

Imperial Knights Datasheets (v.1.0.2)

Vehicles / Monsters

Knight Paladin (1 model)

Move 16" Save 3+ Wounds 21 Morale 3+ Control 7

Unit abilities

- *Super-heavy Walker*: This unit can move through models (excluding Vehicle / Monster models) and sections of terrain features that are 8" or less in height. This unit can move through sections of terrain features that are more than 8" in height, but if it does, after it has moved, it must pass a Morale test
- *Paladin's Duty*: Weapons equipped by this model get AP(-4) on Critical hits
- *Deadly Demise D6*: When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D6 wounds (no Save rolls, roll D6 separately for each unit within 12")

JOYTOY x WARHAMMER



JoyToy Imperial Knights House Terryn Knight Paladin, 1810pts

Ranged weapons	Range	Att	Sk	AP	Features
Rapid-fire Battle Cannon	60"	5X	3+	-2	X - is the number of models in the target unit, but maximum 3. Ignores cover
Questoris Heavy Stubber	48"	3	3+	-2	-
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Melee weapons	Range	Att	Sk	AP	Features
Reaper Chainsword	Melee	6	3+	-3	Each attack deals 3 damage, but only to one model. You can select different units as targets for each individual attack

Add abilities to the model	Cost
• <i>Indomitable Hero</i> : When taking a wound, roll one die. On a 5+ it is ignored	+145pts
• <i>Omnissian Champion</i> : Add 3 to the bearer's Wounds characteristic	+120pts
• <i>Vocifer Magnificat</i> : Friendly units within 12" get +1 to morale test rolls. Once per this unit's activation, before attacking, pick one enemy unit within 36", which gets -1 to its next morale test roll	+30pts
• <i>Mysterious Guardian</i> : This unit has the <i>Deep Strike</i> ability. Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models	+105pts
• <i>Unyielding Paragon</i> : Attacks targeting this model add +1 to its AP stat., to a max. of AP(0)	+95pts
• <i>Reclaim The Realm Oath</i> : This unit has Move 20"	+105pts

Unit abilities

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- *Errant's Duty*: This model may shoot even after Advance move
- *Deadly Demise D6*: When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D6 wounds (no Save rolls, roll D6 separately for each unit within 12")



JoyToy Imperial Knights House Raven Knight Errant, 1775pts

Ranged weapons	Range	Att	Sk	AP	Features
Thermal Cannon	48"	3X	2+	-4	X - is the number of models in the target unit, but maximum 3. Ignores cover
Questoris Heavy Stubber	48"	3	3+	-2	-



Melee weapons	Range	Att	Sk	AP	Features
Reaper Chainsword	Melee	6	3+	-3	Each attack deals 3 damage, but only to one model. You can select different units as targets for each individual attack

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