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Assembly Booklets & How To Guides

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CHOOSE THE VARIANT YOU WANT TO BUILD • CHOISISSEZ LA VARIANTE À ASSEMBLER • ELIGE QUÉ VERSIÓN QUIERES MONTAR  
WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST • SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

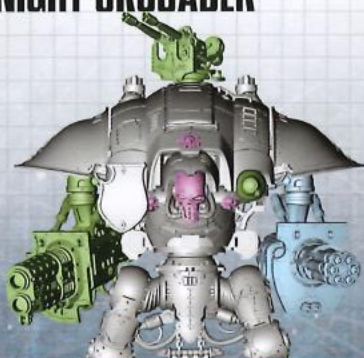
## KNIGHT PRECEPTOR CANIS REX



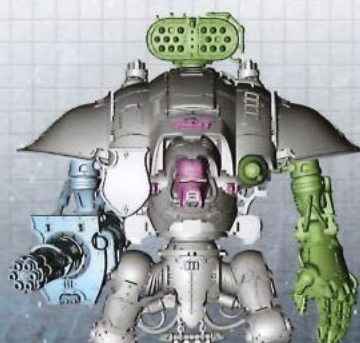
### KNIGHT PRECEPTOR



### KNIGHT CRUSADER



### KNIGHT WARDEN



### KNIGHT PALADIN



### KNIGHT ERRANT



### KNIGHT GALLANT



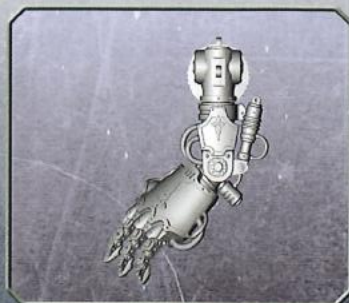
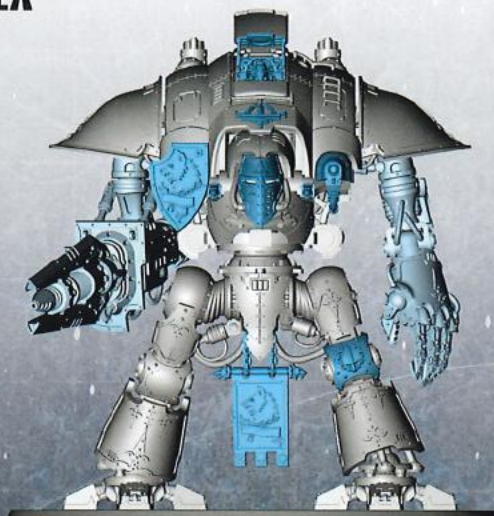
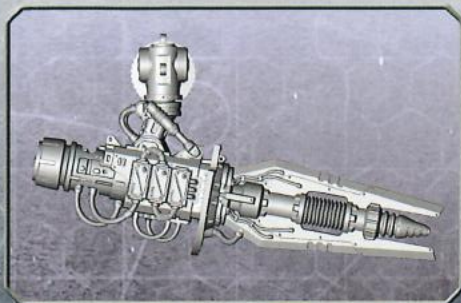
CHOOSE THE VARIANT YOU WANT TO BUILD • CHOISISSEZ LA VARIANTE À ASSEMBLER • ELIGE QUÉ VERSION QUIERES MONTAR  
WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST • SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

## KNIGHT PRECEPTOR CANIS REX

23  
POWER

• STEPS • ÉTAPES • PASOS  
• SCHRITTE • FASI

1 - 8

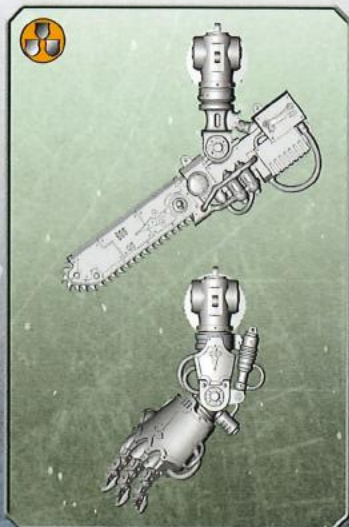
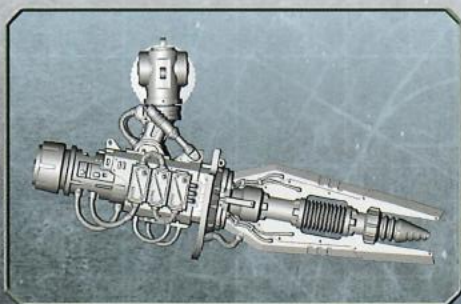


## KNIGHT PRECEPTOR

23  
POWER

• STEPS • ÉTAPES • PASOS  
• SCHRITTE • FASI

9 - 11 ; 12 - 14

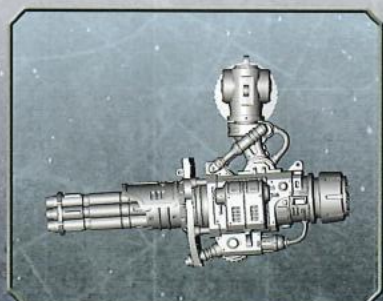
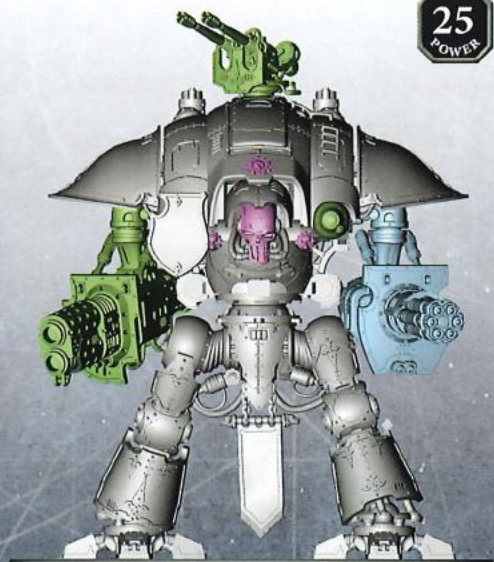


## KNIGHT CRUSADER

25  
POWER

• STEPS • ÉTAPES • PASOS  
• SCHRITTE • FASI

9 - 11 ; 15 - 17



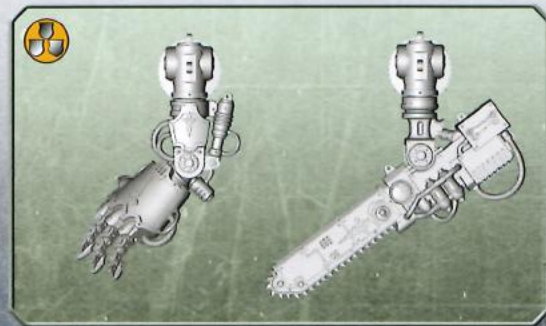
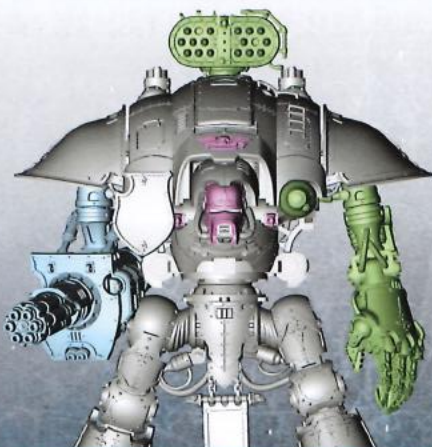
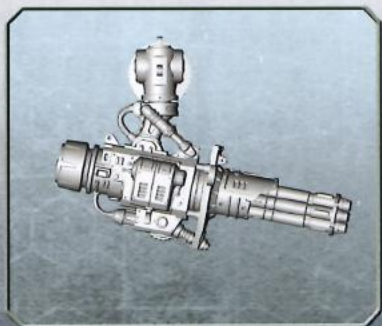
## KNIGHT WARDEN

23

POWER

• STEPS • ÉTAPES • PASOS  
• SCHRITTE • FASI

9 - 11 ; 18 - 20



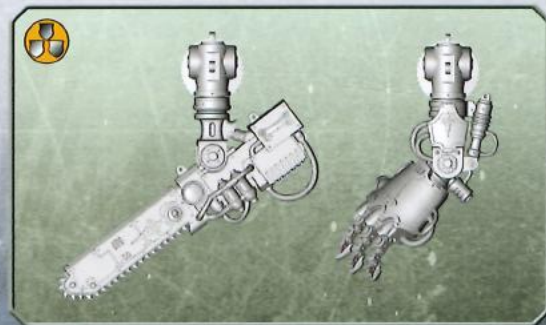
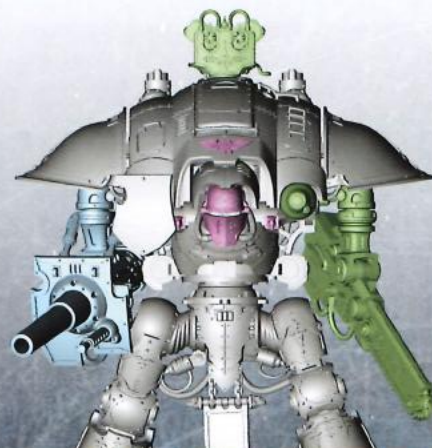
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POWER

• STEPS • ÉTAPES • PASOS  
• SCHRITTE • FASI

9 - 11 ; 21 - 23



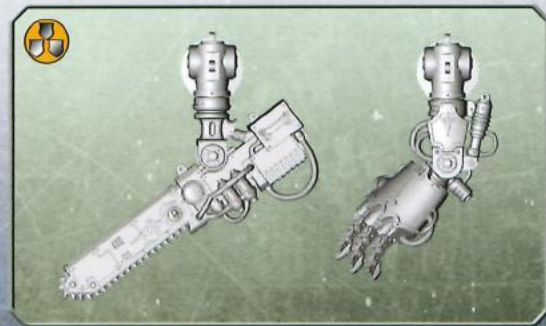
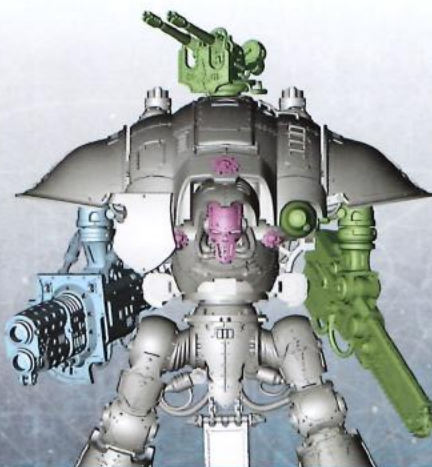
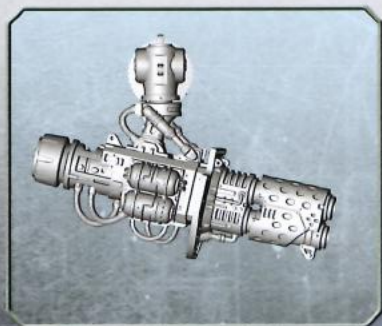
## KNIGHT ERRANT

22

POWER

• STEPS • ÉTAPES • PASOS  
• SCHRITTE • FASI

9 - 11 ; 24 - 26



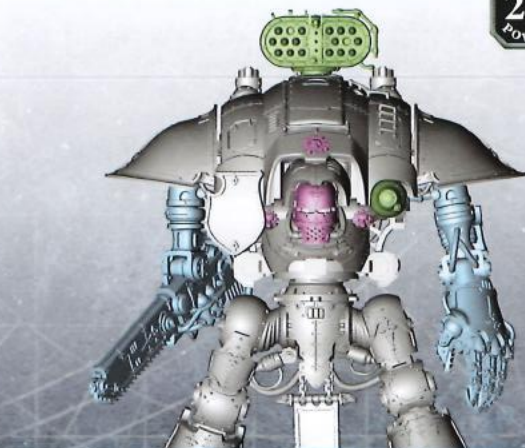
## KNIGHT GALLANT

20

POWER

• STEPS • ÉTAPES • PASOS  
• SCHRITTE • FASI

9 - 11 ; 27 - 29





# • READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR • LIES DIËS ZUERST • LEGGI PRIMA QUESTO

**ENG** BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.

**FRE** AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.

**SPA** POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.

**GER** VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN. Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.

**ITA** PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

## • EXPLANATION OF SYMBOLS • EXPLICATION DES SYMBOLES • EXPLICACIÓN DE SÍMBOLOS • ERLÄUTERUNG DER SYMBOLE • LEGENDA DEI SIMBOLI



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



- Variant assembly
- Variante d'assemblage
- Variante de montaje
- Bauvariante
- Assemblaggio alternativo



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



- Do not glue the components
- Ne pas coller les éléments
- No pegar los componentes
- Bitte die Teile nicht kleben
- Non incollare i componenti



- Paint before assembly
- Peindre avant assemblage
- Pintar antes del montaje
- Erst bemalen, dann zusammenbauen
- Dipingi prima dell'assemblaggio



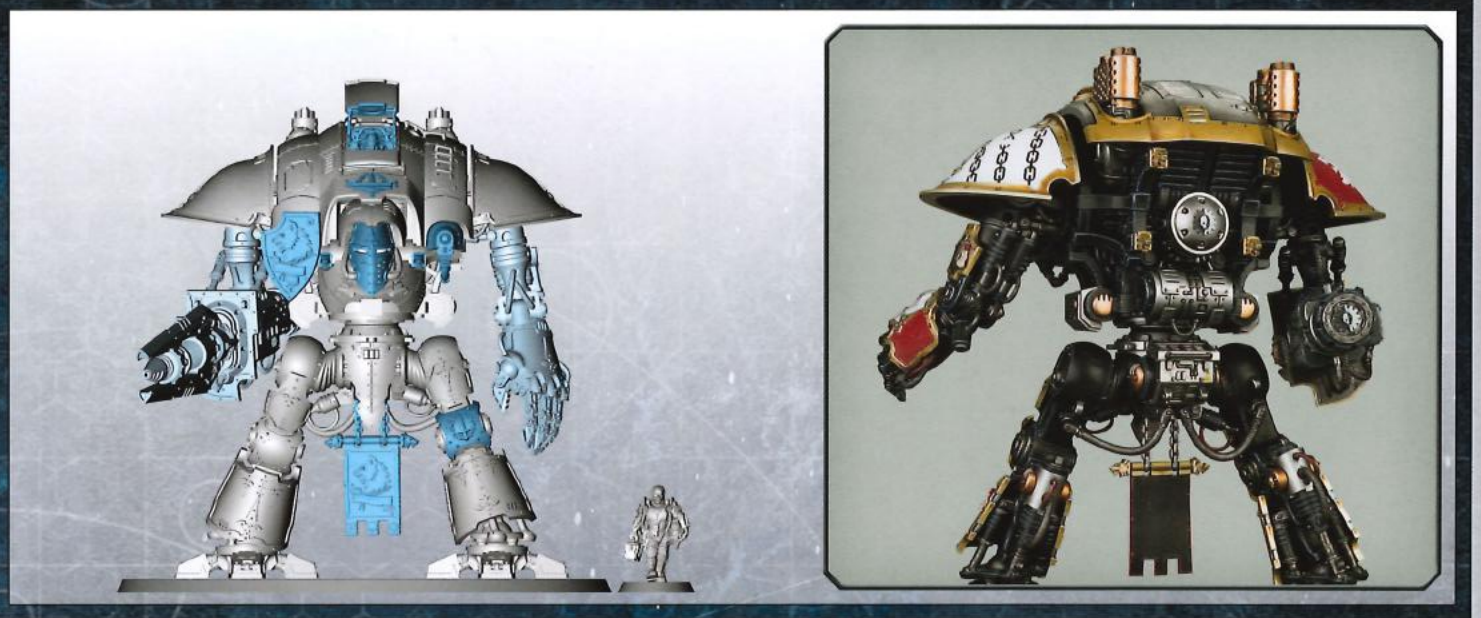
- Citadel plastic glue
- Colle plastique Citadel
- Pegamento para plástico
- Citadel-Kunststoffkleber
- Colla per plastica Citadel



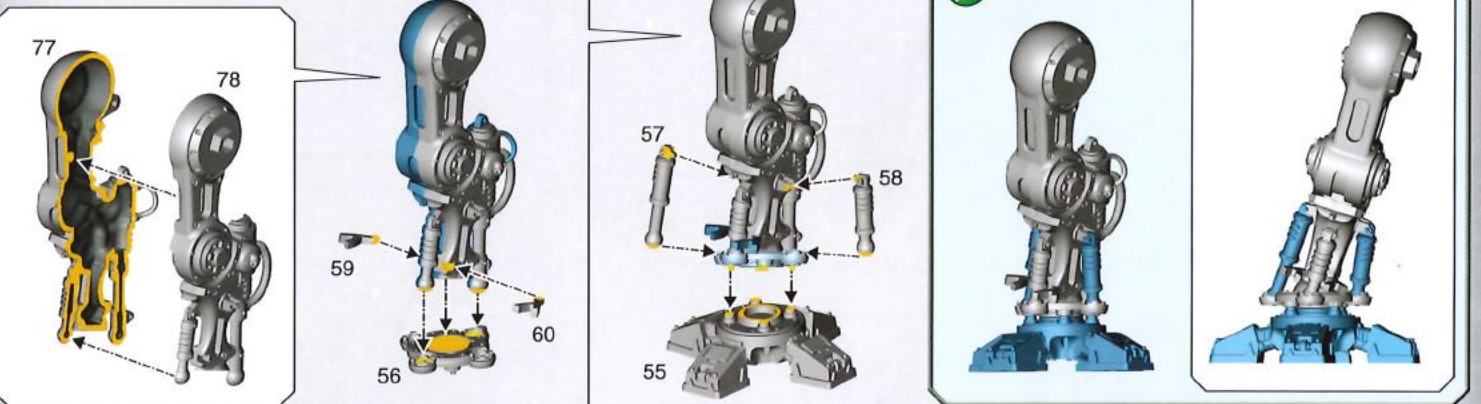
- Citadel fine detail cutters
- Pinces de précision Citadel
- Tenazas Citadel
- Citadel-Seitenschneider
- Tronchesine di precisione Citadel



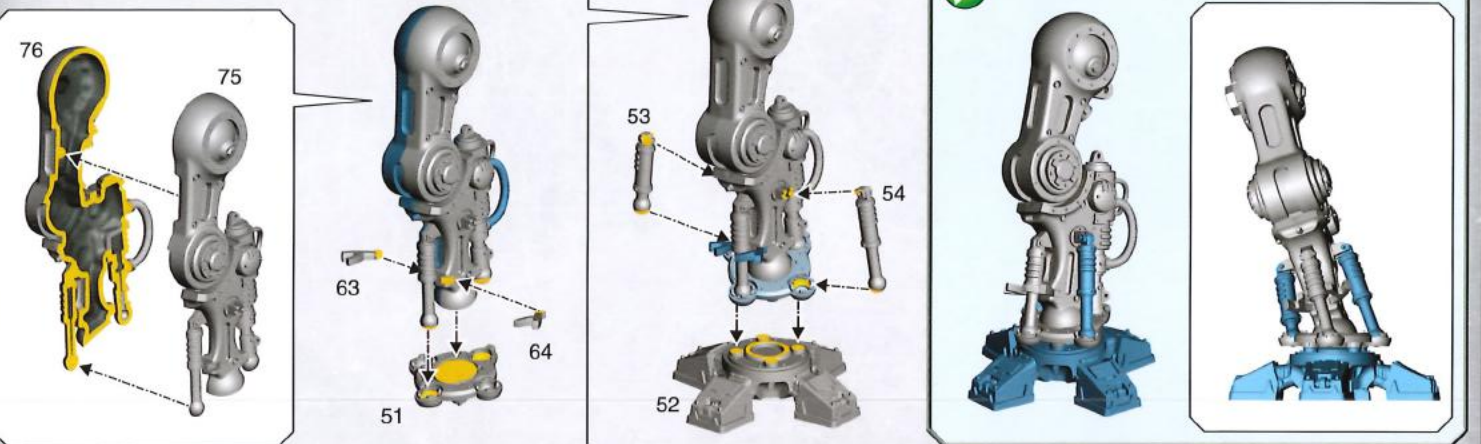
- Citadel mouldline remover
- Ébarboir Citadel
- Herramienta para rebabas Citadel
- Gussgratentferner
- Attrezzo per ripulire Citadel



