






















IMPERIUM																	
Imperial Knights - House Taranis							KNIGHT WARDEN - Ommissiah's Sentinel									539 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																	
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														Nb	Pts		
Avenger gatling cannon					36"	18	6	-2	2	Heavy - Rending				1	25		
Heavy flamer					Template	1	5	-1	1	Assault - Ignores Cover				1	7		
Icarus autocannon					48"	3	7	-1	2	Heavy - Twin - Anti-Flyer - Interceptor - Sky fire				1	16		
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		
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		