Im		MPERIU nights - Ho	louse Tara	anis				Al	RMIGER	HIBLOVE	RIN - He	elios Stric	lers			21	2 Pts
1	7			, N		(E)						X	144		0		C
Full HP	12"	18"		3+	3+	6		13	12	12	12	3	3	7+	8	3+	5++,
Mid HP	8"	12"		4+	4+	6		12	11	11	8	2	3	8+	7	3+	5++,
Low HP	4"	6"		5+	5+	6		11	10	10	4	1	3	9+	6	3+	5++,
							Ur	it Aptitu	des								

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

special rule.

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

Weapons		(4)	4		3	<b>©</b> ₹	Pts
Questoris heavy stubber	36"	3	4	-1	1	Rapid Fire 3	6
Vehicles close combat	Melee	User	User	0	1	Melee	
Armiger autocannon	48"	4	9	-1	3	Heavy	56

Im		MPERIUM nights - Ho		nis				Al	RMIGER	HELVE	RIN - Sa	ble Lanc	ers			21	2 Pts
1	7		W	N.		(E)						X	144		0		
Full HP	12"	18"	. 6000 to manual a 2000 to	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++/3
							$\mathbf{U}\mathbf{n}$	iit Aptitud	des								

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

Weapons		(4)	4		3	<b>©</b> ₹	Pts
Questoris heavy stubber	36"	3	4	-1	1	Rapid Fire 3	6
Vehicles close combat	Melee	User	User	0	1	Melee	
Armiger autocannon	48"	4	9	-1	3	Heavy	56

Im		MPERIU nights - H	ouse Tara	anis				ARM	IGER W	ARGLAI	VE - Iro	nclad Dra	agoons			20	2 Pts
1	7		*	N.		1						X	144		0		T
Full HP	12"	18"		3+	3+	6		13	12	12	12	3	3	7+	8	3+	5++
Mid HP	8"	12"		4+	4+	6		12	11	11	8	2	3	8+	7	3+	5++
Low HP	4"	6"		5+	5+	6		11	10	10	4	1	3	9+	6	3+	5++
							Un	it Aptitu	des								

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.

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

Armiger Squadron

Weapons		<b>(P)</b>	*			<b>Q</b>	Pts
Reaper chaincleaver - Strike	Melee	User	x2	-3	3	Melee	12
Reaper chaincleaver - Sweep	Melee	x2	User	-2	1	Melee	13
Thermal spear	24"	2	12	-4	<b>D</b> 6	Assault - Melta	27
Vehicles close combat	Melee	User	User	0	1	Melee	

Code Chivalric Sacristan Pledge

House Taranis - Agents of the Adeptus Mechanicus

Im		MPERIU nights - Ho	M ouse Taran	nis				ARMIC	GER WA	RGLAIV	E - War	pblade V	anguard			20	2 Pts
1	7		W			THE STATE OF THE S				<b>b</b>		X	144		0		
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
							Ur	nit Aptitu	des								
petuous Glory			Each time th	nis model	makes a C	harge mov		_		weapons e	equipped b	y this mode	el have the S	Sustained H	Iit special 1	rule.	
niger Squadron			The first tim		_									be set up v	vithin 6" of	at least or	ne other

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

Explosive Lethal Demise

Weapons		<b>(P)</b>	*			<b>Q</b>	Pts
Reaper chaincleaver - Strike	Melee	User	x2	-3	3	Melee	12
Reaper chaincleaver - Sweep	Melee	x2	User	-2	1	Melee	13
Thermal spear	24"	2	12	-4	<b>D</b> 6	Assault - Melta	27
Vehicles close combat	Melee	User	User	0	1	Melee	

Code Chivalric Sacristan Pledge

House Taranis - Agents of the Adeptus Mechanicus

In		MPERIU nights - H		unis				KN	IGHT CE	RUSADE	CR - Impe	erator Inv	rictus			52	7 Pts
1	7		*	.X	(4)	TEN TO						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								
usader's Duty (Bo	ondsman)		While a m	odel is affo	ected by this	s aptitude,	each time t	hat model i	makes a ran	ged attack,	add 1 to th	ne Hit roll.					
iishing Salvoes			In your M special rule	_	hase, if this	model Re	mains Stati	onary, until	the start of	your next l	Movement	phase, this	model's ra	nged weapo	ons have th	e Sustaine	d Hits 1
olosive Fatal Dem	nise		When this	model is	destroyed, t	hrow one l	D6 for each	n units withi	n 6". On a 4	4+, the unit	suffers D6	o mortal wo	unds.				