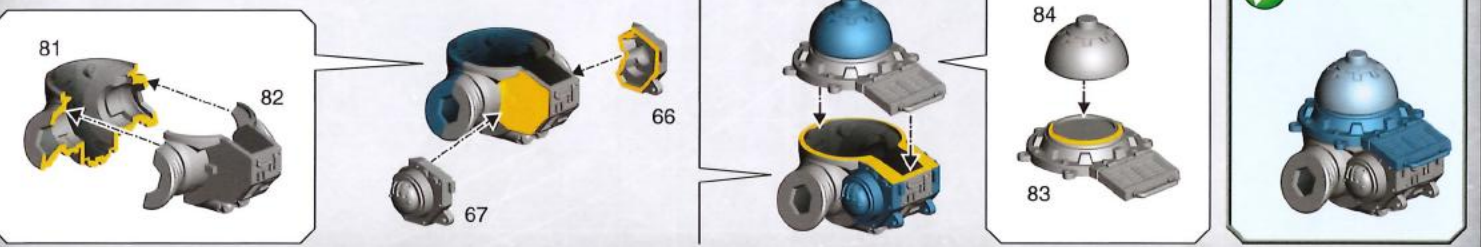
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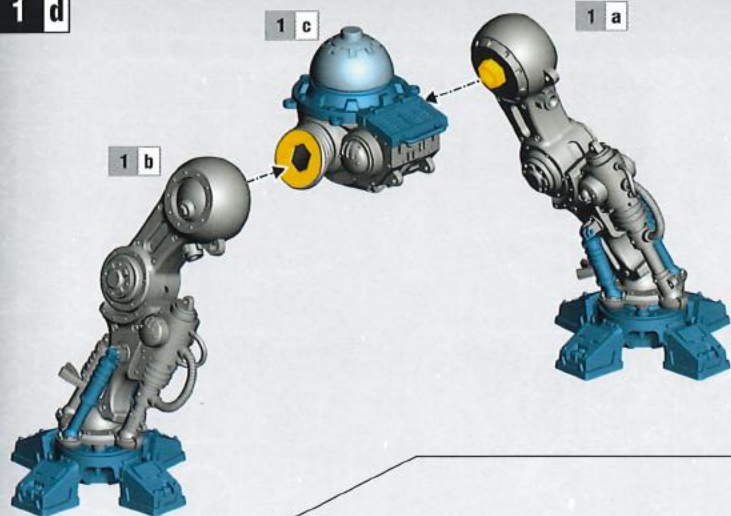
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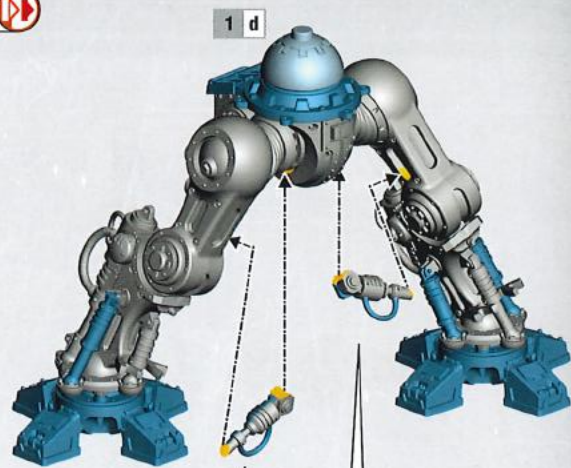
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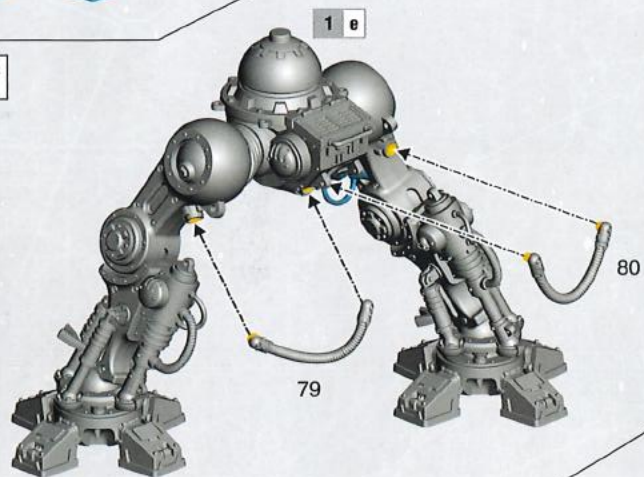
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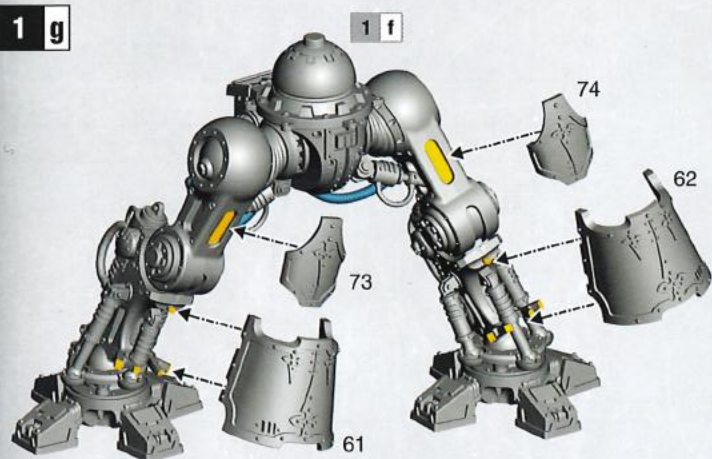
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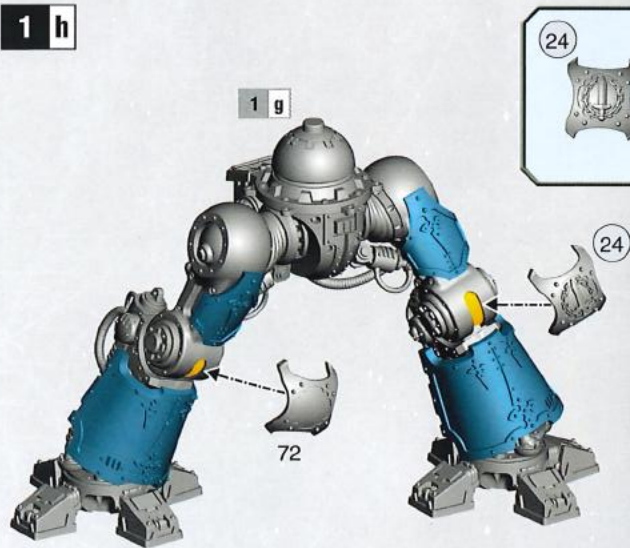
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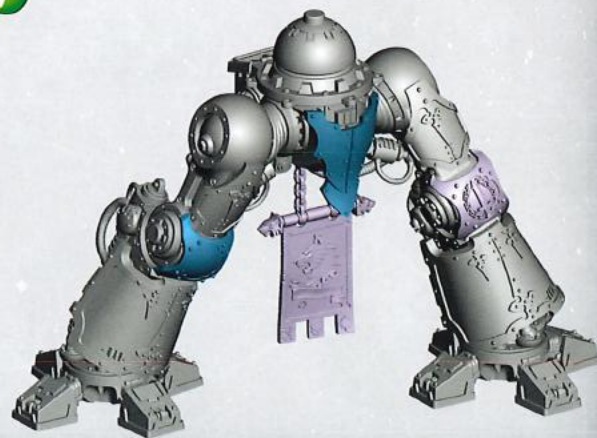
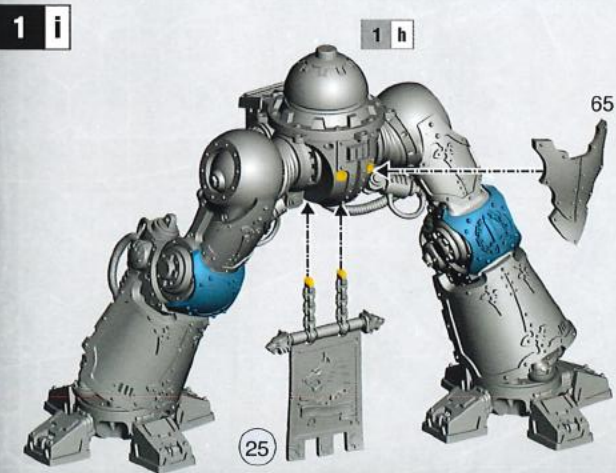
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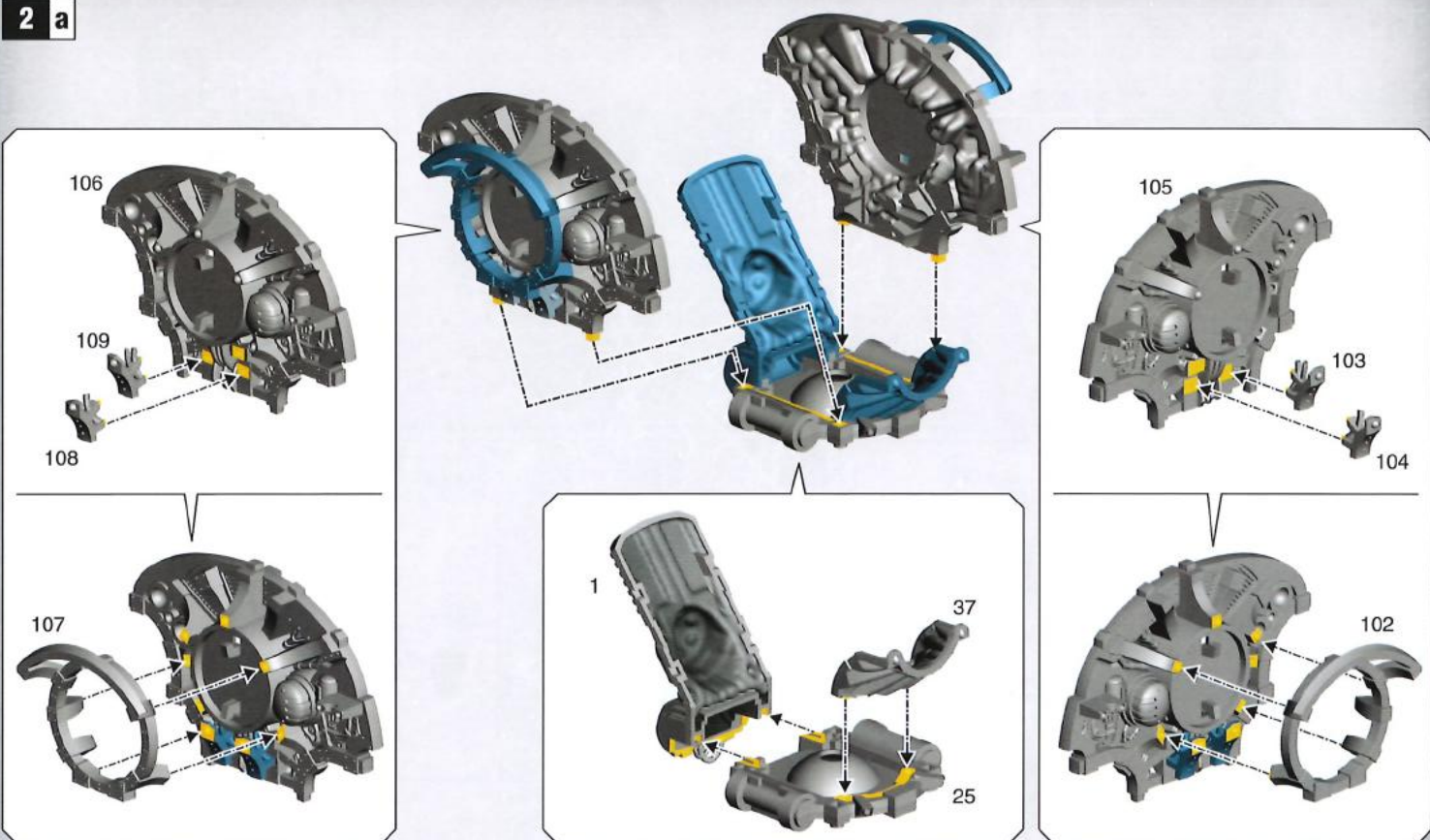
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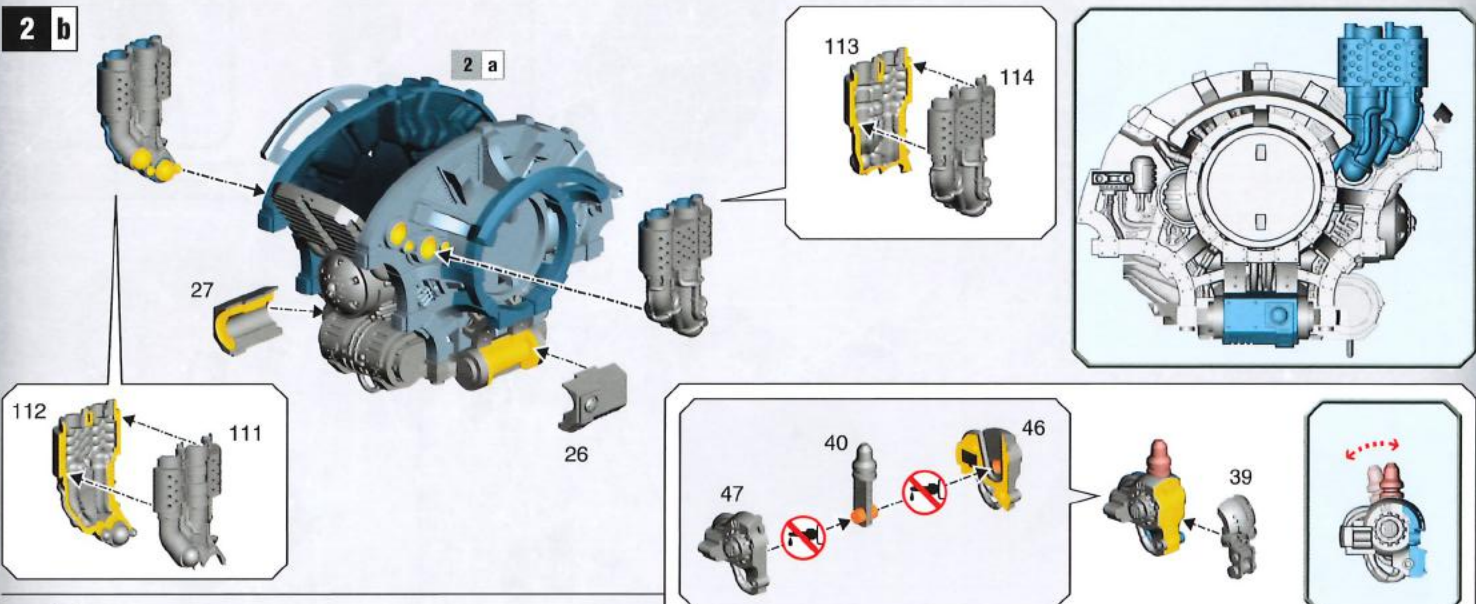
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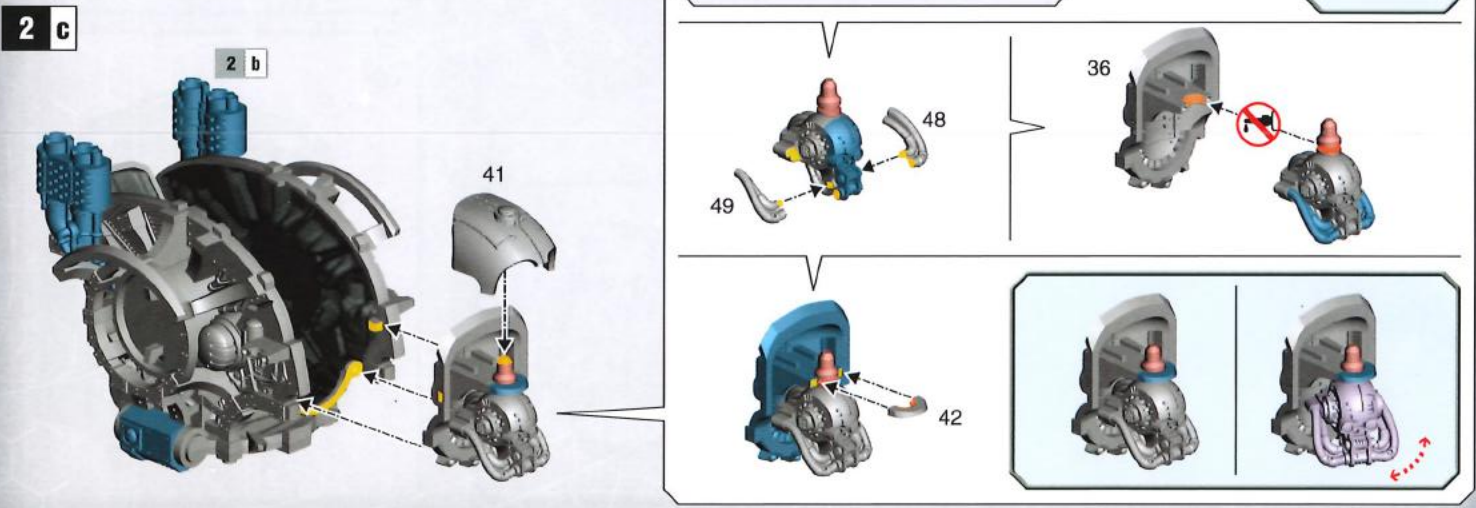
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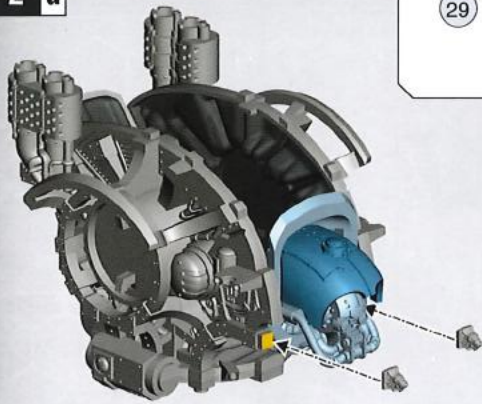
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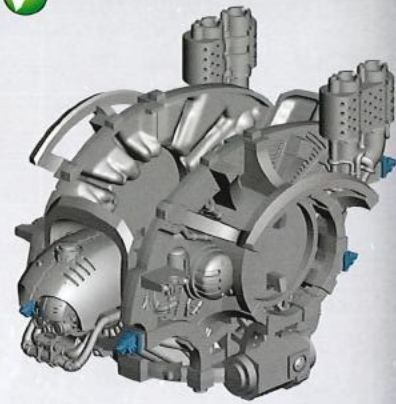
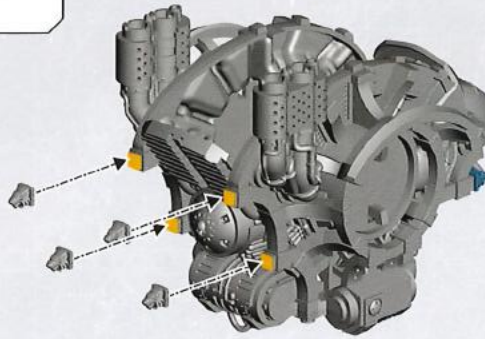
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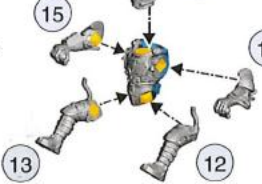
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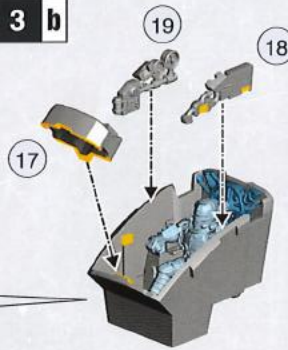
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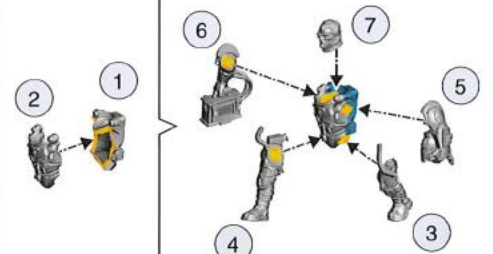
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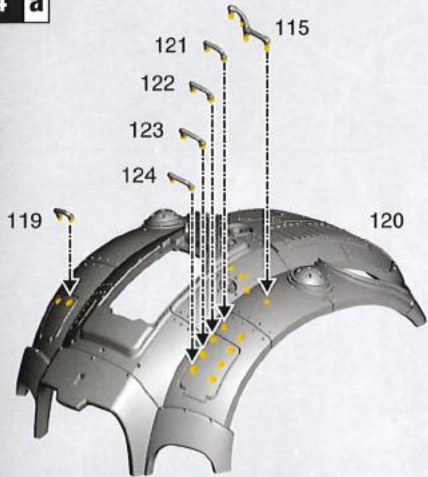
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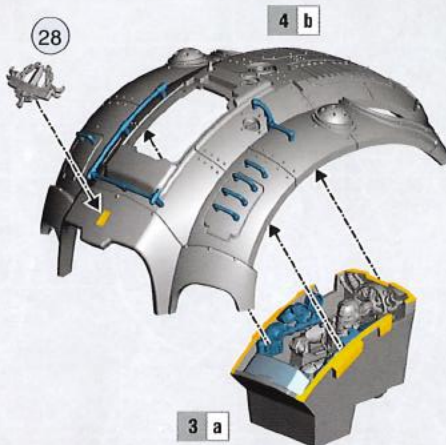
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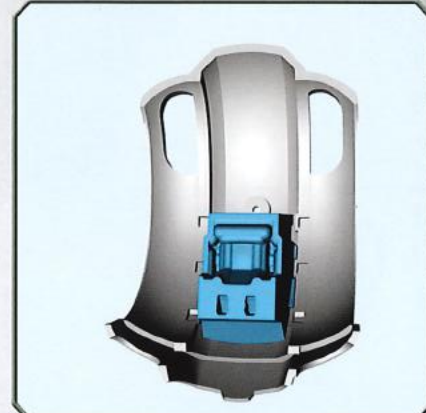
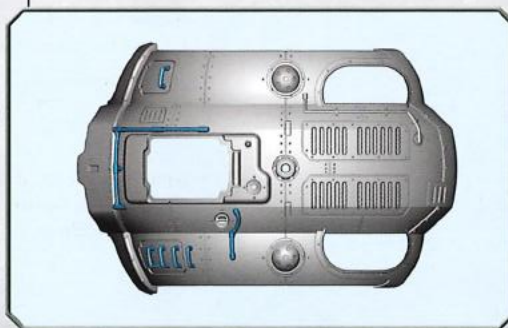
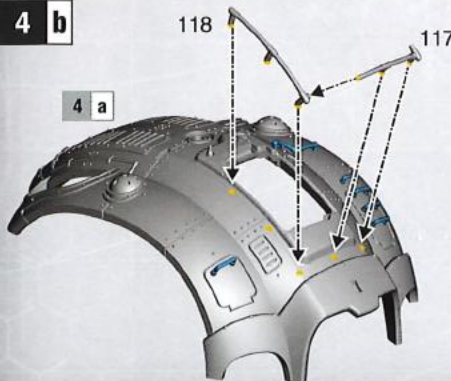
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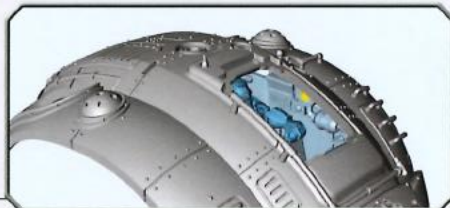
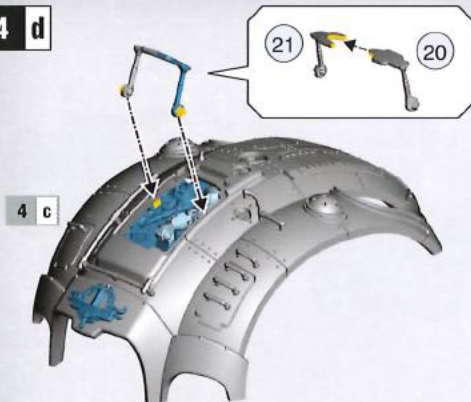
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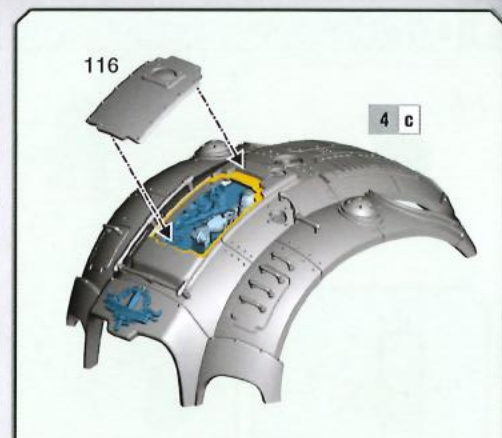


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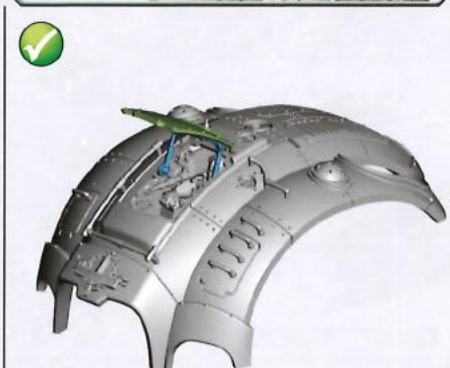
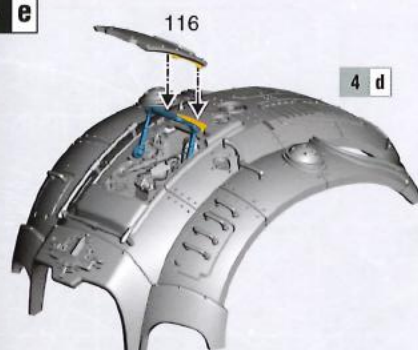


