























IMPERIUM					ARMIGER WARGLAIVE - Warpblade Vanguard												202 Pts	
Imperial Knights - House Taranis																		
1																		
Full HP	12"	18"		3+	3+	6		13	12	12	12	3	3	7+	8	3+	5++/5++	
Mid HP	8"	12"		4+	4+	6		12	11	11	8	2	3	8+	7	3+	5++/5++	
Low HP	4"	6"		5+	5+	6		11	10	10	4	1	3	9+	6	3+	5++/5++	
Unit Aptitudes																		
Impetuous Glory			Each time this model makes a Charge move, until the end of the turn, melee weapons equipped by this model have the Sustained Hit special rule.															
Armiger Squadron			The first time this unit is set upon the battlefield, if this unit contains more than one model, each model in this unit must be set up within 6" of at least one other model from this unit. From that point onwards, each model operates independently and is treated as a separate unit.															
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.															
Unit Special Rules																		
Searchlight / Walker / Heavyweights																		
Weapons																Nb	Pts	
Reaper chaincleaver - Strike					Melee	User	x2	-3	3	Melee						1	12	
Reaper chaincleaver - Sweep					Melee	x2	User	-2	1	Melee						1	13	
Thermal spear					24"	2	12	-4	D6	Assault - Melta						1	27	
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		