IMPERIUM Imperial Knights - House Taranis					KNIGHT ERRANT - Binary Behemoth									504 Pts			
1	(					画						X	144		0		
Full HP	10"	15"	**************************************	3+	3+	8		16	15	15	22	4	4	6+	10	3+	5++/5
Mid HP	7"	10"		4+	4+	8		15	14	14	15	3	4	7+	9	3+	5++/5
Low HP	3"	4"		5+	5+	8		14	13	13	7	2	4	8+	8	3+	5++/5
							Ur	nit Aptitu	des								
rant's Duty (Bond	sman)		While a m	nodel is aff	ected by this	s aptitude,	you can re-	roll Advano	ce rolls mad	le for that r	model and	its ranged v	weapons ha	ve the Assa	ult type.		
ggressive Assault			Each time	this mode	l makes a ra	nged attac	k against th	e closest eli	gible target	, add 1 to tl	he Hit roll.						
plosive Fatal Dem	iise		When this	s model is	destroyed, tl	hrow one l	D6 for each	n units withi	n 6". On a	4+, the unit	t suffers <b>D</b> 6	mortal wo	ounds.				
							Unit	Special I	Rules								
earchlight / Super-I	Heavy Walk	er															
								chic Dom									

Weapons	*	<b>(</b>			<b>(*)</b>	<b>ं</b>	Pts
Ironstorm missile pod	48"	1	5	0	<b>D</b> 3	Heavy - Large Blast - Barrage - Indirect Fire	15
Meltagun	12"	1	9	-4	<b>D</b> 6	Assault - Melta	11
Reaper chainsword - Strike	Melee	User	x2	-4	6	Melee	20
Reaper chainsword - Sweep	Melee	<b>x</b> 3	User	-3	2	Melee	20
Thermal cannon	24"	2 <b>D</b> 3	12	-4	<b>D</b> 6	Heavy - Melta - Large Blast	28
Vehicles close combat	Melee	User	User	0	1	Melee	0

Faction Aptitudes Unit type