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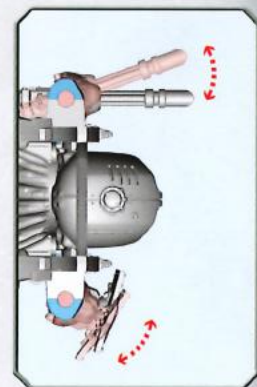
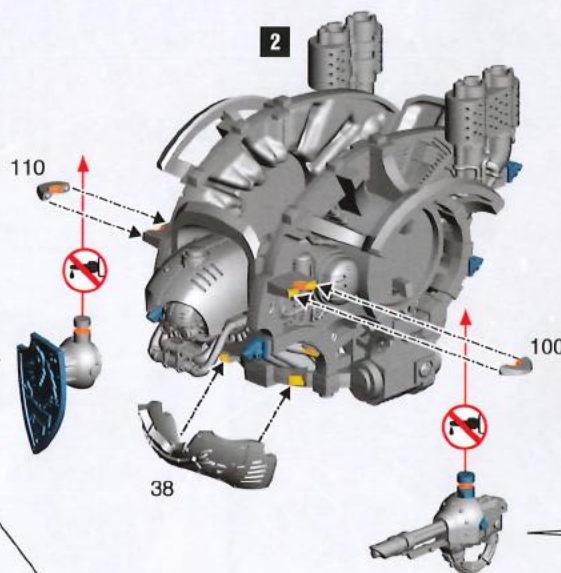
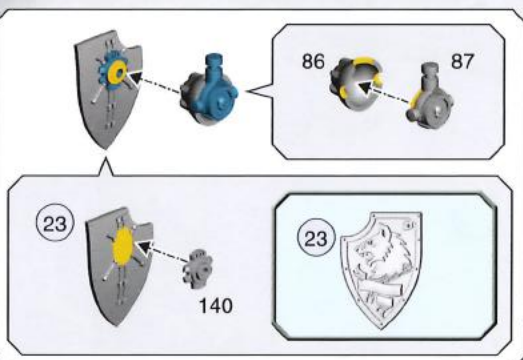
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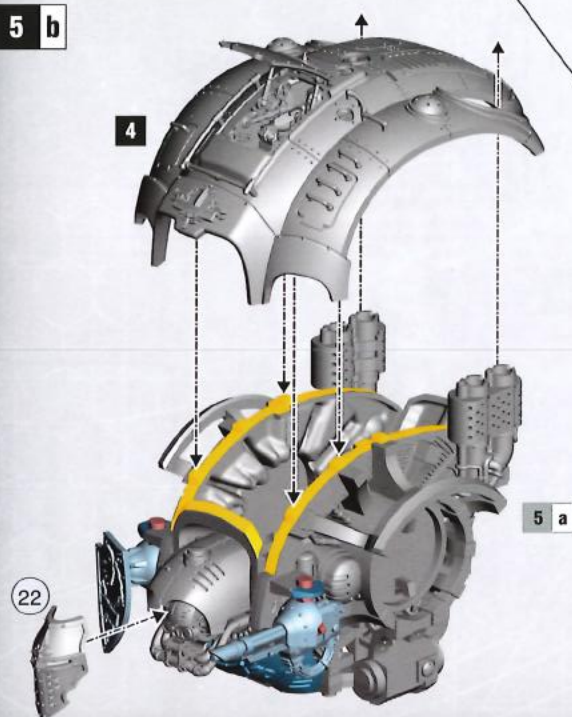
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5 a



5 b



A38

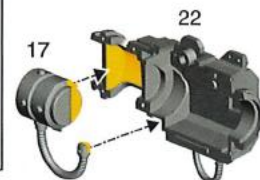
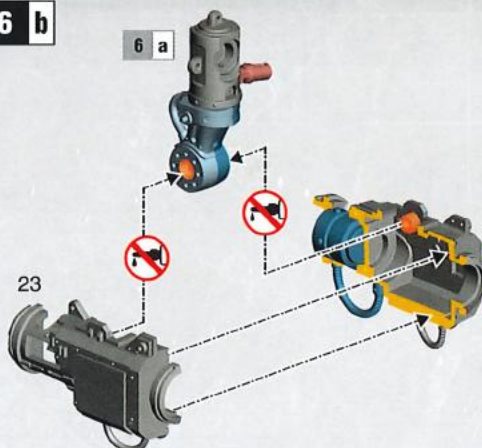


- Multi-laser
- Multi-laser
- Multilaser
- Multilaser
- Multilaser

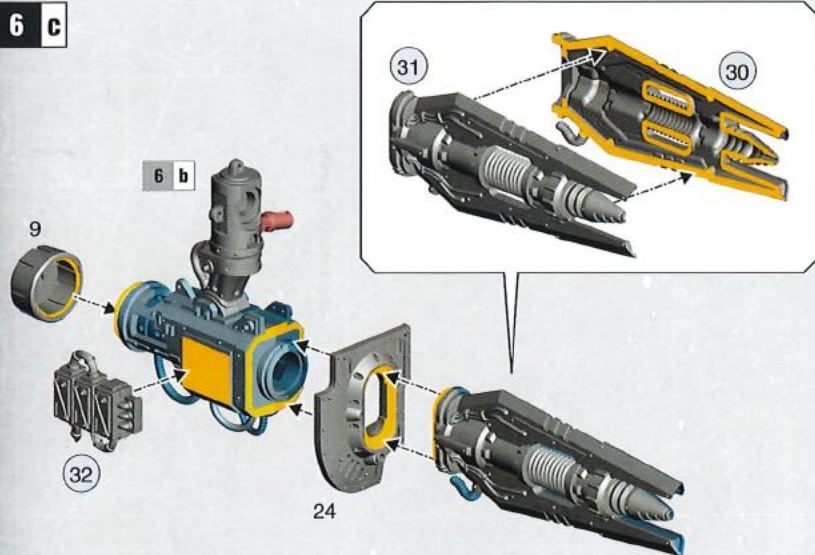
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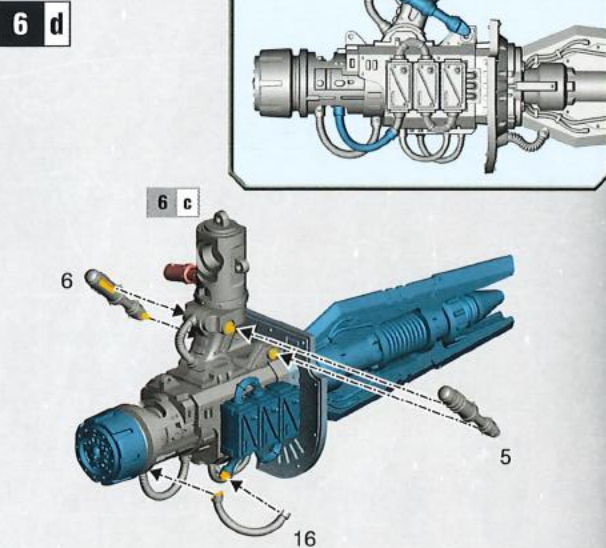
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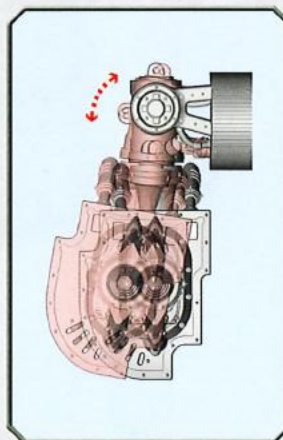
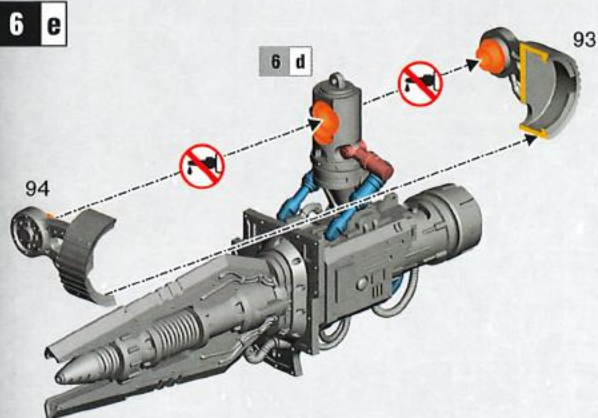
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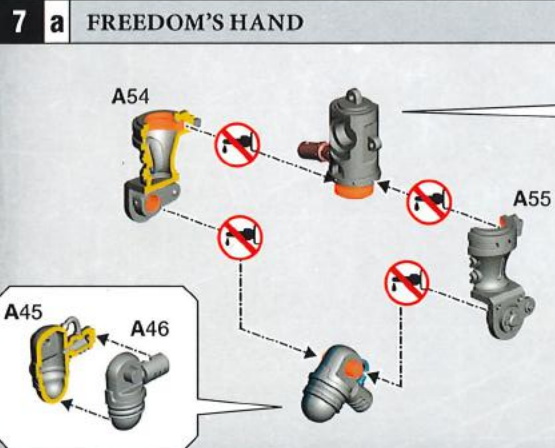


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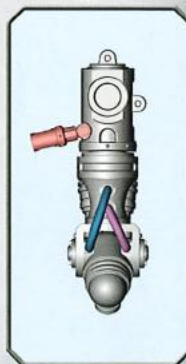
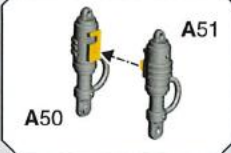
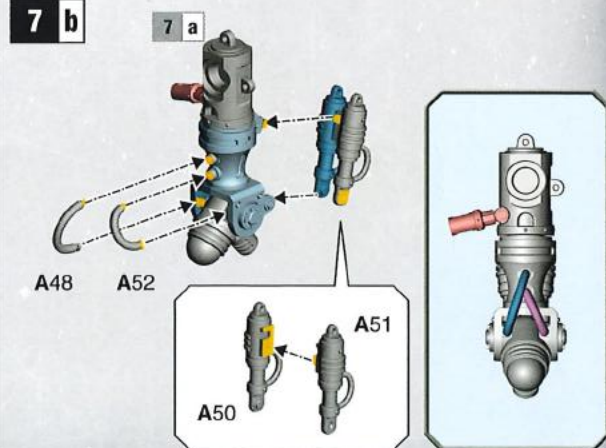


• Las-impulsor • Impulseur laser • Impulsor láser  
• Laser-Impulsor • Cannone a impulsu laser

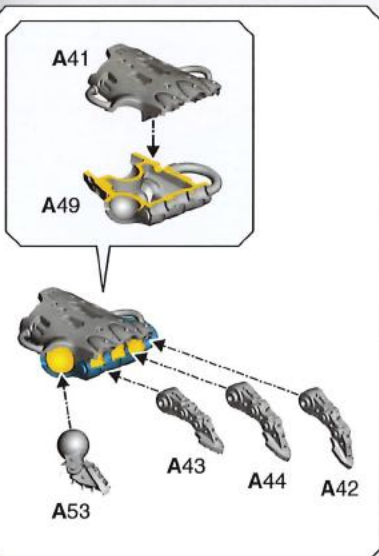
## 7 a FREEDOM'S HAND



## 7 b



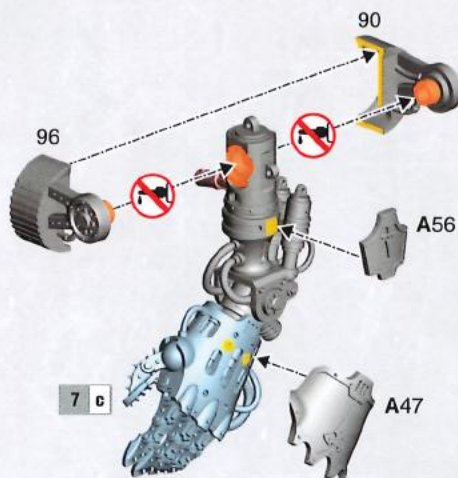
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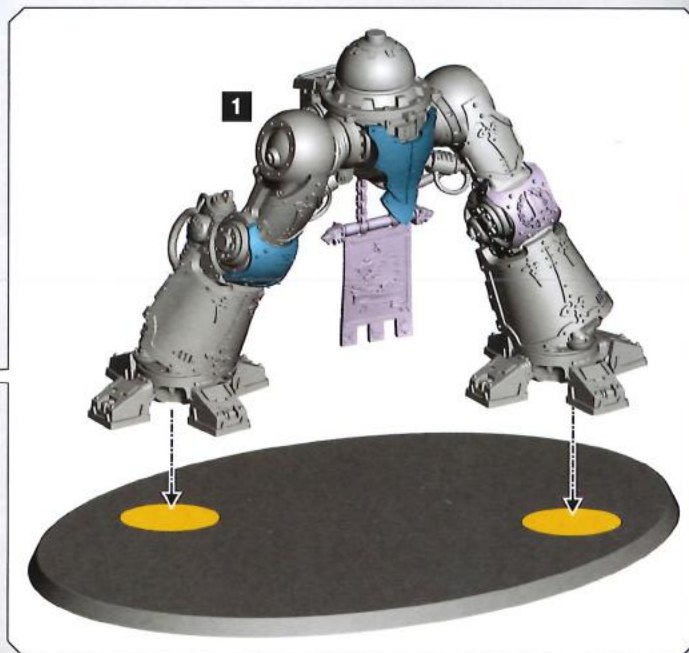
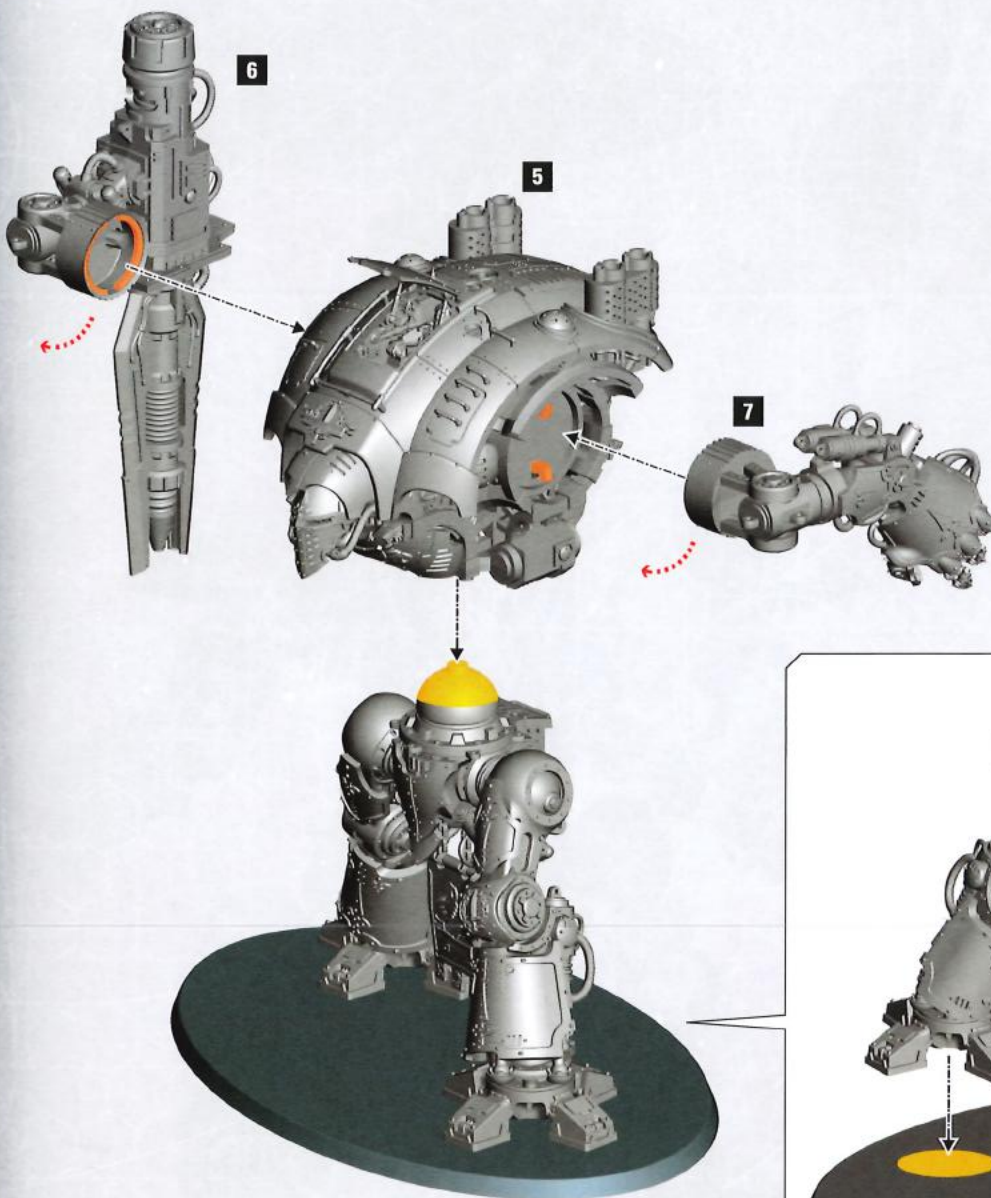


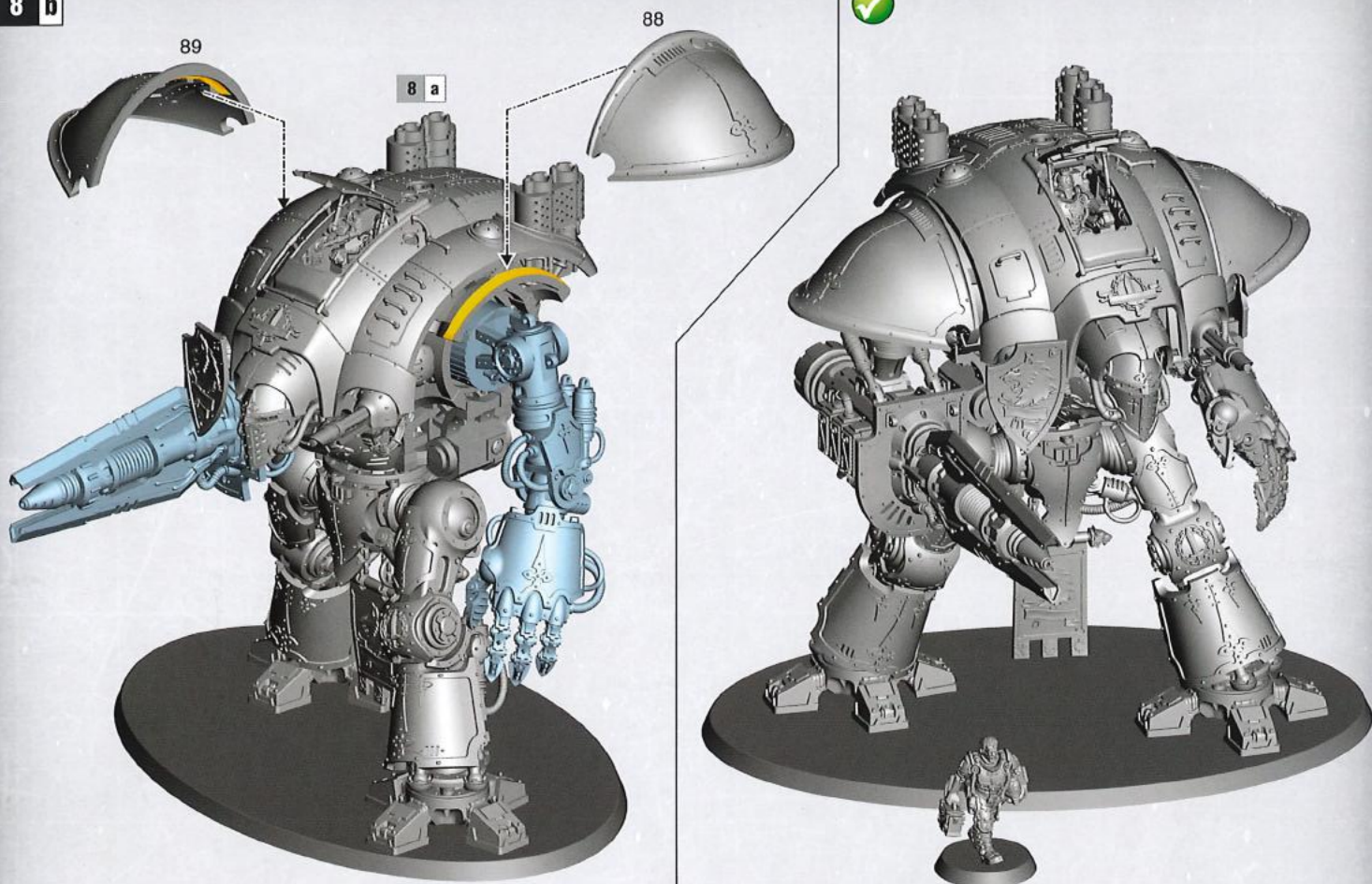
7 d



• Freedom's Hand  
• Main de la Liberté  
• Mano de la libertad  
• Faust der Freiheit  
• Mano della Libertà

8 a





**BASE** LEADBELCHER

SHADE NULN OIL

LAYER IRONBREAKER

LAYER STORMHOST SILVER

**BASE** RETRIBUTOR ARMOUR

SHADE AGRAX EARTHSHADE

LAYER LIBERATOR GOLD

LAYER STORMHOST SILVER

**BASE** ABADDON BLACK

LAYER DARK REAPER

LAYER THUNDERHAWK BLUE

EDGE BLUE HORROR

**LAYER** SOTEK GREEN

SHADE DRAKENHOF NIGHTSHADE

LAYER TEMPLE GUARD BLUE

EDGE BAHARROTH BLUE

**BASE** WARPLOCK BRONZE

SHADE NULN OIL

LAYER BRASS SCORPION

LAYER STORMHOST SILVER

**BASE** MEPHISTON RED

SHADE CARROBURG CRIMSON

LAYER EVIL SUNZ SCARLET

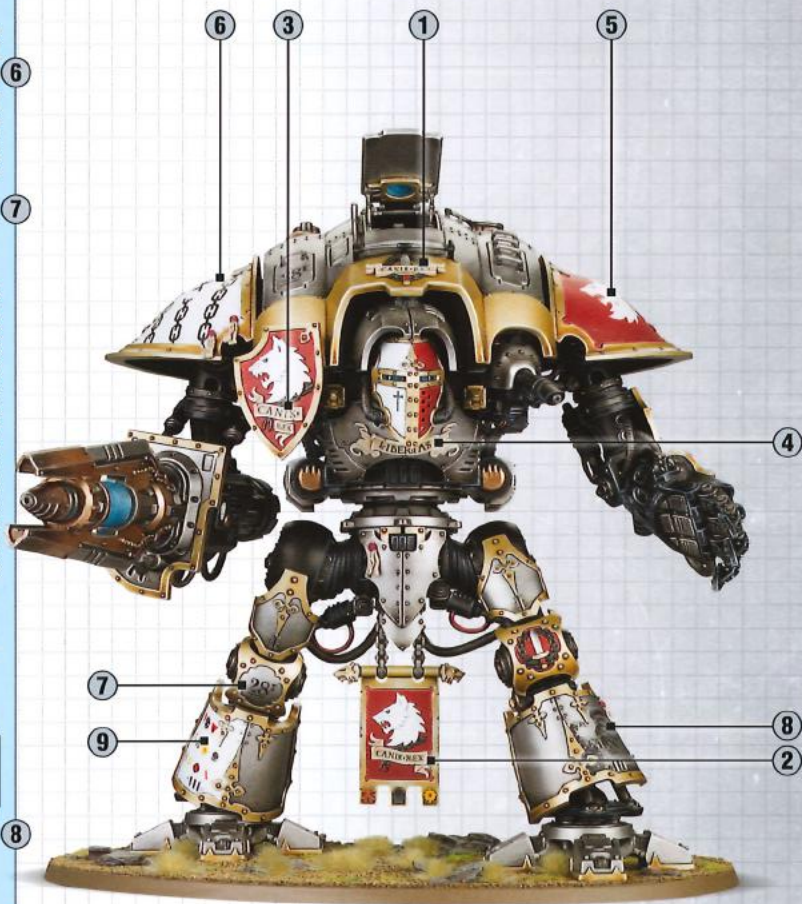
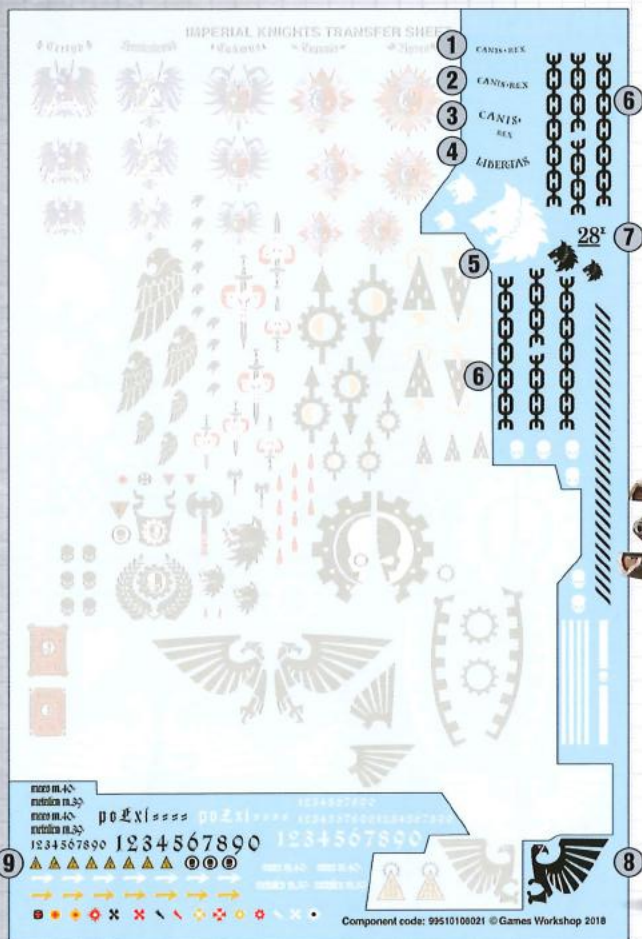
LAYER SQUIG ORANGE

