

IMPERIUM																	
Imperial Knights - House Taranis						KNIGHT ERRANT - Binary Behemoth										504 Pts	
1																	
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++
Unit Aptitudes																	
Errant's Duty (Bondsman)			While a model is affected by this aptitude, you can add 6" to Advance moves for that model and its ranged weapons have the Assault type.														
Aggressive Assault			Each time this model makes a ranged attack against the closest eligible target, add 1 to the Hit roll.														
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.														
Unit Special Rules																	
Searchlight / Super-Heavy Walker																	
Weapons															Nb	Pts	
Ironstorm missile pod					48"	1	5	0	D3	Heavy - Large Blast - Barrage - Indirect Fire					1	15	
Meltagun					12"	1	9	-4	D6	Assault - Melta					1	11	
Reaper chainsword - Strike					Melee	User	x2	-4	6	Melee					1	20	
Reaper chainsword - Sweep					Melee	x3	User	-3	2	Melee					1	20	
Thermal cannon					24"	2D3	12	-4	D6	Heavy - Melta - Large Blast					1	28	
Vehicles close combat					Melee	User	User	0	1	Melee					1		
Faction Aptitudes															Unit type		
Code Chivalric	Sacristan Pledge	House Taranis - Agents of the Adeptus Mechanicus													Vehicle		