
























IMPERIUM					KNIGHT GALLANT - Metal Reclaimer										510 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																	
Gallant's Duty (Bondsman)			While a model is affected by this aptitude, you can re-roll Charge rolls made for that model and each time that model makes a melee attack, you can re-roll the Hit roll.														
Martial Pride			Each time a melee attack targets this model, subtract 1 from the Hit roll.														
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																	
Psychic Domains																	

Weapons								Pts
Ironstorm missile pod		48"	1	5	0	D3	Heavy - Large Blast - Barrage - Indirect Fire	15
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
Thunderstrike gauntlet - Strike		Melee	User	x2	-3	8	Melee - Colossal	23
Thunderstrike gauntlet - Sweep		Melee	x2	User	-2	3	Melee	21
Vehicles close combat		Melee	User	User	0	1	Melee	0