**BASE** CELESTRA GREY

LAYER ULTHUAN GREY

LAYER WHITE SCAR





**BASE** WARLOCK BRONZE

**SHADE** NULN OIL

**LAYER** BRASS SCORPION

**LAYER** STORMHOST SILVER

**BASE** MEPHISTON RED

**SHADE** CARROBURG CRIMSON

**LAYER** EVIL SUNZ SCARLET

**LAYER** SQUIG ORANGE

**BASE** ABADDON BLACK

**LAYER** DARK REAPER

**LAYER** THUNDERHAWK BLUE

**EDGE** BLUE HORROR

**BASE** BUGMAN'S GLOW

**SHADE** REIKLAND FLESHSHADE

**LAYER** CADIAN FLESHSTONE

**LAYER** PLAYED ONE FLESH

**BASE** LEADBELCHER

**SHADE** NULN OIL

**LAYER** IRONBREAKER

**LAYER** STORMHOST SILVER

**BASE** ABADDON BLACK

**LAYER** DARK REAPER

**LAYER** THUNDERHAWK BLUE

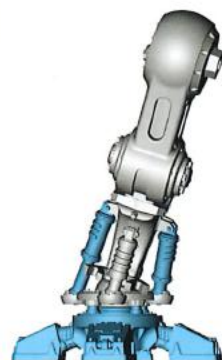
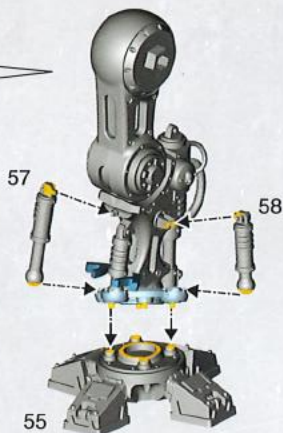
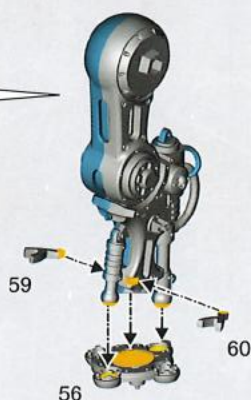
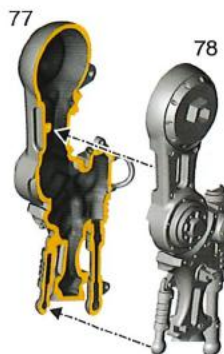
**EDGE** BLUE HORROR



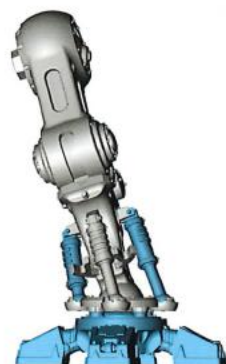
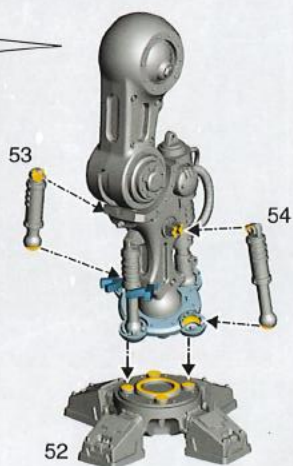
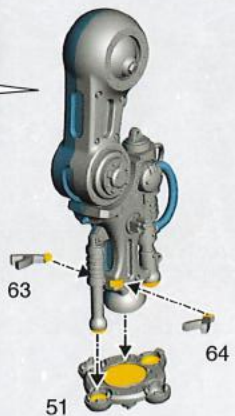
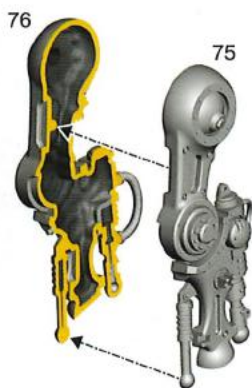


- FOLLOW STEPS 9-11 FOR ALL VARIANTS
- SUIVRE LES ÉTAPES 9-11 POUR TOUTES LES VARIANTES • SIGUE LOS PASOS 9-11 PARA TODAS LAS VARIANTES
- FOLGE DEN SCHRITTEN 9-11 FÜR ALLE VARIANTEN • SEGUI LA FASE DA 9 A 11 PER TUTTE LE VARIANTI

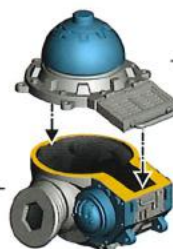
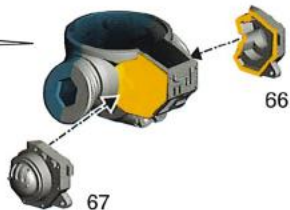
9 a



9 b

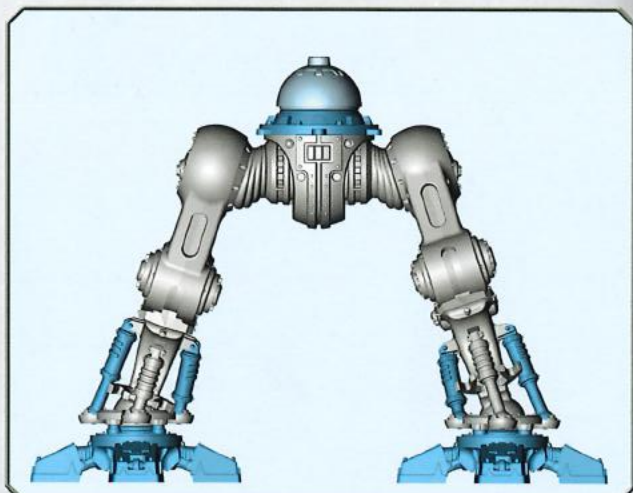
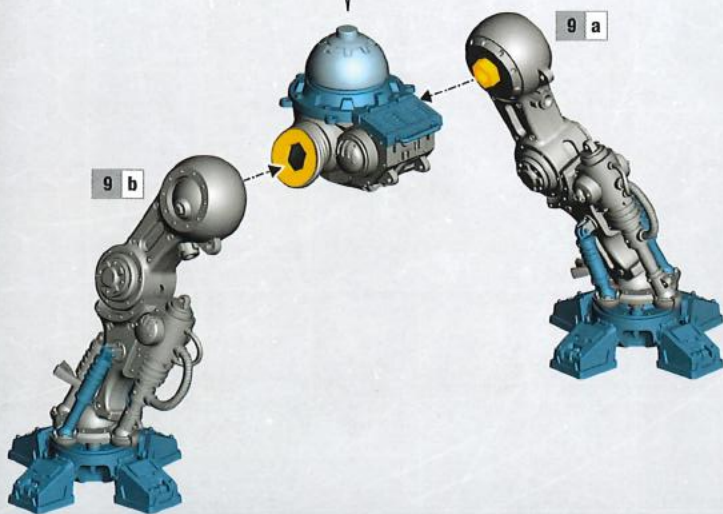


