

IMPERIUM																	
Imperial Knights - House Taranis						KNIGHT ERRANT - Binary Behemoth										504 Pts	
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																	
Errant's Duty (Bondsman)			While a model is affected by this aptitude, you can re-roll Advance rolls made for that model and its ranged weapons have the Assault type.														
Aggressive Assault			Each time this model makes a ranged attack against the closest eligible target, add 1 to 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																	
Weapons															Nb	Pts	
Ironstorm missile pod					48"	1	5	0	D3	Heavy - Large Blast - Barrage - Indirect Fire					1	15	
Meltagun					12"	1	9	-4	D6	Assault - Melta					1	11	
Reaper chainsword - Strike					Melee	User	x2	-4	6	Melee					1	20	
Reaper chainsword - Sweep					Melee	x3	User	-3	2	Melee					1	20	
Thermal cannon					24"	2D3	12	-4	D6	Heavy - Melta - Large Blast					1	28	
Vehicles close combat					Melee	User	User	0	1	Melee					1		
Faction Aptitudes															Unit type		
Code Chivalric	Sacristan Pledge	House Taranis - Agents of the Adeptus Mechanicus													Vehicle		