

<b>Armiger Helverin Talon</b>	<b>[200Pts]</b>
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<b>Special Rules</b>	Fleet (2), Move Through Cover, Ionic Deflector
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Move	WS	BS	S	T	W	I	A	LD	SV	Invuln	5+
8"	4	(4) 3+	7	7	6	4	3	7	3+		



Weapon	Range	Strength	AP	Type
Phaeton Autocannon— AP Rounds	64"	7	3	Heavy 2, Sunder, Rending (6+)
Phaeton Autocannon— Ignis Rounds	64"	7	3	Heavy 2, Ignores Cover, Rending (6+)
Heavy Stubber	36"	4	6	Heavy 3
Meltagun	12"	8	1	Assault 1, Armourbane (Melta)

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).
Move Through Cover	A unit that contains only models with this special rule suffers no penalty for moving or charging through Difficult Terrain.
Armourbane (Melta)	Weapons with this special rule only gain the effects at half the maximum range of the weapon. Roll an additional D6 for AP when targeting a Vehicle or when targeting an Automata or Dreadnought Unit, re-roll all failed To Wound Rolls instead
Shred	Reroll failed To Wound rolls in close combat

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[200Pts]

Rules	Description
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 -
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
Sunder	Attacking player may reroll failed armour penetration rolls against vehicles and buildings.
Rending (6+)	Critical blow will be struck when the To Wound roll is greater than or equal to X, The target automatically suffers a wound irrespective of the targets toughness, The controlling player may also choose to resolve those attacks as AP 2 instead of the weapons normal AP value.
Ignores Cover	Cover Saves and Damage Mitigation rolls granted by the Shrouded special rule cannot be taken against Wounds or Hull Point damage caused by weapons with the Ignores Cover special rule. This includes Cover Saves granted by Reactions and other special rules as well as Cover Saves conferred by terrain.