9 c

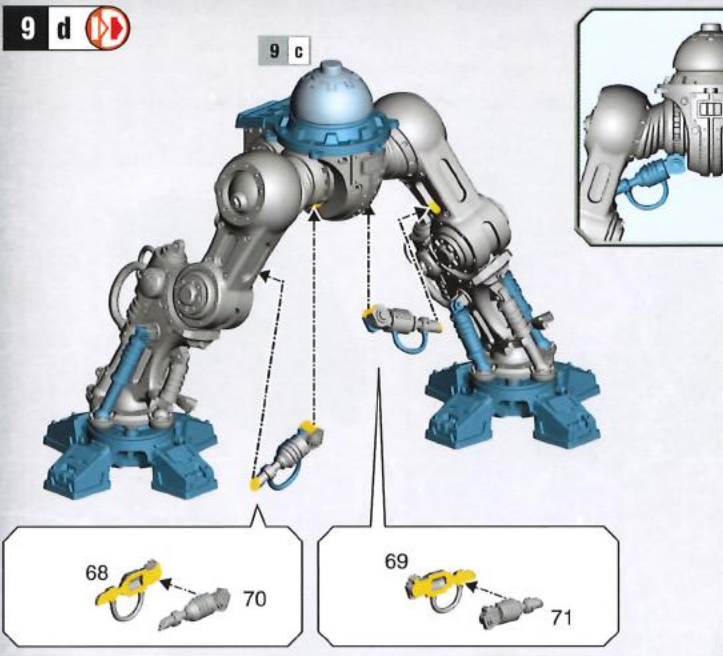


9 b

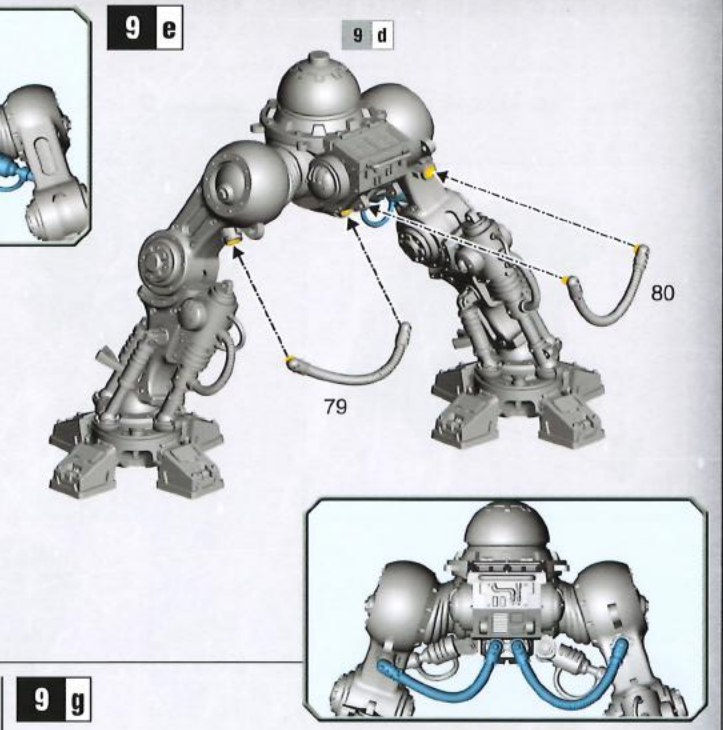
9 a



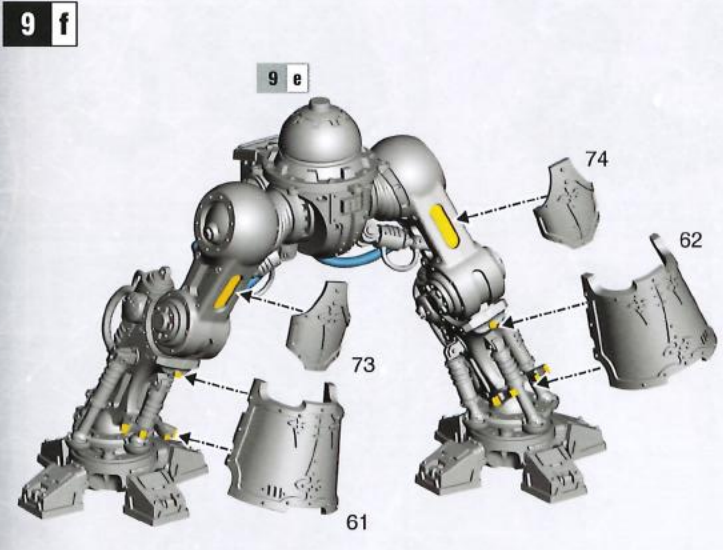
9 d



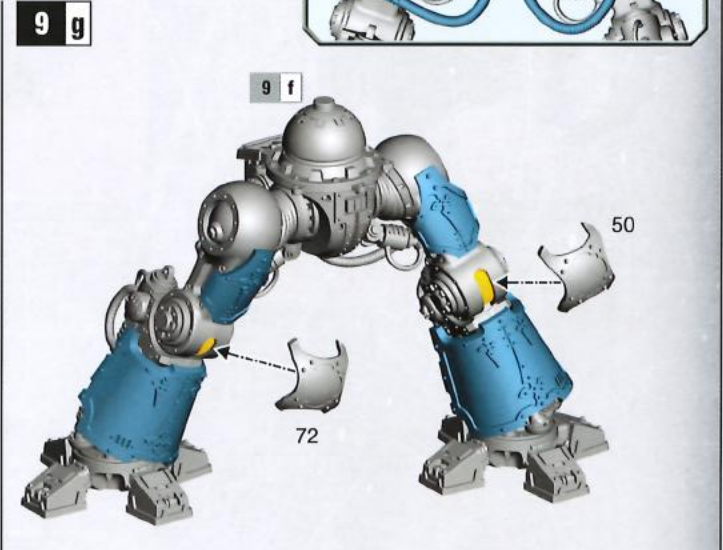
9 e



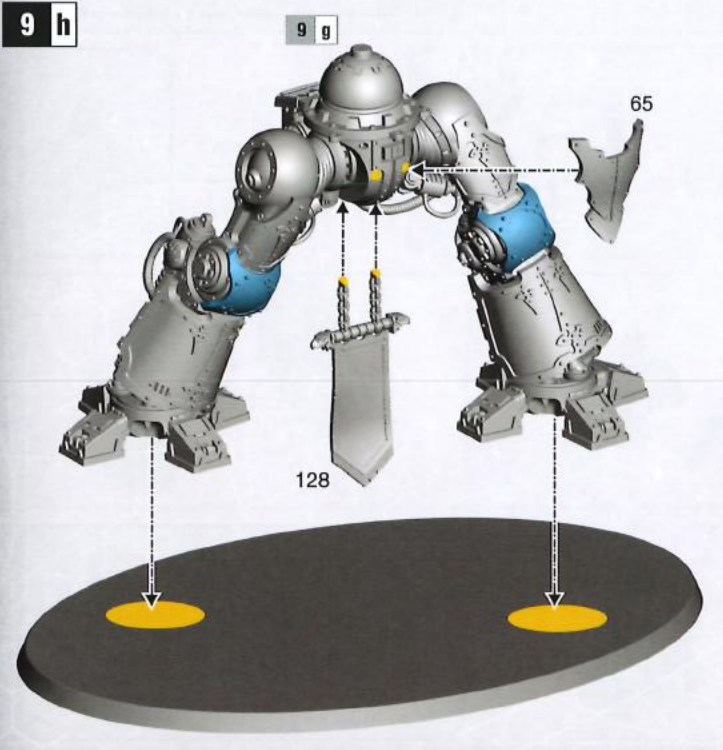
9 f



9 g



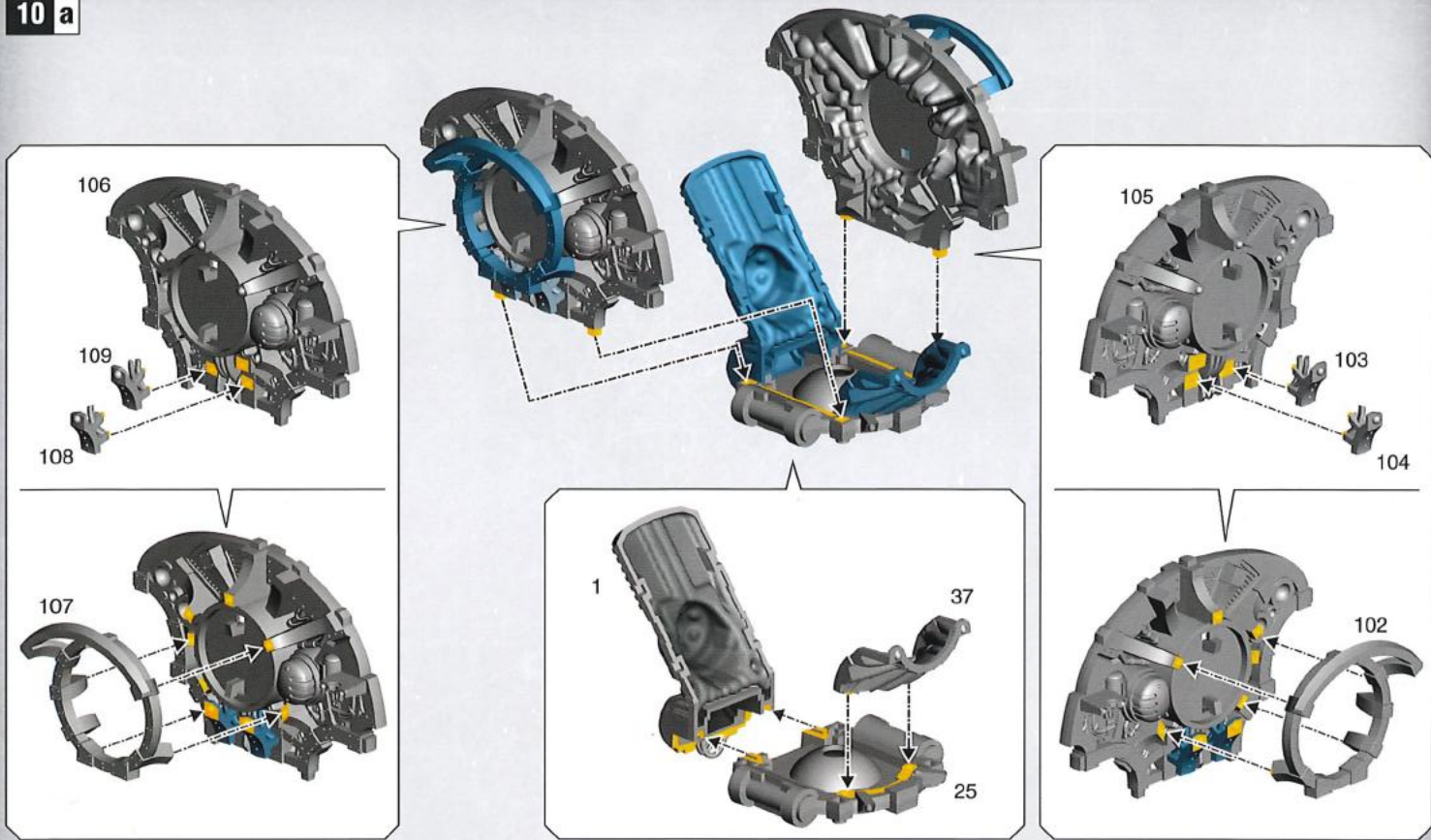
9 h



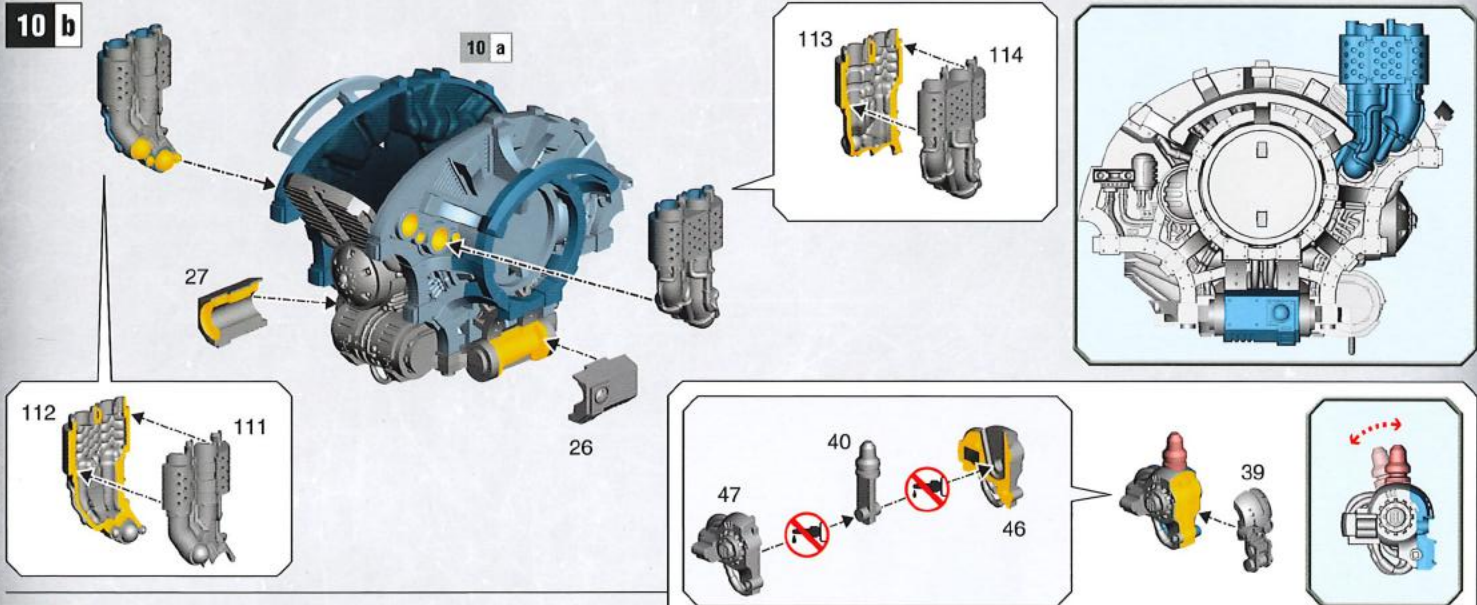
9 g



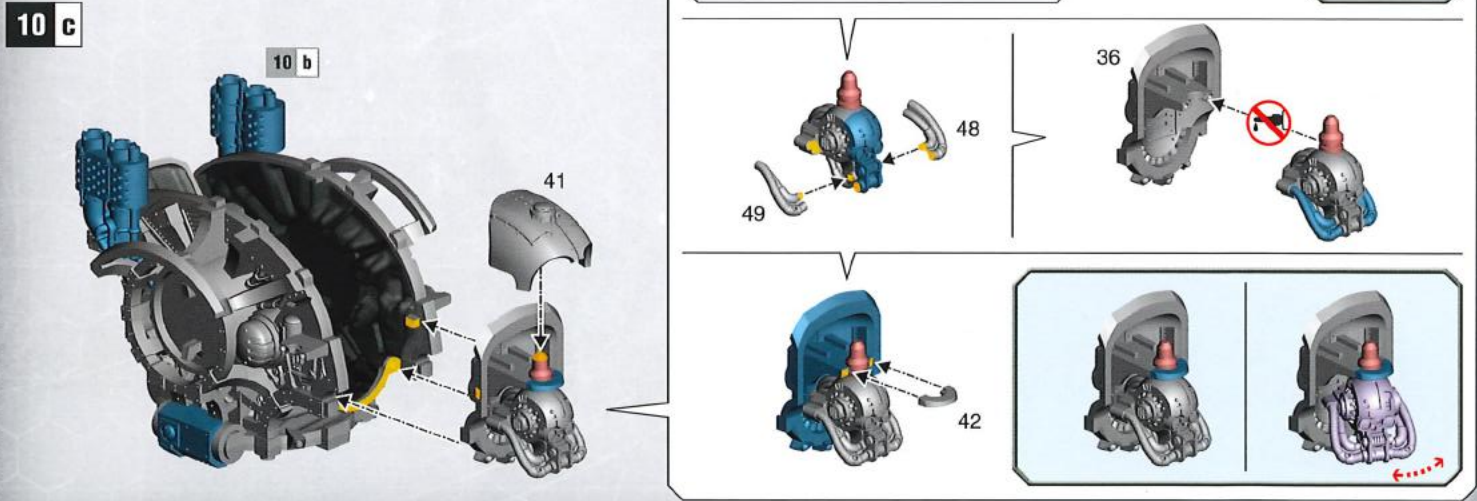
10 a



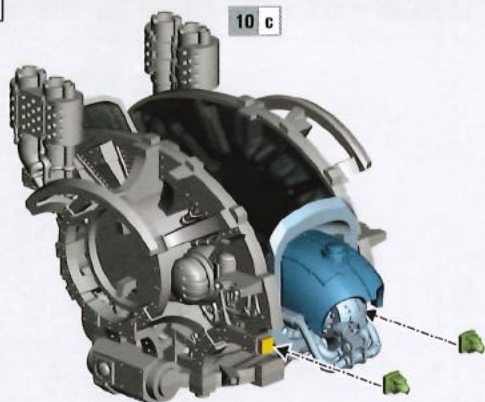
10 b



10 c



10 d



10 c

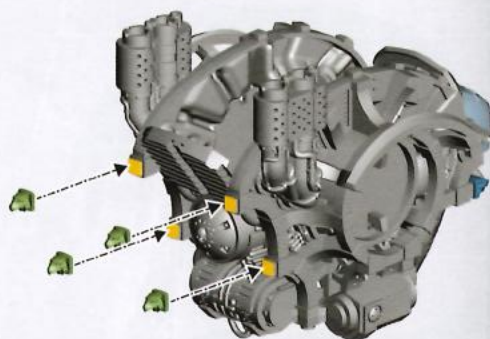
Questor Imperialis

129

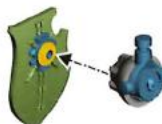
Questor Mechanicus

A61

10 c



10 e



86

87

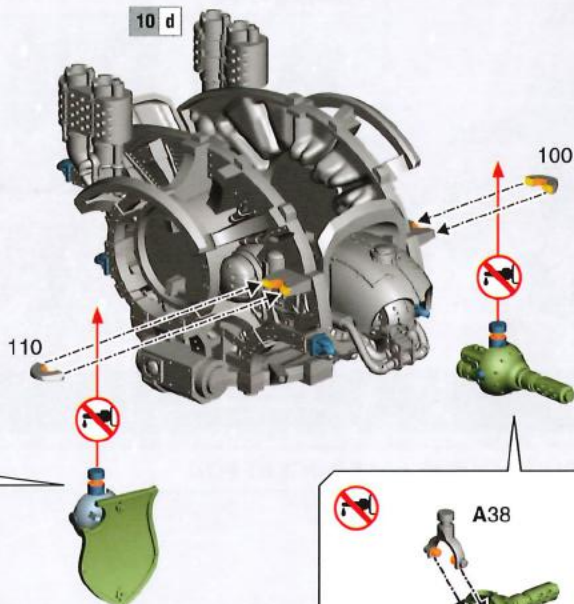
85

140

A37

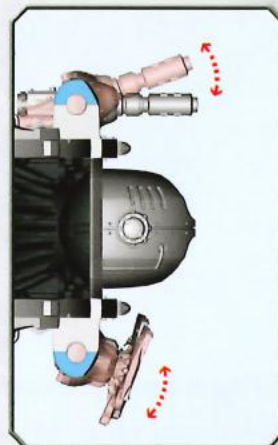
A36

10 d

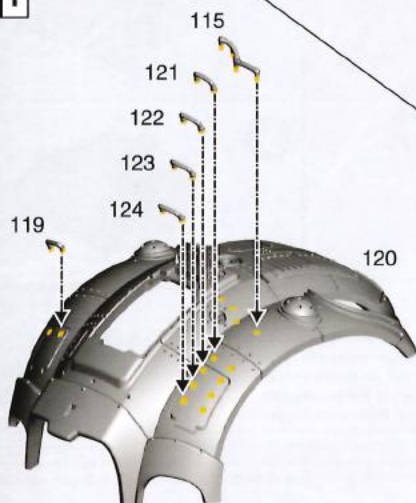


100

110



10 f



115

121

122

123

124

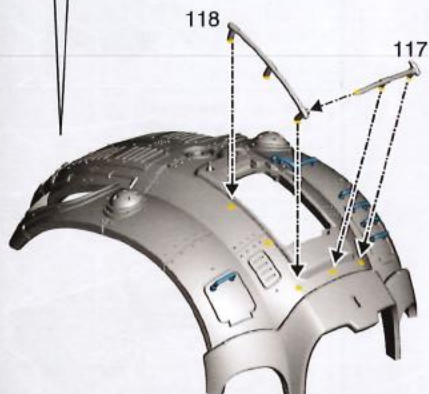
119

120



118

117



A38



101

98



• Heavy stubber • Mitrailleuse • Ametralladora pesada • Maschinengewehr  
• Mitragliatore pesante

A39

A40



• Meltagun • Fuser • Rifle de fusión • Melter • Fusile termico



PRECEPTOR ONLY



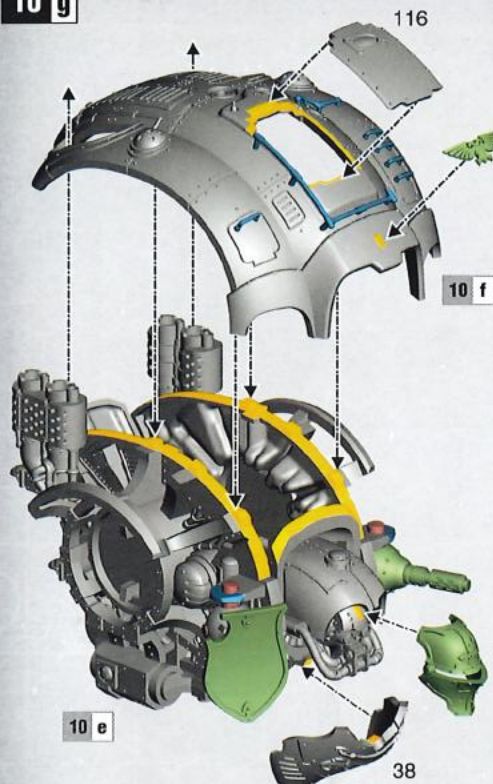
27

26



• Multi-laser (Preceptor only) • Multi-laser (Preceptor seulement)  
• Multiláser (sólo Preceptor) • Multilaser (nur Preceptor)  
• Multilaser (solo Preceptor)

10 g



Questor Imperialis

125

A59

Questor Mechanicus

126

A58

Freeblade • Desarraigado • Freiklinge

127

Questor Imperialis

43

44

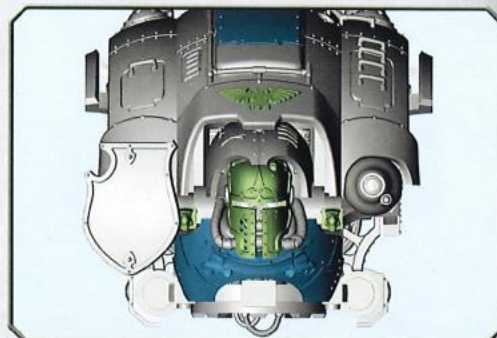
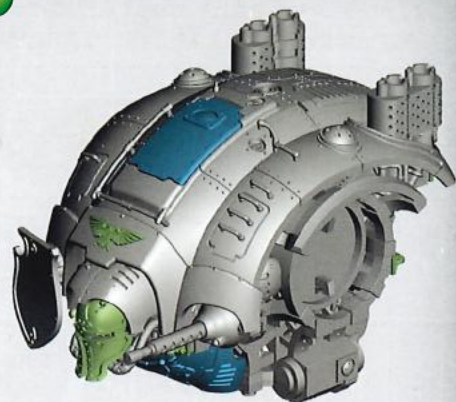
A26

A27

Questor Mechanicus

45

A27



## 11 CARAPACE WEAPONS

### 11 a IRONSTORM MISSILE POD / STORMSPEAR ROCKET POD

A22

A22

A34

Questor Imperialis

A60

Questor Mechanicus

A61

A28

A33

A31

A35

- Ironstorm missile pod
- Nacelle Lance-missiles Ironstorm
- Módulo lanzamisiles Ironstorm
- Eisensturm-Raketenmagazin
- Gondola di missili ironstorm

- Stormspear rocket pod
- Nacelle Lance-roquettes Stormspear
- Batería de cohetes Stormspear
- Sturmspeer-Raketenmagazin
- Gondola di razzi stormspear



A32

### 11 b TWIN ICARUS AUTOCANNON



A8

A3



A5



A6

A2

A1

A9

A4

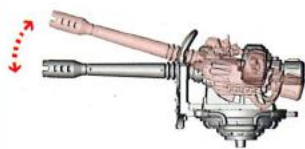
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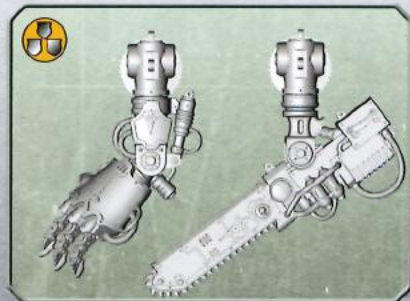
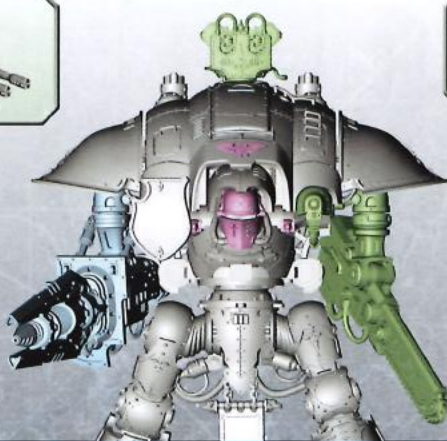
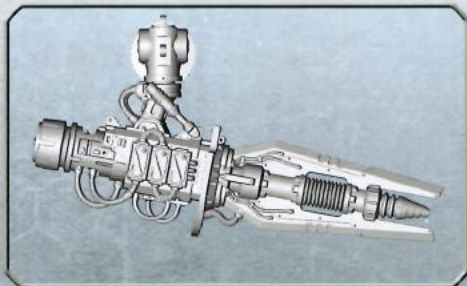
A9

A10

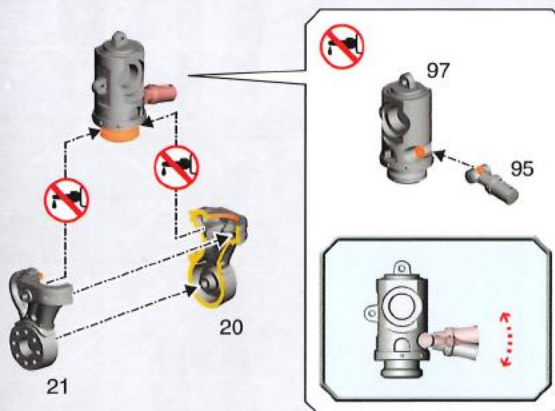


- Twin Icarus autocannon
- Autocanon Icarus Jumelé
- Cañón automático Icaro doble
- Icarus-Zwillingsmaschinenkanone
- Doppio cannone automatico Icarus

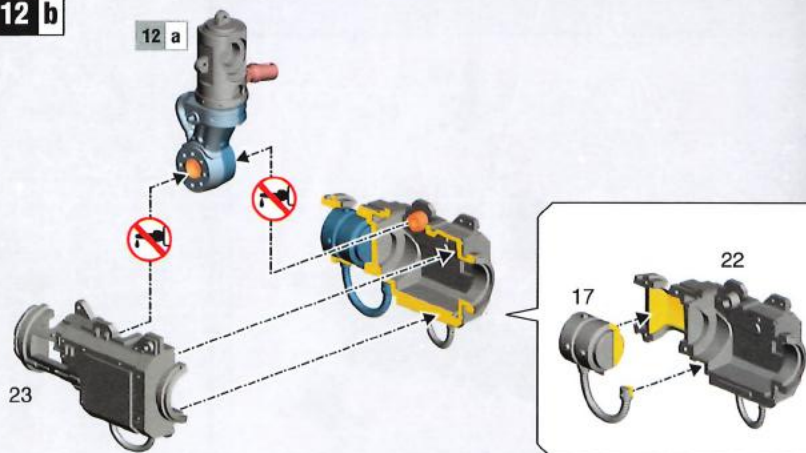




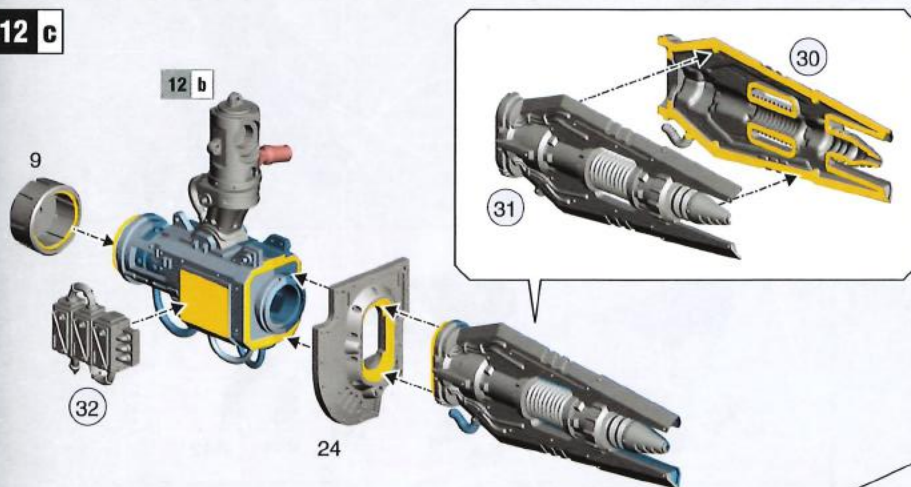
12 a LAS-IMPULSOR



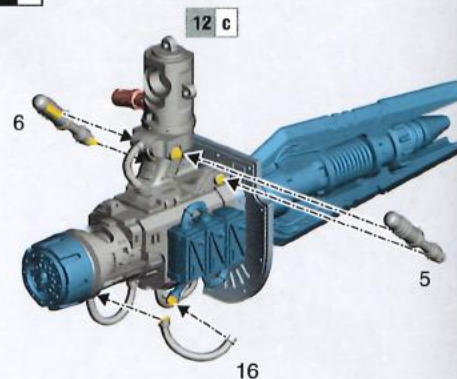
12 b



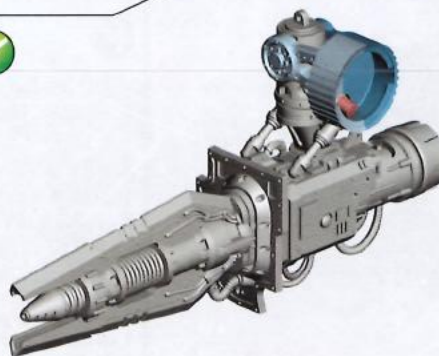
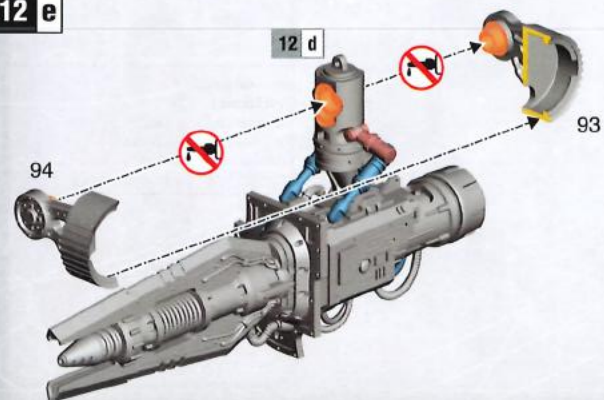
12 c



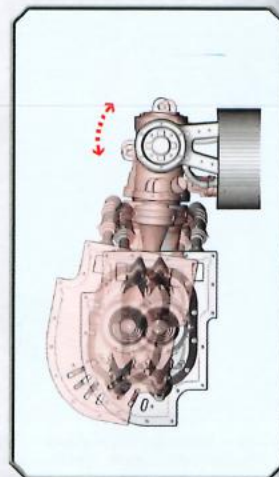
12 d



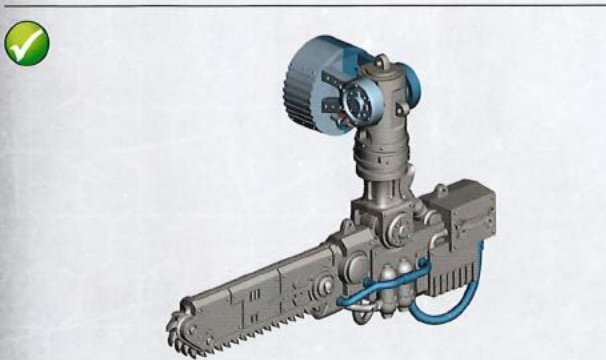
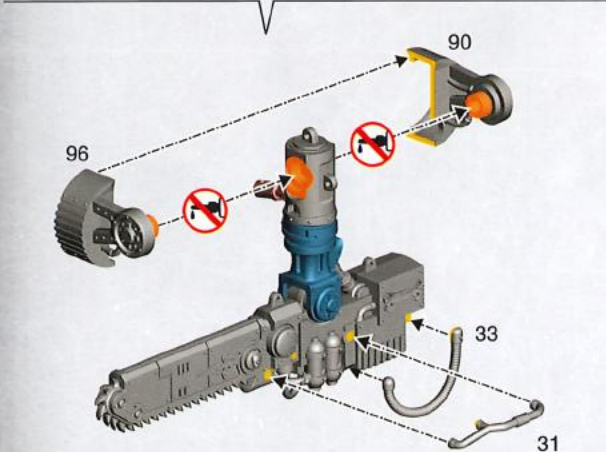
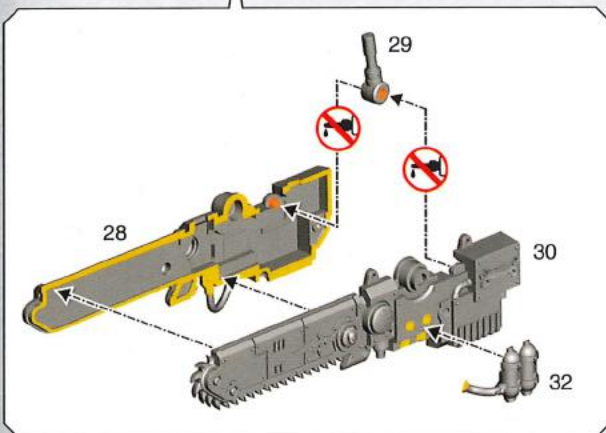
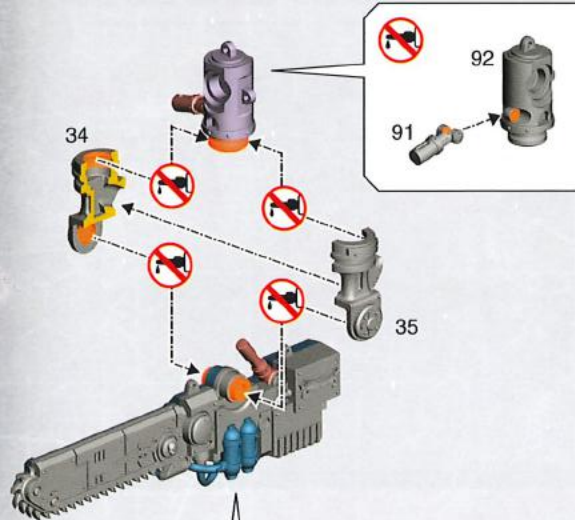
12 e



• Las-impulsor • Impulseur laser • Impulsor láser  
• Laser-Impulsor • Cannone a impuls laser

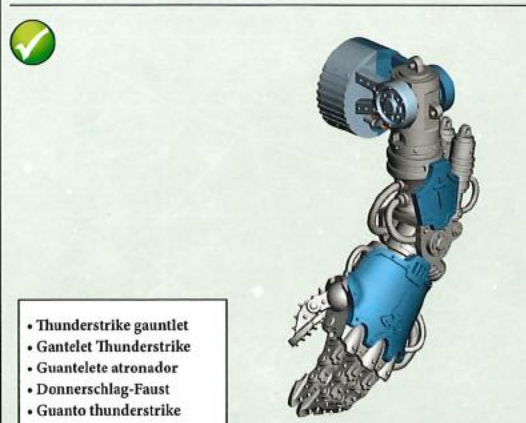
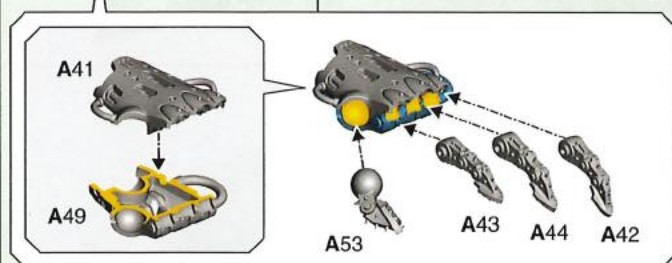
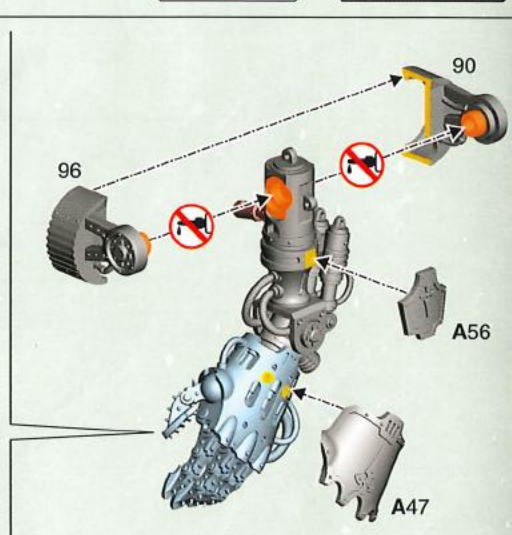
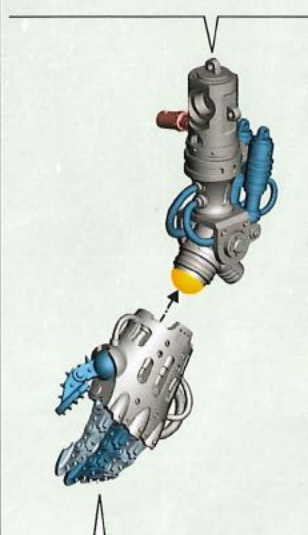
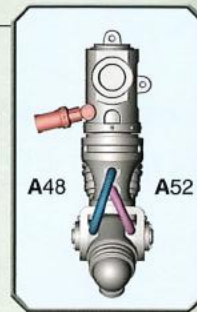
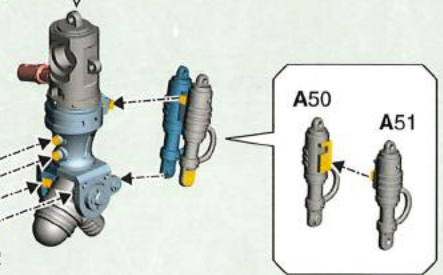
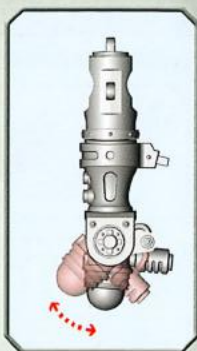
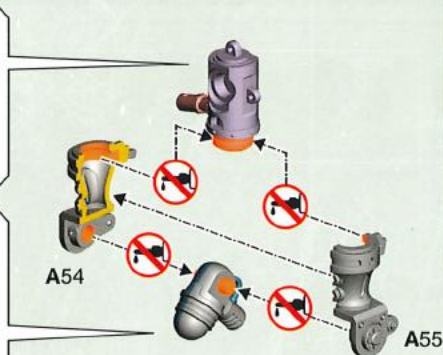
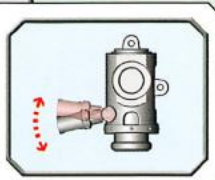


