




































































IMPERIUM					ARMIGER HELVERIN - Helios Striders										212 Pts		
Imperial Knights - House Taranis																	
1																	
Full HP	12"	18"		3+	3+	6		13	12	12	12	3	3	7+	8	3+	5++/5++
Mid HP	8"	12"		4+	4+	6		12	11	11	8	2	3	8+	7	3+	5++/5++
Low HP	4"	6"		5+	5+	6		11	10	10	4	1	3	9+	6	3+	5++/5++
Unit Aptitudes																	
Skyfire Protocols			While this model is either wholly within your deployment zone or within range of an objective marker you control, its Armiger autocannons have the Anti-Flyer special rule.														
Armiger 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 other model from this unit. From that point onwards, each model operates independently and is treated as a separate unit.														
Explosive 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																	
Searchlight / Walker / Heavyweights																	
Psychic Domains																	







IMPERIUM					ARMIGER HELVERIN - Sable Lancers										212 Pts		
Imperial Knights - House Taranis																	
1																	
Full HP	12"	18"		3+	3+	6		13	12	12	12	3	3	7+	8	3+	5++/5++
Mid HP	8"	12"		4+	4+	6		12	11	11	8	2	3	8+	7	3+	5++/5++
Low HP	4"	6"		5+	5+	6		11	10	10	4	1	3	9+	6	3+	5++/5++
Unit Aptitudes																	
Skyfire Protocols			While this model is either wholly within your deployment zone or within range of an objective marker you control, its Armiger autocannons have the Anti-Flyer special rule.														
Armiger 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 other model from this unit. From that point onwards, each model operates independently and is treated as a separate unit.														
Explosive 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																	
Searchlight / Walker / Heavyweights																	
Psychic Domains																	







[illegible]


















IMPERIUM					ARMIGER WARGLAIVE - Ironclad Dragoons										202 Pts		
Imperial Knights - House Taranis																	
1																	
Full HP	12"	18"		3+	3+	6		13	12	12	12	3	3	7+	8	3+	5++/5++
Mid HP	8"	12"		4+	4+	6		12	11	11	8	2	3	8+	7	3+	5++/5++
Low HP	4"	6"		5+	5+	6		11	10	10	4	1	3	9+	6	3+	5++/5++
Unit Aptitudes																	
Impetuous Glory			Each time this model makes a Charge move, until the end of the turn, melee weapons equipped by this model have the Sustained Hit special rule.														
Armiger 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 other model from this unit. From that point onwards, each model operates independently and is treated as a separate unit.														
Explosive 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																	
Searchlight / Walker / Heavyweights																	
Psychic Domains																	







IMPERIUM					ARMIGER WARGLAIVE - Warpblade Vanguard										202 Pts		
Imperial Knights - House Taranis																	
1																	
Full HP	12"	18"		3+	3+	6		13	12	12	12	3	3	7+	8	3+	5++/5++
Mid HP	8"	12"		4+	4+	6		12	11	11	8	2	3	8+	7	3+	5++/5++
Low HP	4"	6"		5+	5+	6		11	10	10	4	1	3	9+	6	3+	5++/5++
Unit Aptitudes																	
Impetuous Glory			Each time this model makes a Charge move, until the end of the turn, melee weapons equipped by this model have the Sustained Hit special rule.														
Armiger 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 other model from this unit. From that point onwards, each model operates independently and is treated as a separate unit.														
Explosive 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																	
Searchlight / Walker / Heavyweights																	
Psychic Domains																	

















[illegible]







Weapons								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	D6	Assault - Melta	11
Thermal cannon		24"	2D3	12	-4	D6	Heavy - Melta - Large Blast	28
Vehicles close combat		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Code Chivalric	Sacristan Pledge	House Taranis - Agents of the Adeptus Mechanicus						Vehicle







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
Thermal cannon		24"	2D3	12	-4	D6	Heavy - Melta - Large Blast	28
Vehicles close combat		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Code Chivalric	Sacristan Pledge	House Taranis - Agents of the Adeptus Mechanicus						Vehicle

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	
Faction Aptitudes								Unit type
Code Chivalric	Sacristan Pledge	House Taranis - Agents of the Adeptus Mechanicus						Vehicle

IMPERIUM					KNIGHT PALADIN - Mechanized Colossus										524 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																	
Paladin’s Duty (Bondsman)			While a model is affected by this aptitude, its weapons have the Lethal Hits and Lance special rule.														
Seasoned Noble			Once per phase, you can re-roll one Hit roll, one Wound roll or one saving throw made for this model.														
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
Icarus autocannon		48"	3	7	-1	2	Heavy - Twin - Anti-Flyer - Interceptor - Sky fire	16
Meltagun		12"	1	9	-4	D6	Assault - Melta	11
Questoris heavy stubber		36"	3	4	-1	1	Rapid Fire 3	6
Rapid fire battle cannon		72"	3	10	-1	D3+3	Heavy - Rappid Fire D6+3 - Blast	21
Reaper chainsword - Strike		Melee	User	x2	-4	6	Melee	20
Reaper chainsword - Sweep		Melee	x3	User	-3	2	Melee	20
Vehicles close combat		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Code Chivalric	Sacristan Pledge	House Taranis - Agents of the Adeptus Mechanicus						Vehicle

Weapons								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	D6	Assault - Melta	11
Reaper chainsword - Strike		Melee	User	x2	-4	6	Melee	20
Reaper chainsword - Sweep		Melee	x3	User	-3	2	Melee	20
Vehicles close combat		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Code Chivalric	Sacristan Pledge	House Taranis - Agents of the Adeptus Mechanicus						Vehicle