
























IMPERIUM																	
Imperial Knights - House Taranis						KNIGHT CRUSADER - Imperator Invictus										527 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																	
Crusader's Duty (Bondsman)			While a model is affected by this aptitude, each time that model makes a ranged attack, add 1 to the Hit roll.														
Punishing Salvoes			In your Movement phase, if this model Remains Stationary, until the start of your next Movement phase, this model's ranged weapons have the Sustained Hits 1 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 / Super-Heavy Walker																	
Weapons																Nb	Pts
Avenger gatling cannon					36"	18	6	-2	2	Heavy - Rending						1	25
Heavy flamer					Template	1	5	-1	1	Assault - Ignores Cover						1	7
Icarus autocannon					48"	3	7	-1	2	Heavy - Twin - Anti-Flyer - Interceptor - Sky fire						1	16
Meltagun					12"	1	9	-4	D6	Assault - Melta						1	11
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		