# 13 REAPER CHAINWORD

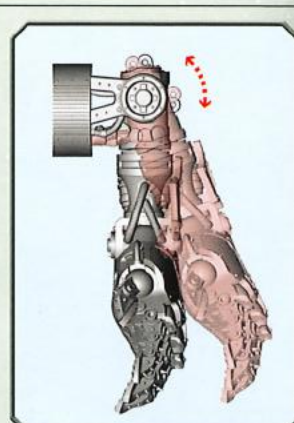


• Reaper chainsword • Tronçonneuse Reaper • Espada sierra Segador  
• Schnitter-Kettenschwert • Spada a catena reaper

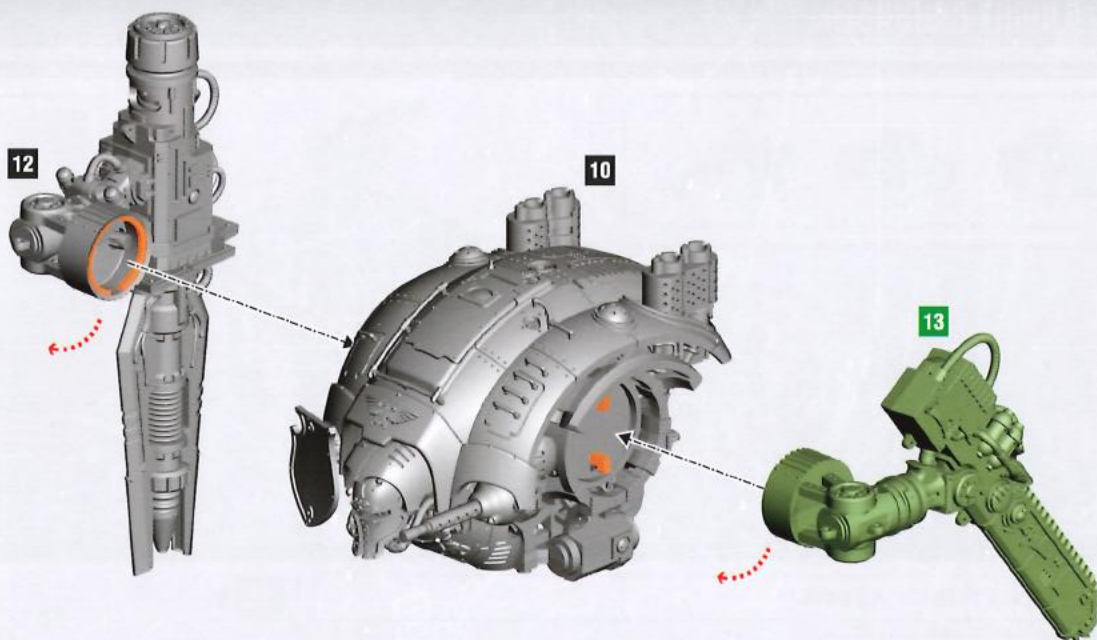
# THUNDERSTRIKE GAUNTLET



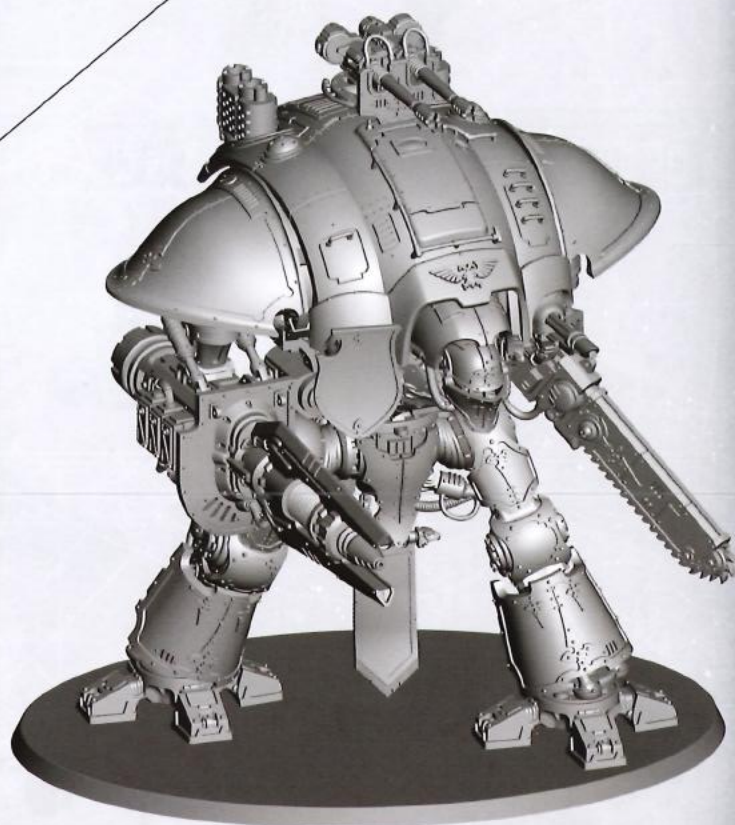
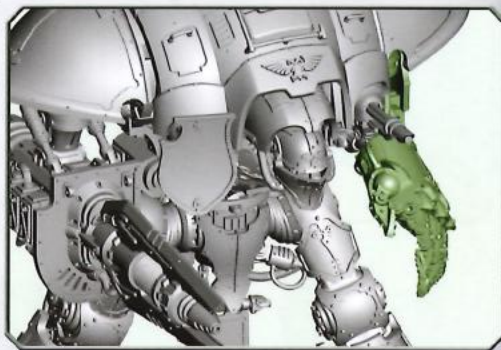
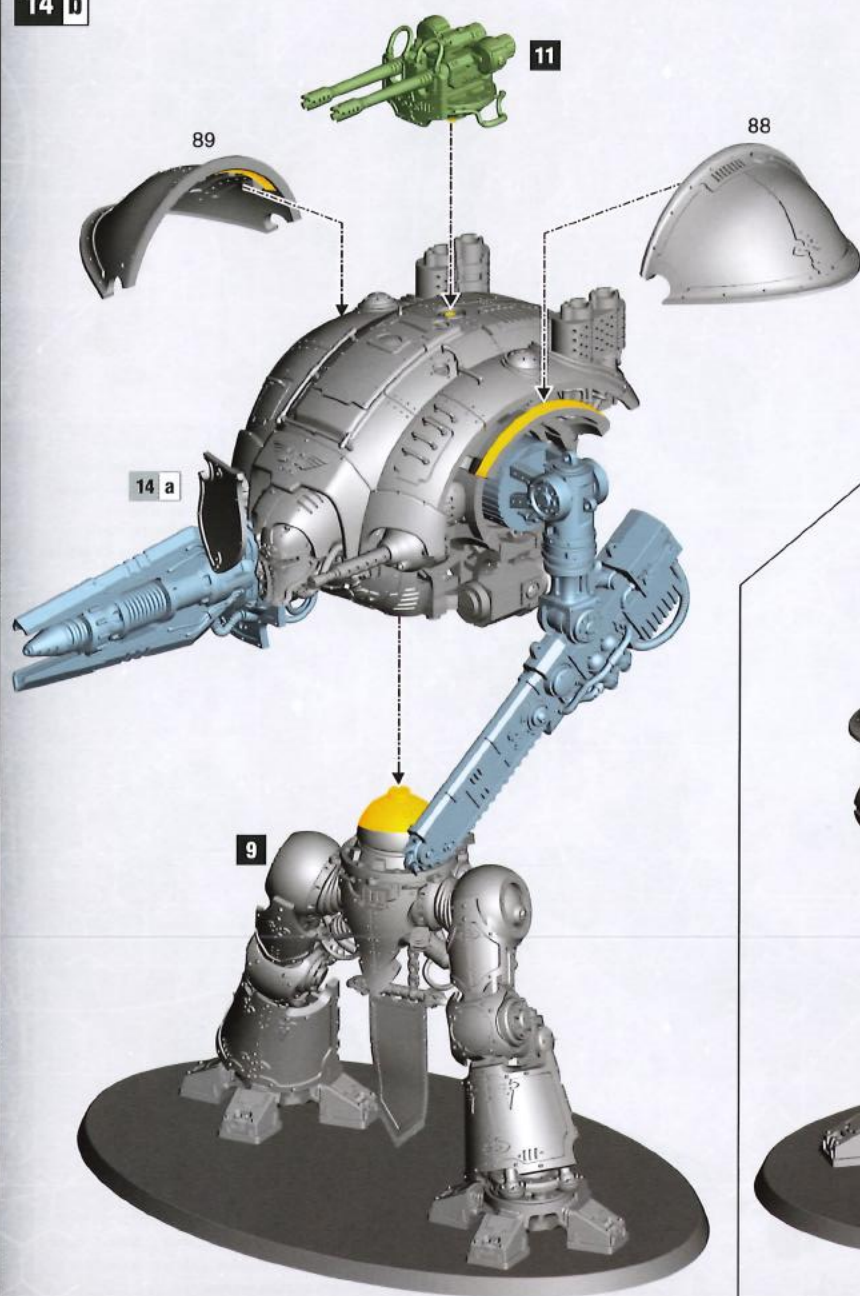
• Thunderstrike gauntlet  
• Gantelet Thunderstrike  
• Guantelete atronador  
• Donnerschlag-Faust  
• Guanto thunderstrike

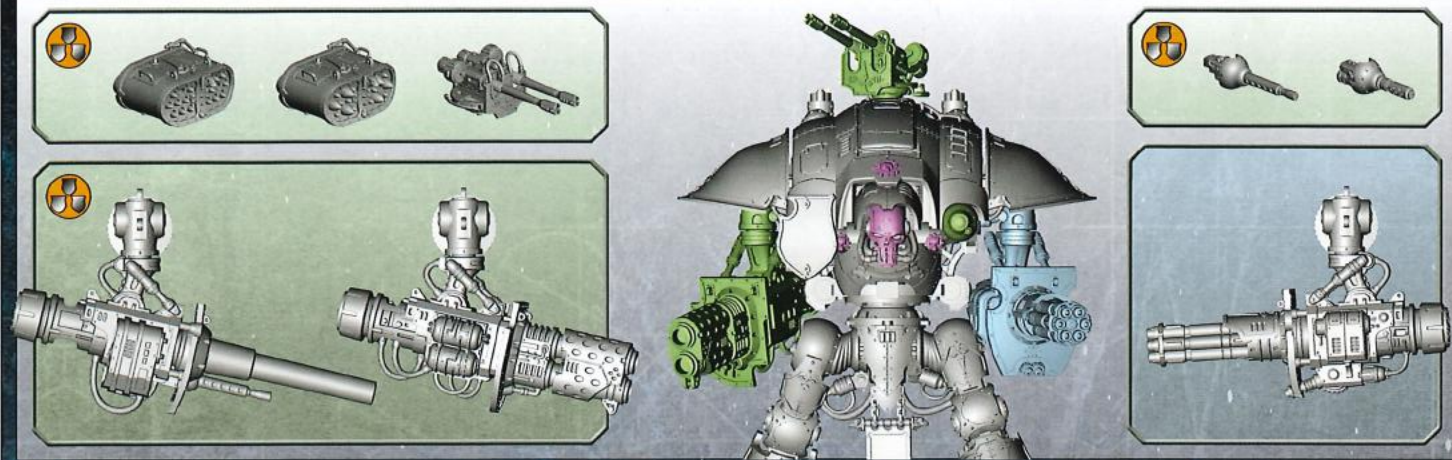


14 a

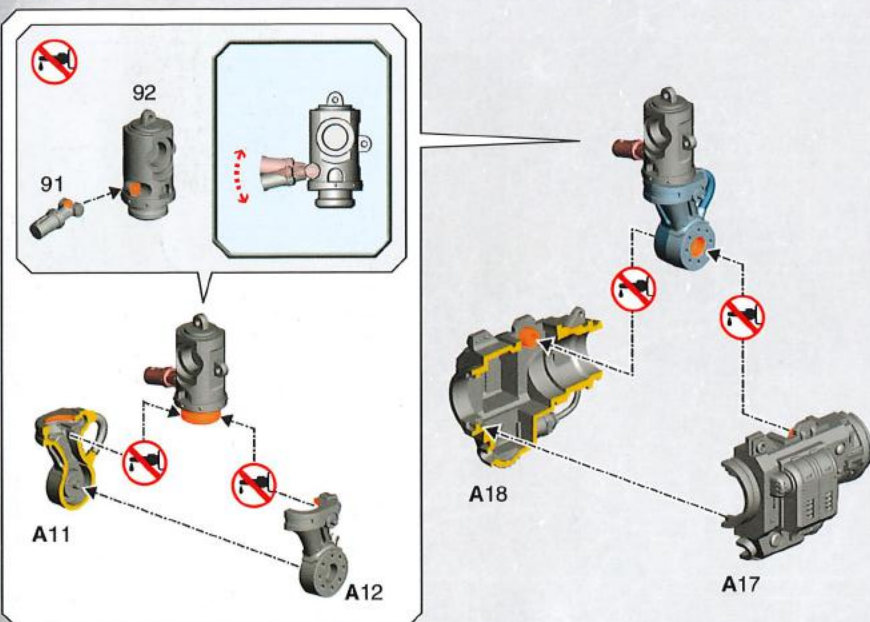


14 b

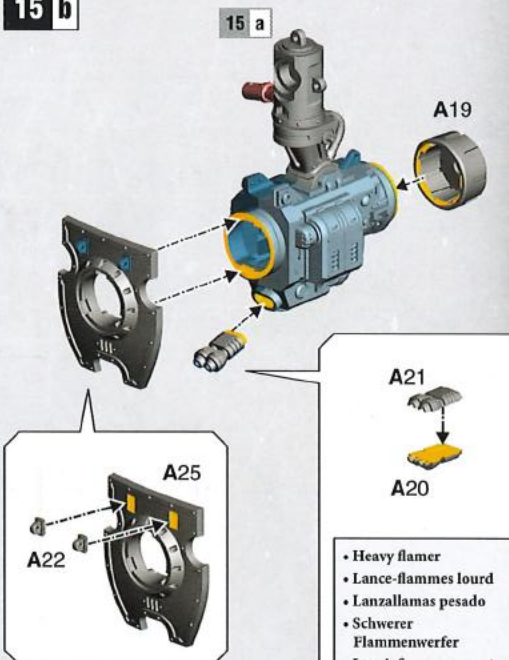




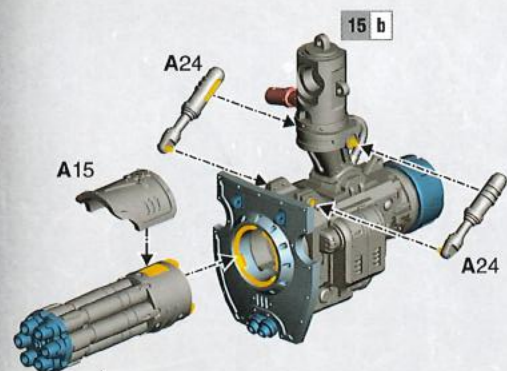
## 15 a AVENGER GATLING CANNON



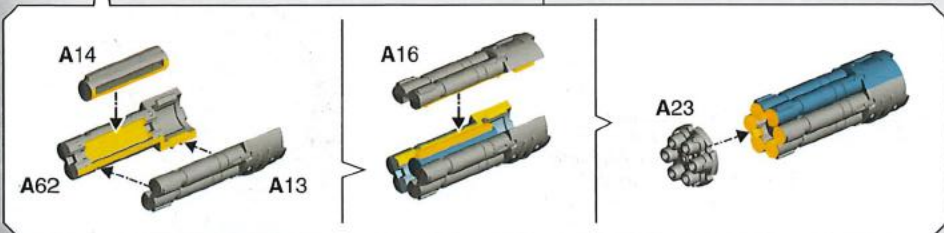
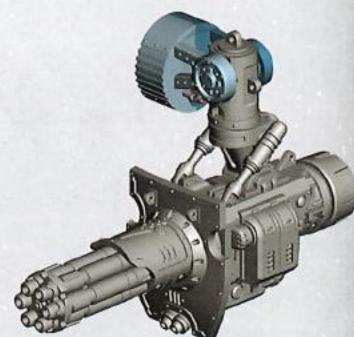
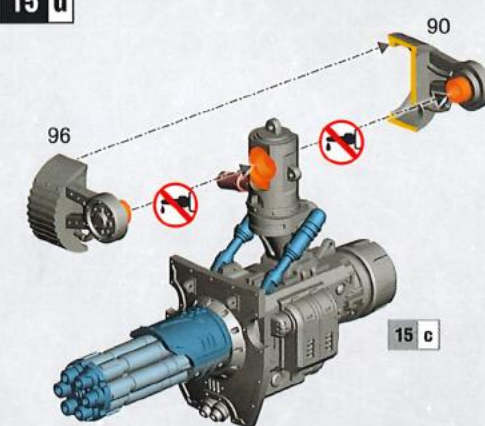
## 15 b



## 15 c

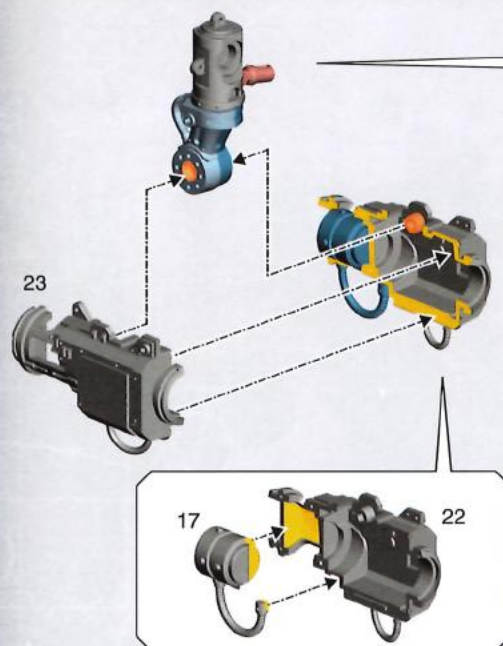


## 15 d

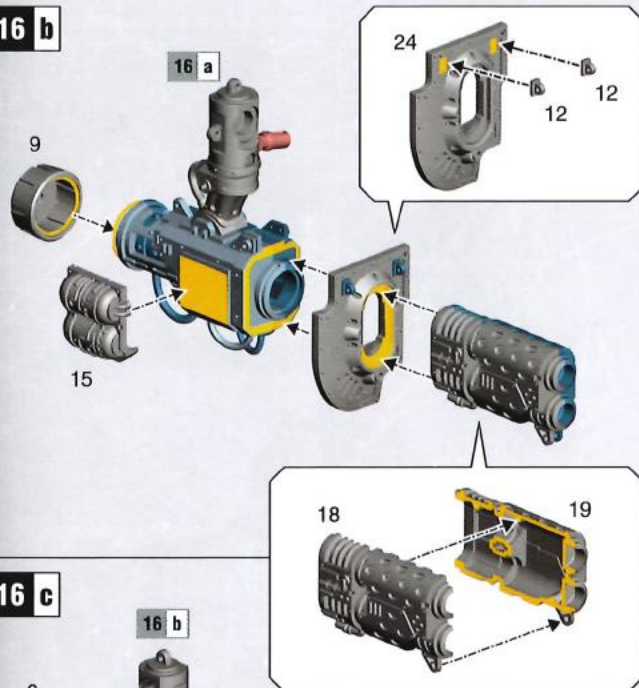


• Avenger gatling cannon • Canon Gatling Avenger  
• Cañón gatling vengador • Rächer-Gatlingkanone  
• Cannone a raffica avenger

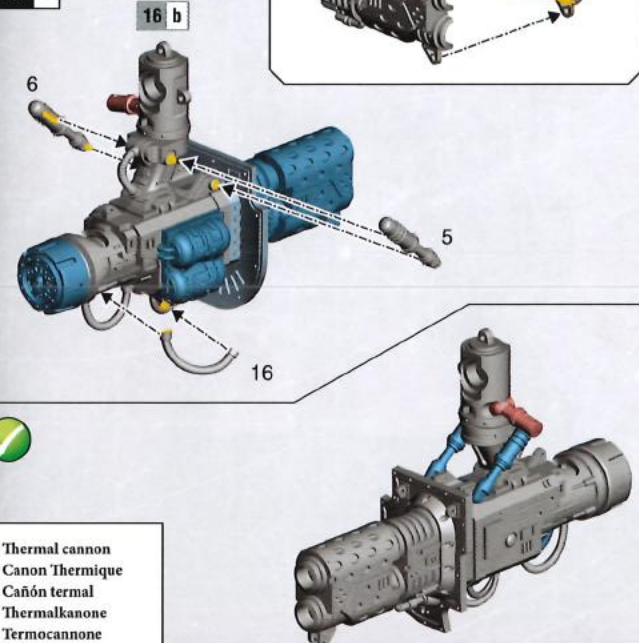
## 16 a THERMAL CANNON



## 16 b



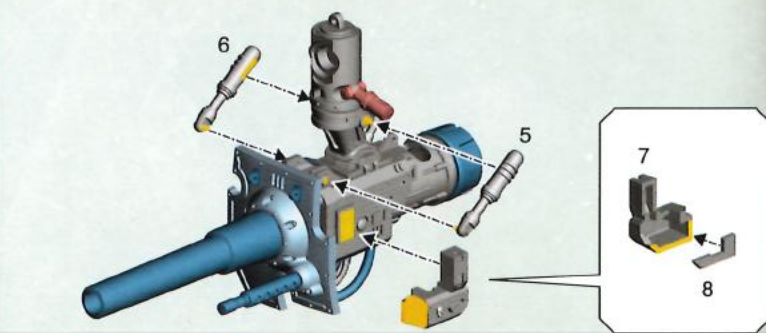
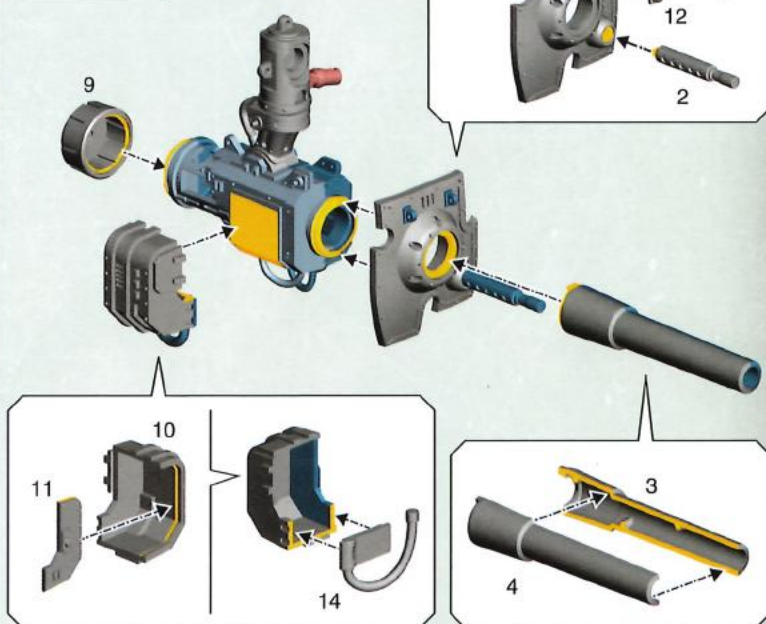
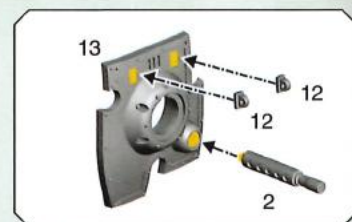
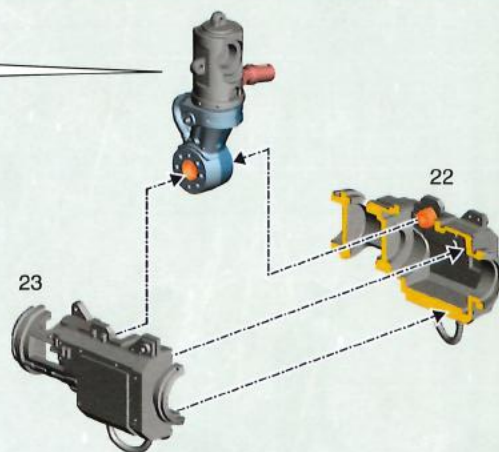
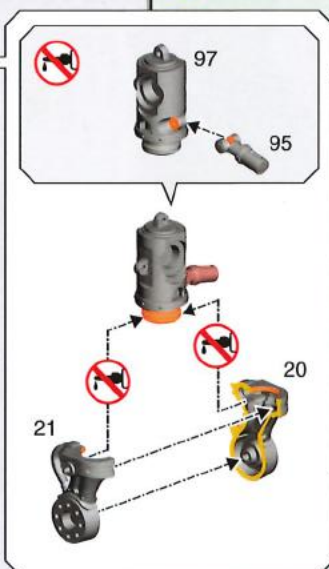
## 16 c



