Full HP 12' 18' 33' 34' 6 13' 12' 12' 12 12 3 3 3 7* 8 3* Mid HP 8' 12' 44' 44' 6 12' 11 11 18 2 2 3 8* 7 3* Low HP 4' 6' 5+ 5+ 6 11 10 10 10 4 11 3 9+ 6 3* Exprise Protocols While this model is either wholly within your deployment zone or within range of an objective marker you control, its Armiger autocannous have the Antispecial rule. The first time this unit is set upon the buttlefield, if this unit contains more than one model, each model in this unit must be set up within 6' of all least one model from this unit. From that point cowards, each model operates independently and is treated as a separate unit. When this model is destroyed, throw one D6 for each units within 6'. On a 4*, the unit suffers D4 mortal wounds.	IMPERIUM Imperial Knights - House Taranis						ARMIGER HELVERIN - Sable Lancers										212 Pts	
Full HIP 12' 18' 3° 3° 6' 13 12 12 12 13 3 3 7° 8 3° 6' Mid HIP 8' 12' 4° 4° 4° 6 12 11 11 11 8 2 3 3 8 8° 7 3° 8° 12' Low HIP 4' 6' 5° 5° 5° 6 11 10 10 10 4 1 3 9° 6 3° 8° 7 8° 8° 8° 7 8° 8° 8° 8° 8° 8° 8° 8° 8° 8° 8° 8° 8°		<i>(</i>		*		(4)	画						X	+44		0		
Low HP 4° 6° 5+ 5+ 6 11 10 10 4 1 3 9+ 6 3- Unit Apitudes While this model is either wholly within your deployment zone or within range of an objective marker you control, its Armiger autocannons have the Antispressive Lethal Demise 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 model from this unit. From that point onwards, each model operates independently and is treated as a separate unit. 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 archlight / Walker / Heavyweights	Full HP	12"	18"	• A000APRIMATE \$2000. A	3+	3+	6		13	12	12	12	3	3	7+		3+	5++/5+
Unit Aptitudes While this model is either wholly within your deployment zone or within range of an objective marker you control, its Armiger autocamons have the Antisperal Protocols miger 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 model from this unit. From that point onwards, each model operates independently and is treated as a separate unit. 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 archlight / Walker / Heavyweights	Mid HP	8"	12"		4+	4+	6		12	11	11	8	2	3	8+	7	3+	5++/5+
While this model is either wholly within your deployment zone or within range of an objective marker you control, its Armiger autocannons have the Antispecial rule. 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 model from this unit. From that point onwards, each model operates independently and is treated as a separate unit. 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 archlight / Walker / Heavyweights	Low HP	4"	6"		5+	5+	6		11	10	10	4	1	3	9+	6	3+	5++/5-
While this model is either wholly within your deployment zone or within range of an objective marker you control, its Armiger autocannons have the Antispecial rule. 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 model from this unit. From that point onwards, each model operates independently and is treated as a separate unit. 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 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 model from this unit. From that point onwards, each model operates independently and is treated as a separate unit. 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																		
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plosive 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 archlight / Walker / Heavyweights	niger Squadron														t be set up v	within 6" of	f at least or	ne other
Unit Special Rules				model no	in uns um.	. I rom ma	point onw	ards, caciri	noder oper	ates indepe	ndendy an	d is treated	as a separa	uc um.				
archlight / Walker / Heavyweights	losive Lethal Den	mise		When this	s model is o	destroyed, t	hrow one l	D6 for each	units withi	n 6". On a	4+, the uni	t suffers D 3	3 mortal wo	ounds.				
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Weapons	*	(A. State	U	(3)	© ?	Pts
Questoris heavy stubber	36"	3	4	-1	1	Rapid Fire 3	6
Vehicles close combat	Melee	User	User	0	1	Melee	0
Armiger autocannon	48"	4	9	-1	3	Heavy	56
	Fac	ction Aptitudes					Unit type
Code Chivalric		ouse Taranis - Age Adeptus Mechai	nts of the				Vehicle