| IMPERIUM Imperial Knights - House Taranis |            |     |  |               | KNIGHT PALADIN - Mechanized Colossus |  |             |                     |             |             |                      |             |        |    | 524 Pts |    |        |
|---|------------|-----|--|---------------|--------------------------------------|--|-------------|---------------------|-------------|-------------|----------------------|-------------|--------|----|---------|----|--------|
| 1   | 7          |     |  |               | (4)                                  | THE STATE OF THE S |             |                     | 6           |             |                      | X           | 144    |    | 0       |    |        |
| 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- |
|   |            |     |  |               |                                      |  | Uı          | nit Aptitu          | des         |             |                      |             |        |    |         |    |        |
| dadin's Duty (Bone                        | dsman)     |     | While a n                              | nodel is affe | ected by this                        | s aptitude,  | its weapon  | s have the <b>I</b> | Lethal Hits | and Lance   | special rule         | ·.          |        |    |         |    |        |
| easoned Noble                             |            |     | Once per                               | phase, you    | can re-roll                          | one Hit ro   | oll, one Wo | ound roll or        | one saving  | throw mad   | le for this n        | nodel.      |        |    |         |    |        |
| xplosive Fatal Dem                        | ise        |     | When this                              | s model is o  | destroyed, t                         | hrow one l   | D6 for eacl | n units with        | in 6". On a | 4+, the uni | t suffers <b>D</b> 6 | 6 mortal wo | ounds. |    |         |    |        |
|   |            |     |  |               |                                      |  |             |                     |             |             |                      |             |        |    |         |    |        |
|   |            |     |  |               |                                      |  |             |                     |             |             |                      |             |        |    |         |    |        |
|   |            |     |  |               |                                      |  |             |                     |             |             |                      |             |        |    |         |    |        |
|   |            |     |  |               |                                      |  |             |                     |             |             |                      |             |        |    |         |    |        |
|   |            |     |  |               |                                      |  |             |                     |             |             |                      |             |        |    |         |    |        |
|   |            |     |  |               |                                      |  |             |                     |             |             |                      |             |        |    |         |    |        |
|   |            |     |  |               |                                      |  | Unit        | t Special ?         | Rules       |             |                      |             |        |    |         |    |        |
| archlight / Super-H                       | Heavy Walk | er  |  |               |                                      |  |             |                     |             |             |                      |             |        |    |         |    |        |
|   |            |     |  |               |                                      |  | Pev         | chic Don            | naina       |             |                      |             |        |    |         |    |        |

| Weapons                    | *     | <b>(</b> |            | U  |              | <b>©</b> ₹   | Pts |
|----------------------------|-------|----------|------------|----|--------------|--|-----|
| Icarus autocannon          | 48"   | 3        | 7          | -1 | 2            | Heavy - Twin - Anti-Flyer - Interceptor - Sky fire | 16  |
| Meltagun                   | 12"   | 1        | 9          | -4 | <b>D</b> 6   | Assault - Melta                                    | 11  |
| Questoris heavy stubber    | 36"   | 3        | 4          | -1 | 1            | Rapid Fire 3                                       | 6   |
| Rapid fire battle cannon   | 72"   | 3        | 10         | -1 | <b>D</b> 3+3 | Heavy - Rappid Fire D6+3 - Blast                   | 21  |
| Reaper chainsword - Strike | Melee | User     | <b>x</b> 2 | -4 | 6            | Melee  | 20  |
| Reaper chainsword - Sweep  | Melee | х3       | User       | -3 | 2            | Melee  | 20  |
| Vehicles close combat      | Melee | User     | User       | 0  | 1            | Melee  | 0   |
|                            |       |          |            |    |              |  |     |