- Thermal cannon
- Canon Thermique
- Cañón termal
- Thermalkanone
- Termocannone



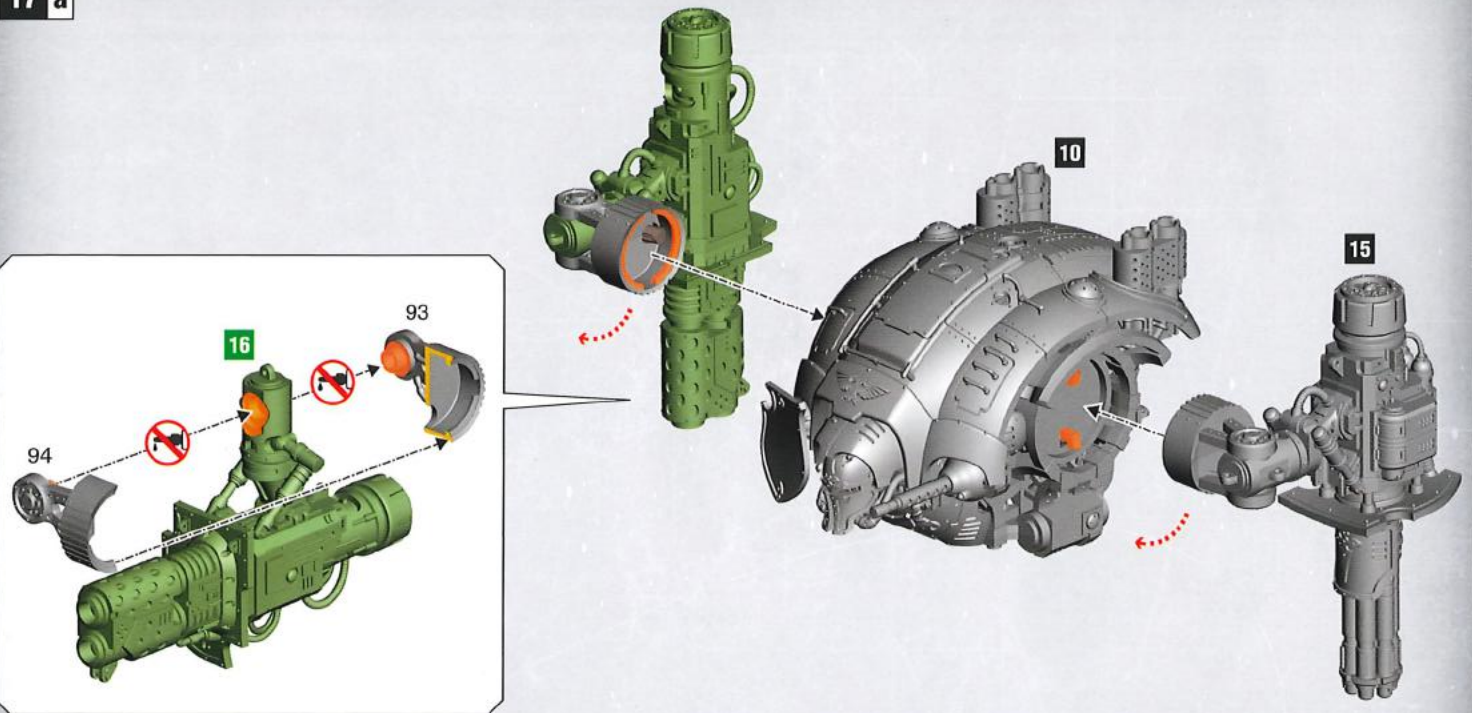
## RAPID-FIRE BATTLE CANNON



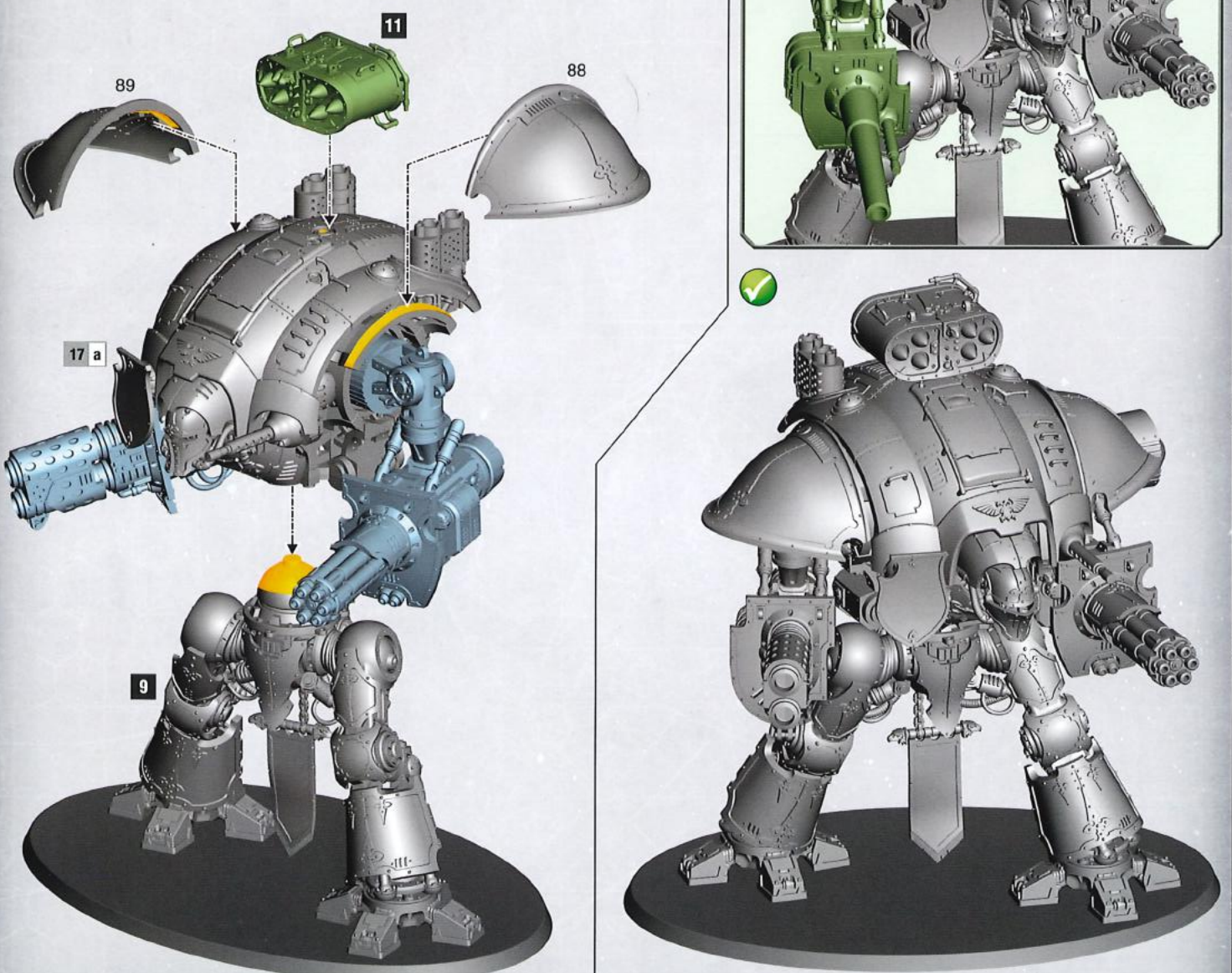
- Rapid-fire battle cannon
- Obusier à Tir Rapide
- Cañón de batalla de fuego rápido
- Schnellfeuer-Kampfgeschütz
- Cannone pesante a cadenza rapida

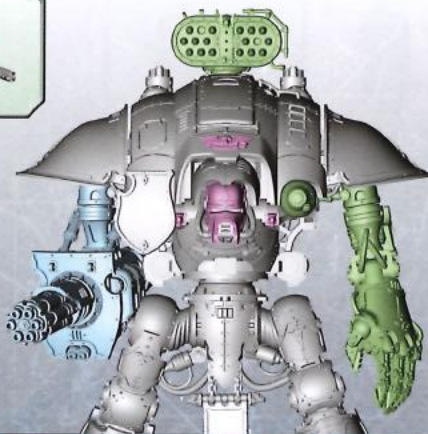
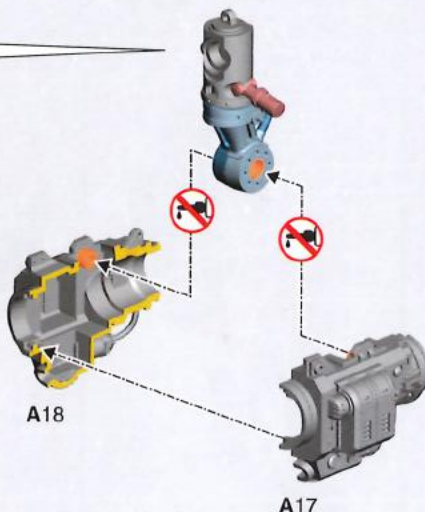
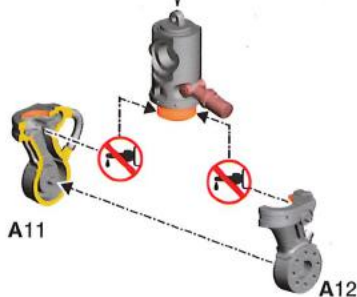
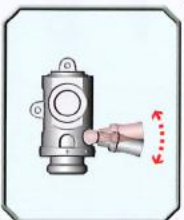
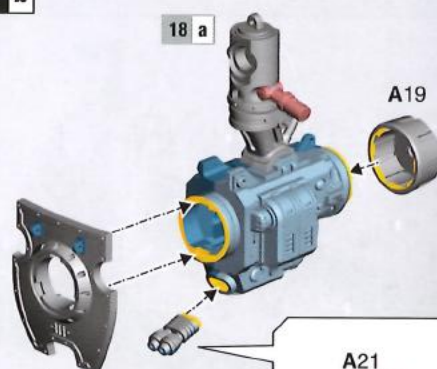


17 a

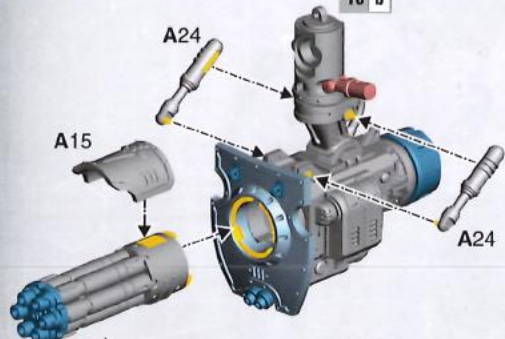
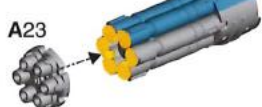
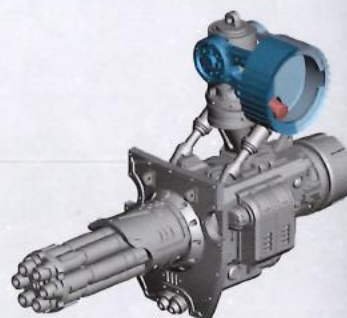
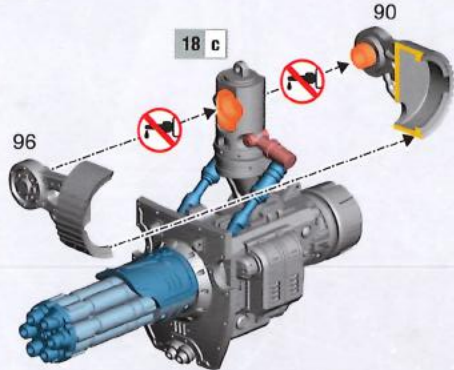


17 b



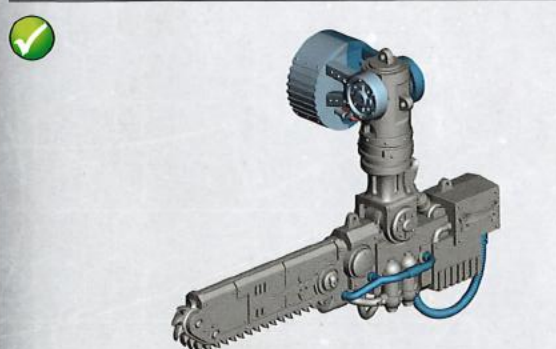
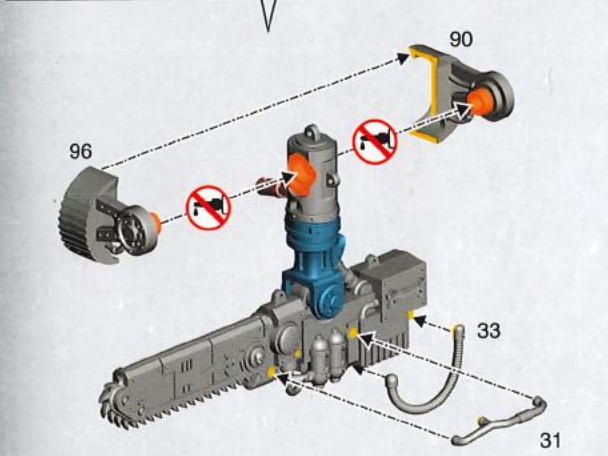
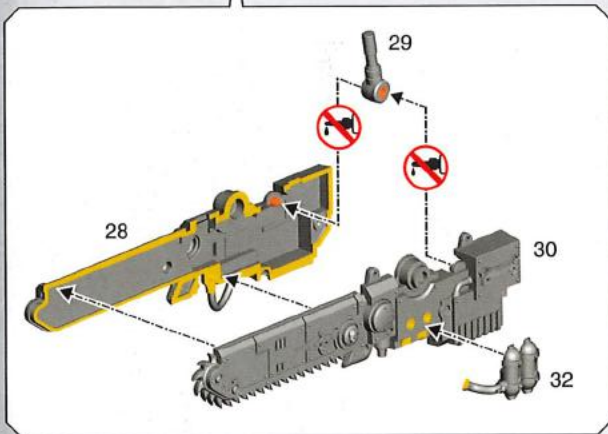
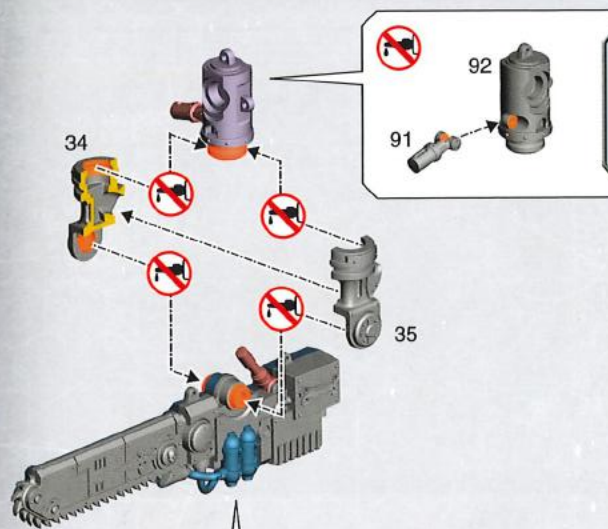

**18 a** AVENGER GATLING CANNON

**18 b**
**18 a**


- Heavy flamer
- Lance-flammes lourd
- Lanzallamas pesado
- Schwerer Flammenwerfer
- Lanciافlamme pesante

**18 c**
**18 b**

**18 d**
**18 c**


- Avenger gatling cannon
- Canon Gatling Avenger
- Cañón gatling vengador
- R cher-Gatlingkanone
- Cannone a raffica avenger

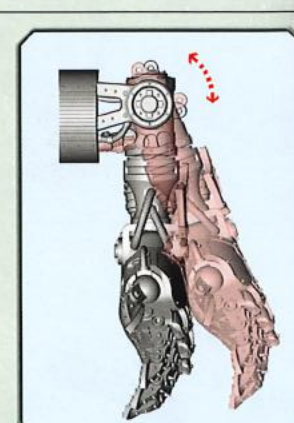
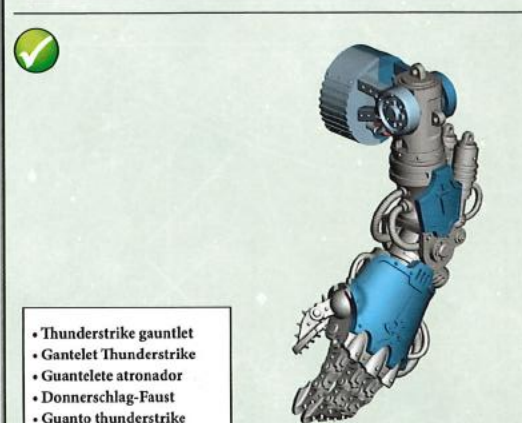
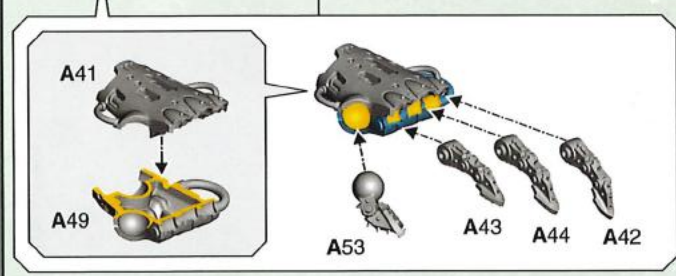
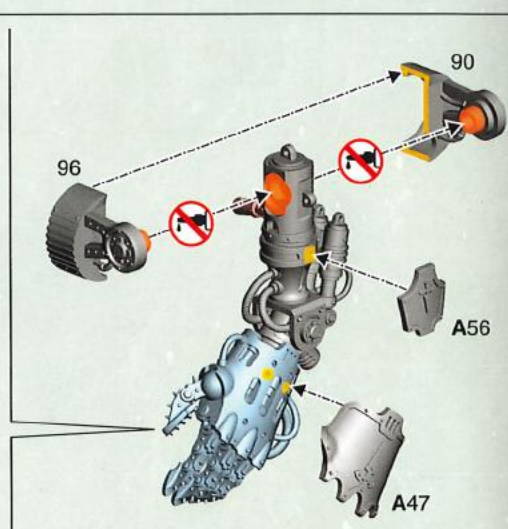
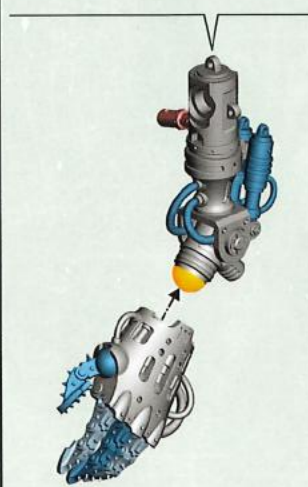
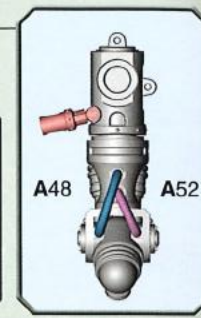
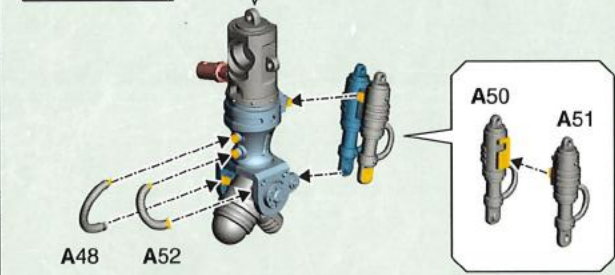
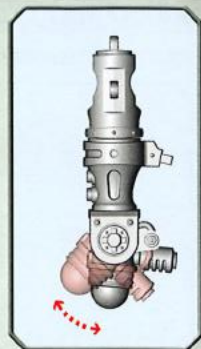
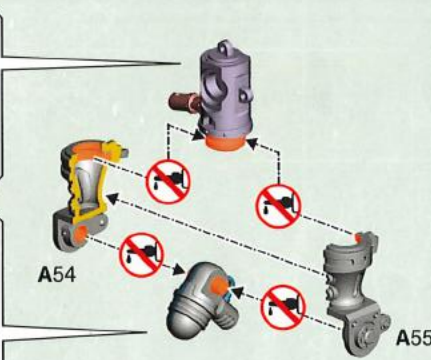
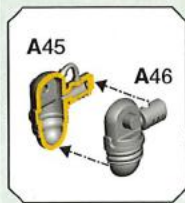
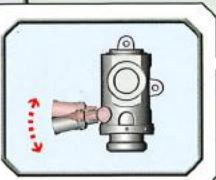
# 19 REAPER CHAINWORD



• Reaper chainsword • Tronçonneuse Reaper • Espada sierra Segador  
• Schnitter-Kettenschwert • Spada a catena reaper

