
























IMPERIUM																		
Imperial Knights - House Taranis							ARMIGER HELVERIN - Helios Striders										212 Pts	
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																		
Skyfire Protocols			While this model is either wholly within your deployment zone or within range of an objective marker you control, its Armiger autocannons have the Anti-Flyer 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
Questoris heavy stubber					36"	3	4	-1	1	Rapid Fire 3							1	6
Vehicles close combat					Melee	User	User	0	1	Melee							1	
Armiger autocannon					48"	4	9	-1	3	Heavy							2	56
Faction Aptitudes															Unit type			
Code Chivalric	Sacristan Pledge	House Taranis - Agents of the Adeptus Mechanicus													Vehicle			