









IMPERIUM																	
Imperial Knights - House Taranis							KNIGHT PALADIN - Mechanized Colossus									524 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																	
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																	
Weapons														Nb	Pts		
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		
Questoris heavy stubber					36"	3	4	-1	1	Rapid Fire 3				1	6		
Rapid fire battle cannon					72"	3	10	-1	D3+3	Heavy - Rappid Fire D6+3 - Blast				1	21		
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	