























IMPERIUM					KNIGHT WARDEN - Ommissiah's Sentinel										539 Pts		
Imperial Knights - House Taranis																	
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																	
Warden's Duty (Bondsman)			While a model is affected by this aptitude, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack.														
Thin Their Ranks			Each time this model makes a ranged attack that targets an enemy unit (excluding Monsters and Vehicles), that attack has the Devastating Wounds special rule.														
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 / Colossal / Super-Heavy Walker																	
Psychic Domains																	

Weapons								Pts
Avenger gatling cannon		36"	18	6	-2	2	Heavy - Rending	25
Heavy flamer		Template	1	5	-1	1	Assault - Ignores Cover	7
Icarus autocannon		48"	3	7	-1	2	Heavy - Twin - Anti-Flyer - Interceptor - Sky fire	16
Meltagun		12"	1	9	-4	D6	Assault - Melta	11
Reaper chainsword - Strike		Melee	User	x2	-4	6	Melee	20
Reaper chainsword - Sweep		Melee	x3	User	-3	2	Melee	20
Vehicles close combat		Melee	User	User	0	1	Melee	0