add a +2 modifier to any Charge Moves made. If a unit is composed entirely of models with this special rule, but the models have different versions of this special rule, then the unit must use the lowest Fleet value included in the unit (for example, a unit of ten models in which nine models have Fleet (2) and one model has Fleet (4) would use the Fleet (2) special rule).
Greuso Protocol	A unit that includes one or more models with this special rule may make use of the Greuso Protocol Advanced Reaction.
Move Through Cover	A unit that contains only models with this special rule suffers no penalty for moving or charging through Difficult Terrain.
Night Vision	Ignore the effects of Night Fighting and No model may make Shrouded Rolls to negate Wounds inflicted by their attacks.



## Knight Moirax Talon

[200Pts]

Rules	Description
Fleshbane	If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always Wound on a 2+ in close combat. Similarly, if a model makes a Shooting Attack with a weapon that has this special rule, they always Wound on a 2+. In either case, this special rule has no effect against Vehicles or Buildings.
Rad-phage	A model which loses one or more Wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle
Deflagrate	After normal attacks by this weapon have been resolved, count the number of unsaved Wounds caused on the target unit. Immediately resolve a number of additional automatic Hits on the same unit using the weapon's profile equal to the number of unsaved Wounds
Brutal (2)	Multiply the wounds dealt by X, Only impacts targeted model and does not spill over
Sunder	Attacking player may reroll failed armour penetration rolls against vehicles and buildings.
Wrecker	Penetrating Hits caused by attacks made with weapons or models with this special rule add +1 to the result of any rolls on the Vehicle or Building Damage tables.
Ionic Deflector	5+ Invulnerable Save If a model has an Ionic Deflector and a Wounds Characteristic it gains the Eternal Warrior special rule If a model with an Ionic Deflector dies, all models both friendly and enemy within D6+3" suffer an automatic hit at Str 8 AP -
Rad Furnace	-1 to Wound when locked in combat, to a minimum of 2+ This is not cumulative
Eternal Warrior	If a model with this special rule suffers an unsaved Wound from an attack that inflicts Instant Death, it only reduces its Wounds by 1, instead of automatically reducing its Wounds to 0