Unit Special Rules

Searchlight / Super-Heavy Walker

Weapons	森	<b>(</b>		U		<b>₫</b>	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	<b>D</b> 6	Assault - Melta	11
Thermal cannon	24"	2 <b>D</b> 3	12	-4	<b>D</b> 6	Heavy - Melta - Large Blast	28
Vehicles close combat	Melee	User	User	0	1	Melee	

Code Chivalric Sacristan Pledge

House Taranis - Agents of the Adeptus Mechanicus

Im	nperial Kn	MPERIU nights - Ho		anis				K	NIGHT I	ERRAN	Γ - Binary	y Behemo	oth			50	4 Pts
1	7		W		(4)							X	+4+		0		C
Full HP	10"	15"		3+	3+	8		16	15	15	22	4	4	6+	10	3+	5++,
Mid HP	7"	10"		4+	4+	8		15	14	14	15	3	4	7+	9	3+	5++,
Low HP	3"	4"		5+	5+	8		14	13	13	7	2	4	8+	8	3+	5++,
							Un	it Aptitu	des								

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

Aggressive Assault

Weapons	*	<b>(</b>				<b>₫</b>	Pts
Ironstorm missile pod	48"	1	5	0	<b>D</b> 3	Heavy - Large Blast - Barrage - Indirect Fire	15
Meltagun	12"	1	9	-4	<b>D</b> 6	Assault - Melta	11
Reaper chainsword - Strike	Melee	User	x2	-4	6	Melee	20
Reaper chainsword - Sweep	Melee	<b>x</b> 3	User	-3	2	Melee	20
Thermal cannon	24"	2 <b>D</b> 3	12	-4	<b>D</b> 6	Heavy - Melta - Large Blast	28
Vehicles close combat	Melee	User	User	0	1	Melee	

Code Chivalric Sacristan Pledge

House Taranis - Agents of the Adeptus Mechanicus

In		MPERIU	M ouse Tara	nia				K	NIGHT (	GALLAN	NT - Meta	al Reclair	ner			51	0 Pts
1	penai Kii (*	ights - Fr	ouse Tara		(4)	The state of the s						X	144		0		
Full HP	10"	15"	- 1000 <del>0</del>	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
							T I.	nit <b>Apti</b> tu	des								
llant's Duty (Bond	lsman)		While a m	odel is affe	ected by this	s aptitude,			e rolls made	for that m	odel and ea	ach time th	at model m	akes a mele	ee attack, y	ou can re-	roll the I
rtial Pride			Each time	a melee at	tack targets	this model	l, subtract 1	from the I	Hit roll.								
plosive Fatal Dem	ise		When this	model is o	destroyed, t	hrow one l	D6 for each	units with	in 6". On a	4+, the uni	t suffers <b>D</b> 6	6 mortal wo	ounds.				

Psychic Domains

Searchlight / Super-Heavy Walker

Weapons	森	<b>(</b>		U		<b>⇔</b>	Pts	l
Ironstorm missile pod	48"	1	5	0	<b>D</b> 3	Heavy - Large Blast - Barrage - Indirect Fire	15	l
Meltagun	12"	1	9	-4	<b>D</b> 6	Assault - Melta	11	l
Reaper chainsword - Strike	Melee	User	x2	-4	6	Melee	20	l
Reaper chainsword - Sweep	Melee	х3	User	-3	2	Melee	20	l
Thunderstrike gauntlet - Strike	Melee	User	x2	-3	8	Melee - Colossal	23	l
Thunderstrike gauntlet - Sweep	Melee	x2	User	-2	3	Melee	21	l
Vehicles close combat	Melee	User	User	0	1	Melee		l

Code Chivalric Sacristan Pledge

House Taranis - Agents of the Adeptus Mechanicus

Im		MPERIUI	anis				KNI	GHT PA	LADIN	- Mechar	nized Col	ossus			52	4 Pts
1	7				TEST TEST			6			X	+4+		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+-
						Un	it Aptitu	des								

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

Paladin's Duty (Bondsman)

Weapons	数	<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	

Code Chivalric Sacristan Pledge

House Taranis - Agents of the Adeptus Mechanicus

I	II mperial Kr	MPERIU nights - H		anis			KNIGHT WARDEN - Omnissiah's Sentinel										539 Pts		
1	7		*	X	(4)	The state of the s						X	+4+		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++		

#### Unit Aptitudes

Warden's Duty (Bondsman) While a model is affected by this aptitude, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack.

Thin Their Ranks

Each time this model makes a ranged attack that targets an enemy unit (excluding Monsters and Vehicles), that attack has the Devastating Wounds special rule.

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 / Colossal / Super-Heavy Walker

Weapons	禁	<b>\Phi</b>	3			<b>©</b> 7	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	<b>D</b> 6	Assault - Melta	11
Reaper chainsword - Strike	Melee	User	x2	-4	6	Melee	20
Reaper chainsword - Sweep	Melee	<b>x</b> 3	User	<b>-</b> 3	2	Melee	20
Vehicles close combat	Melee	User	User	0	1	Melee	

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