IMPERIUM Imperial Knights - House Taranis					KNIGHT CRUSADER - Imperator Invictus										527 Pts		
1	•				(4)	TEST TEST			6			X	144		0		
Full HP	10"	15"	-0000#################################	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								
rusader's Duty (Bo	ondsman)		While a m	nodel is aff	ected by this	s aptitude,	each time t	hat model i	makes a rar	iged attack,	, add 1 to tl	ne Hit roll.					
unishing Salvoes			In your M special rule		phase, if this	model Re	mains Statio	onary, until	the start of	your next	Movement	phase, this	s model's ra	anged weap	ons have th	ne Sustaine	ed Hits 1
plosive Fatal Den	nise		When this	s model is	destroyed, t	hrow one l	D6 for each	units withi	n 6". On a	4+, the unit	t suffers D 6	6 mortal wo	ounds.				
							Unit	Special l	Rules								
archlight / Super-I	Heavy Walk	er															
							Psy	chic Don	nains								

Weapons	数	Φ)		U		ं	Pts
Avenger gatling cannon	36"	18	6	-2	2	Heavy - Rending	25
Heavy flamer	Template	1	5	-1	1	Assault - Ignores Cover	7
Icarus autocannon	48"	3	7	-1	2	Heavy - Twin - Anti-Flyer - Interceptor - Sky fire	16
Meltagun	12"	1	9	-4	D 6	Assault - Melta	11
Thermal cannon	24"	2 D 3	12	-4	D 6	Heavy - Melta - Large Blast	28
Vehicles close combat	Melee	User	User	0	1	Melee	0

Faction Aptitudes Unit type

Code Chivalric Sacristan Pledge

House Taranis - Agents of the Adeptus Mechanicus

Vehicle