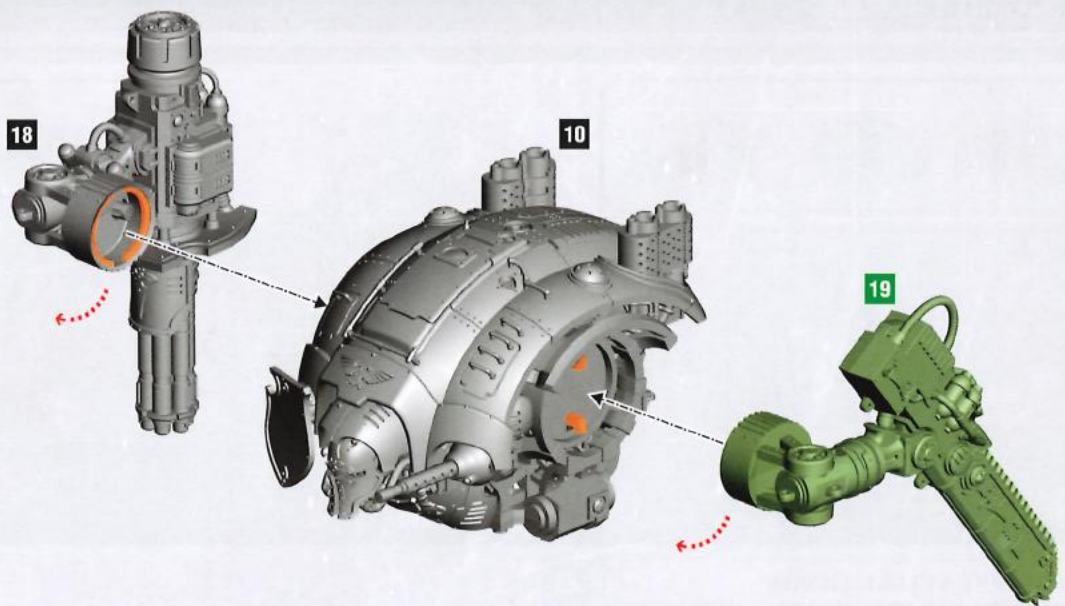


# THUNDERSTRIKE GAUNTLET

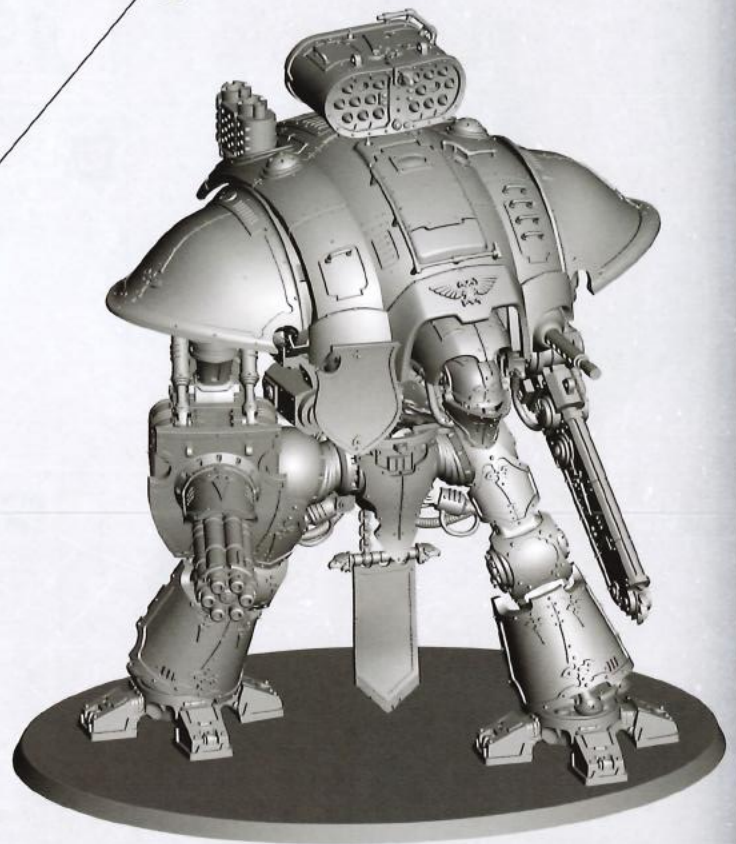
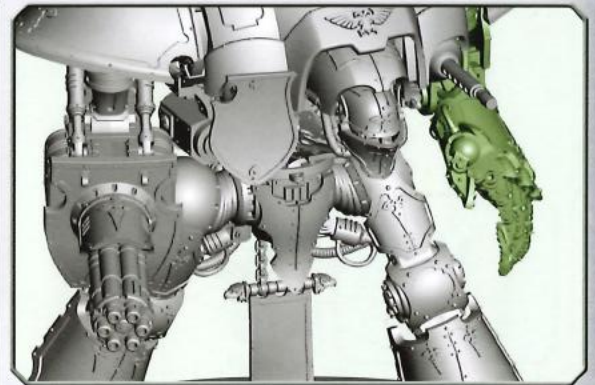
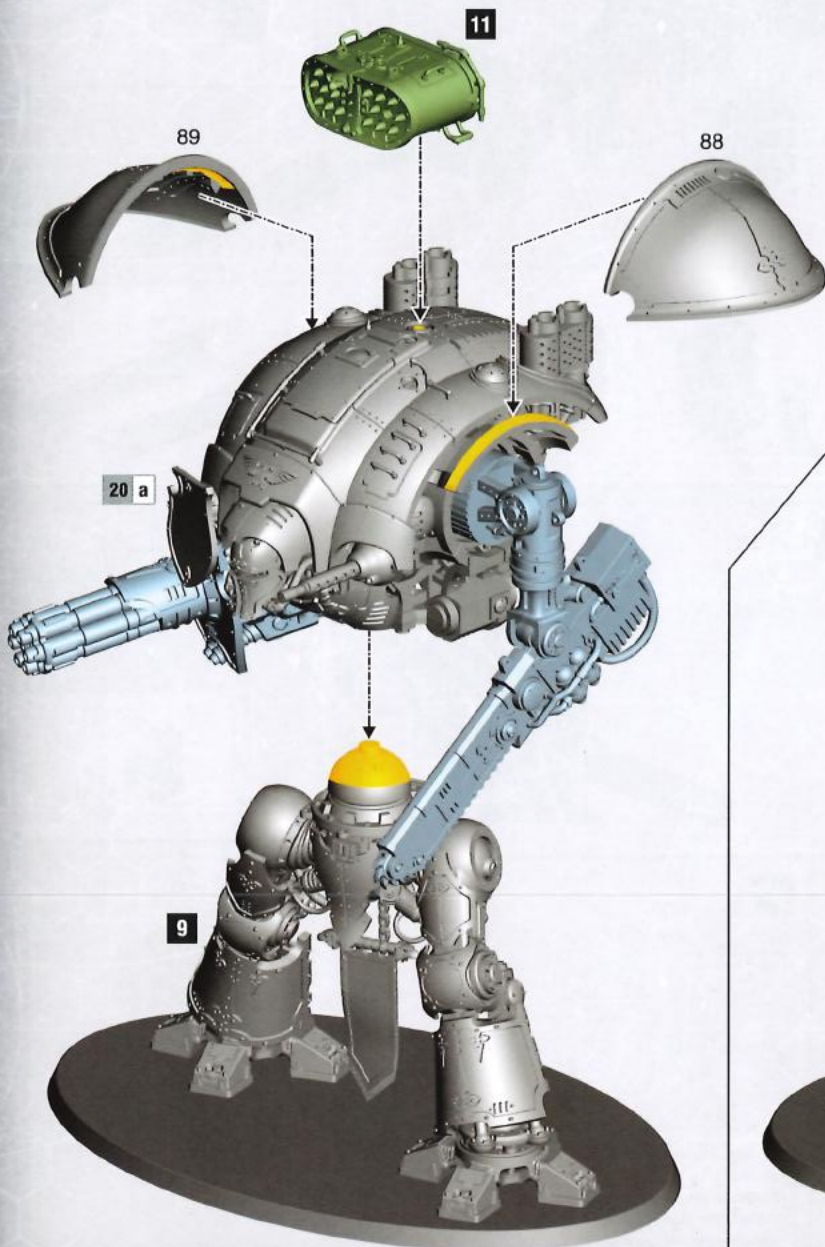


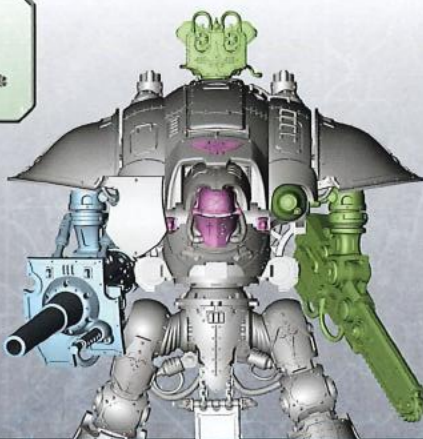
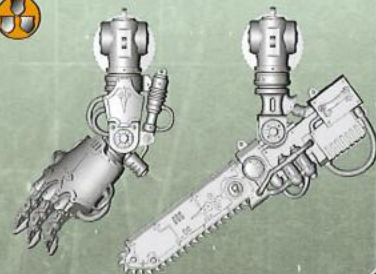
• Thunderstrike gauntlet  
• Gantelet Thunderstrike  
• Guantelete atronador  
• Donnerschlag-Faust  
• Guanto thunderstrike

20 a



20 b

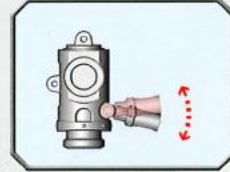




# 21 a RAPID-FIRE BATTLE CANNON



95



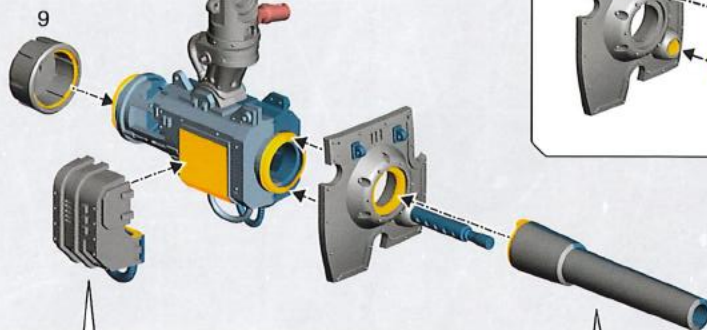
21



20

# 21 b

21 a

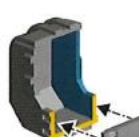


9

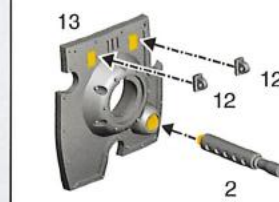


10

11



14

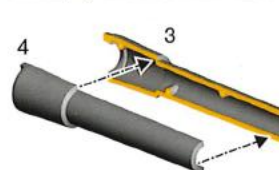


13

12

12

2

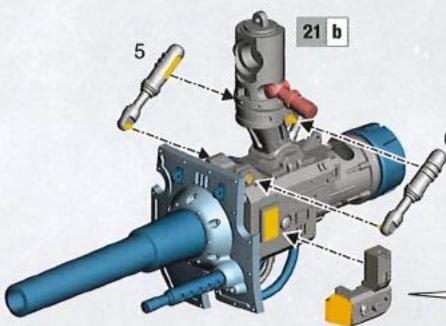


4

3

# 21 c

21 b



5

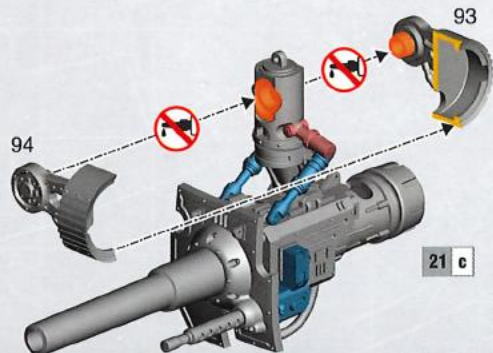
6

7

8

# 21 d

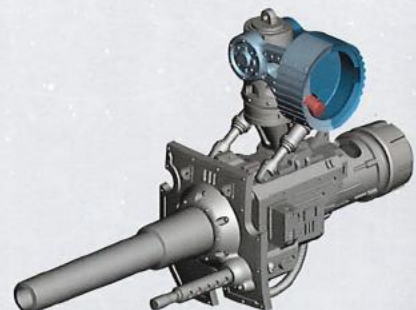
94

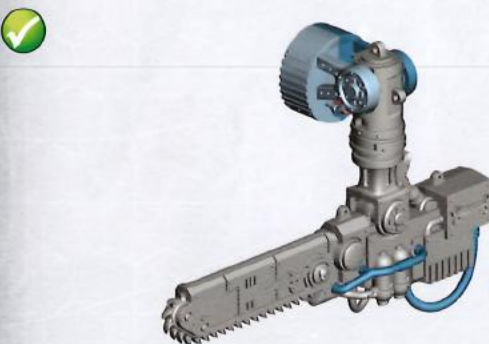
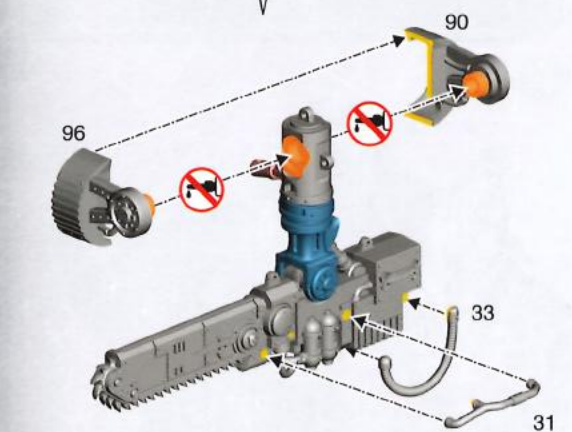
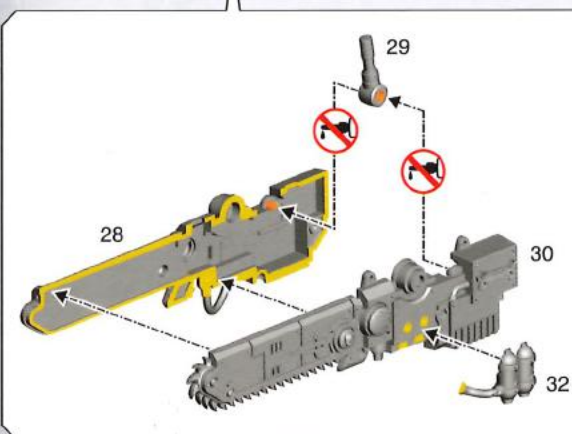
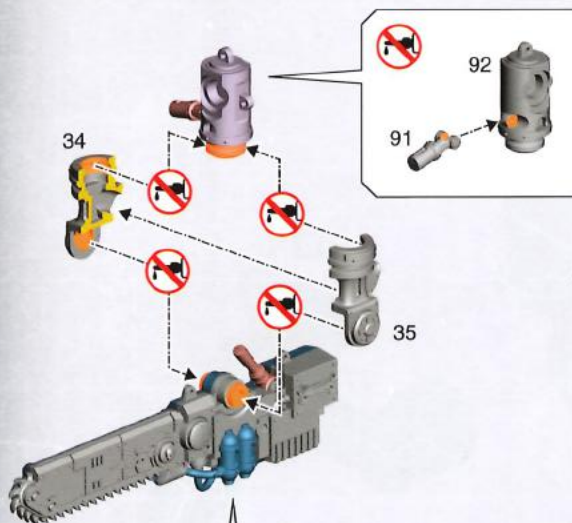


21 c

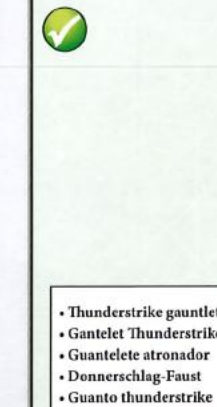
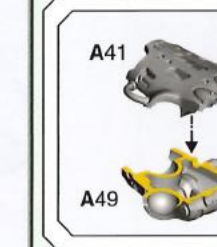
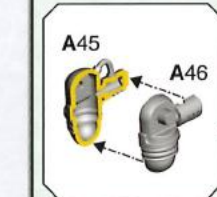
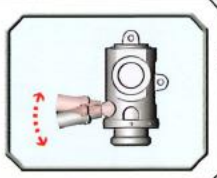


- Rapid-fire battle cannon
- Obusier à Tir Rapide
- Cañón de batalla de fuego rápido
- Schnellfeuer-Kampfgeschütz
- Cannone pesante a cadenza rapida

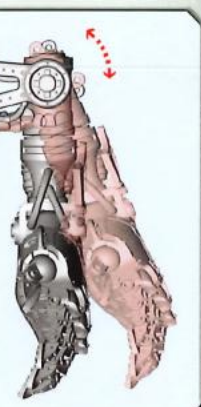
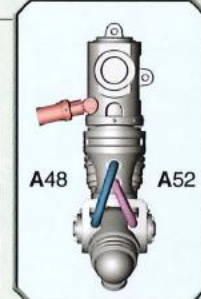
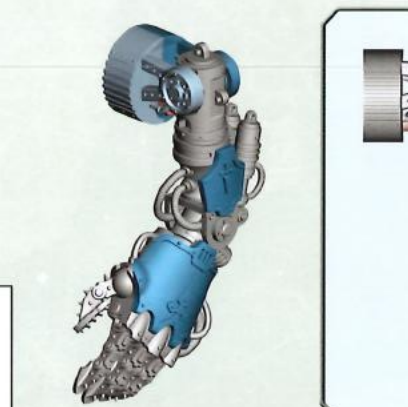
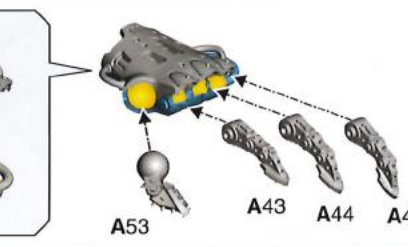
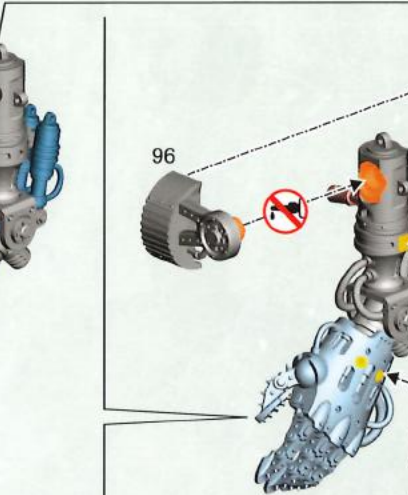
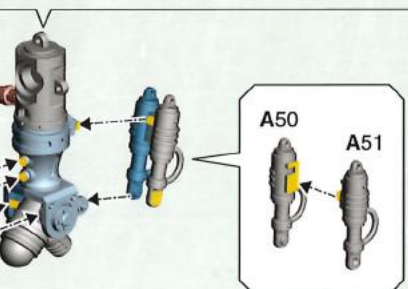
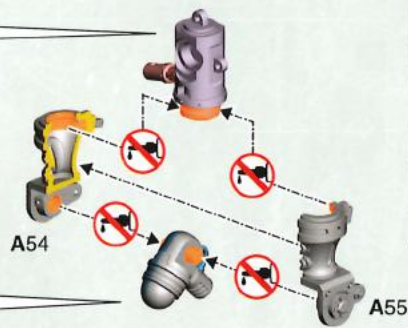




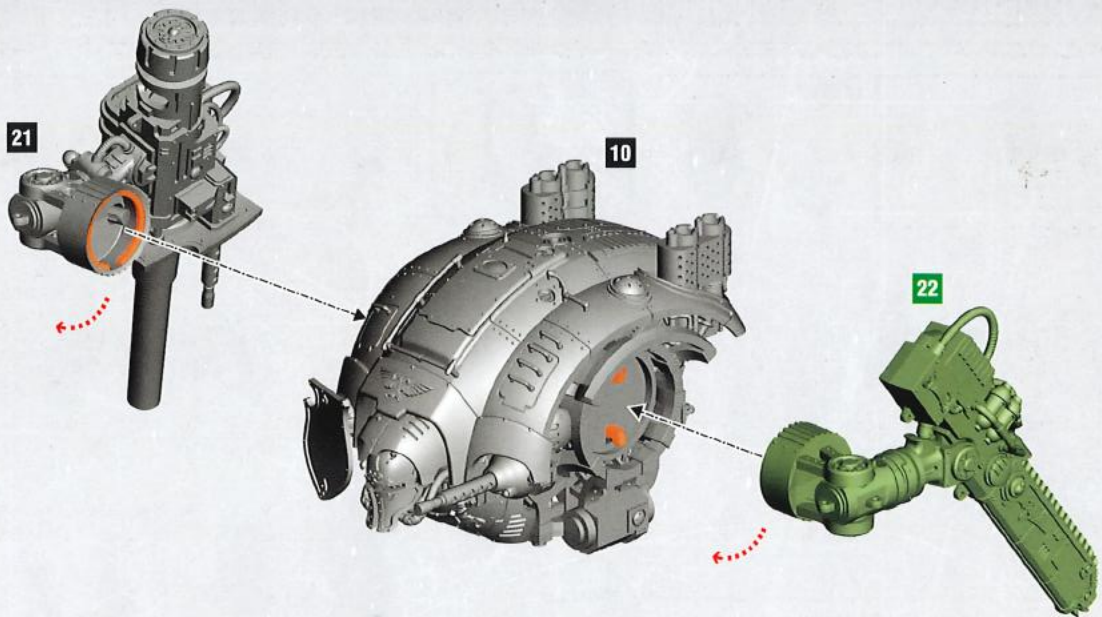
• Reaper chainsword • Tronçonneuse Reaper • Espada sierra Segador  
• Schnitter-Kettenschwert • Spada a catena reaper



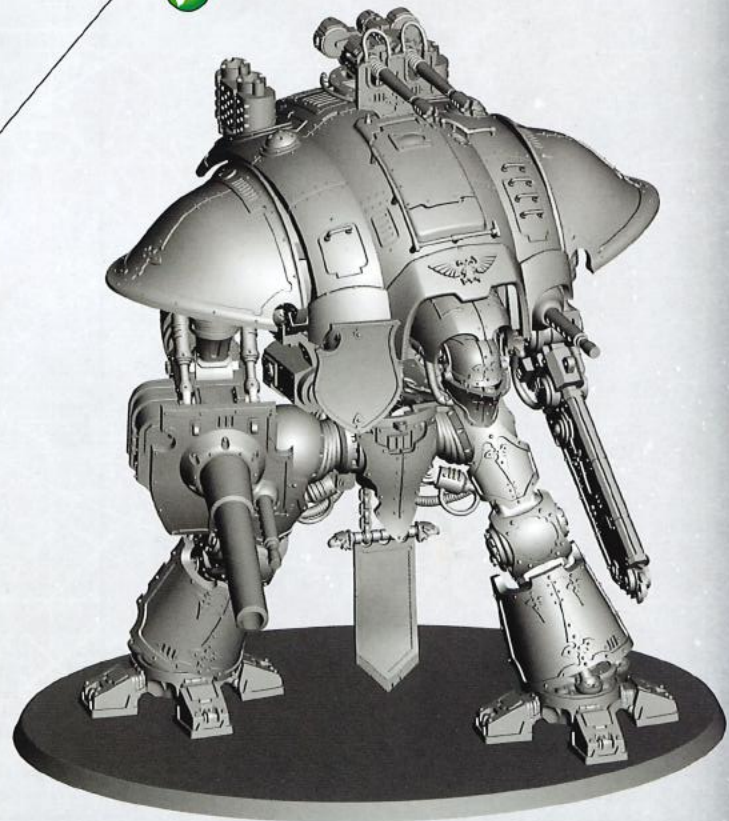
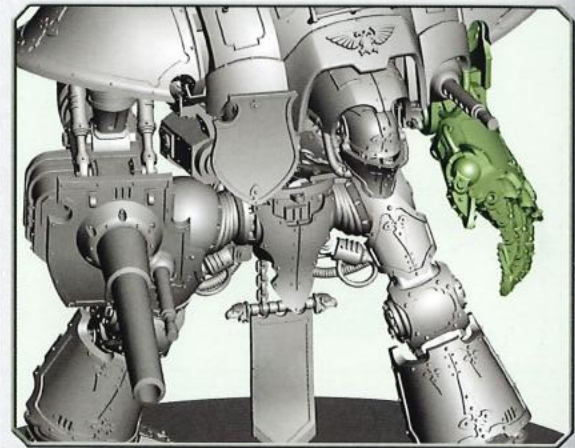
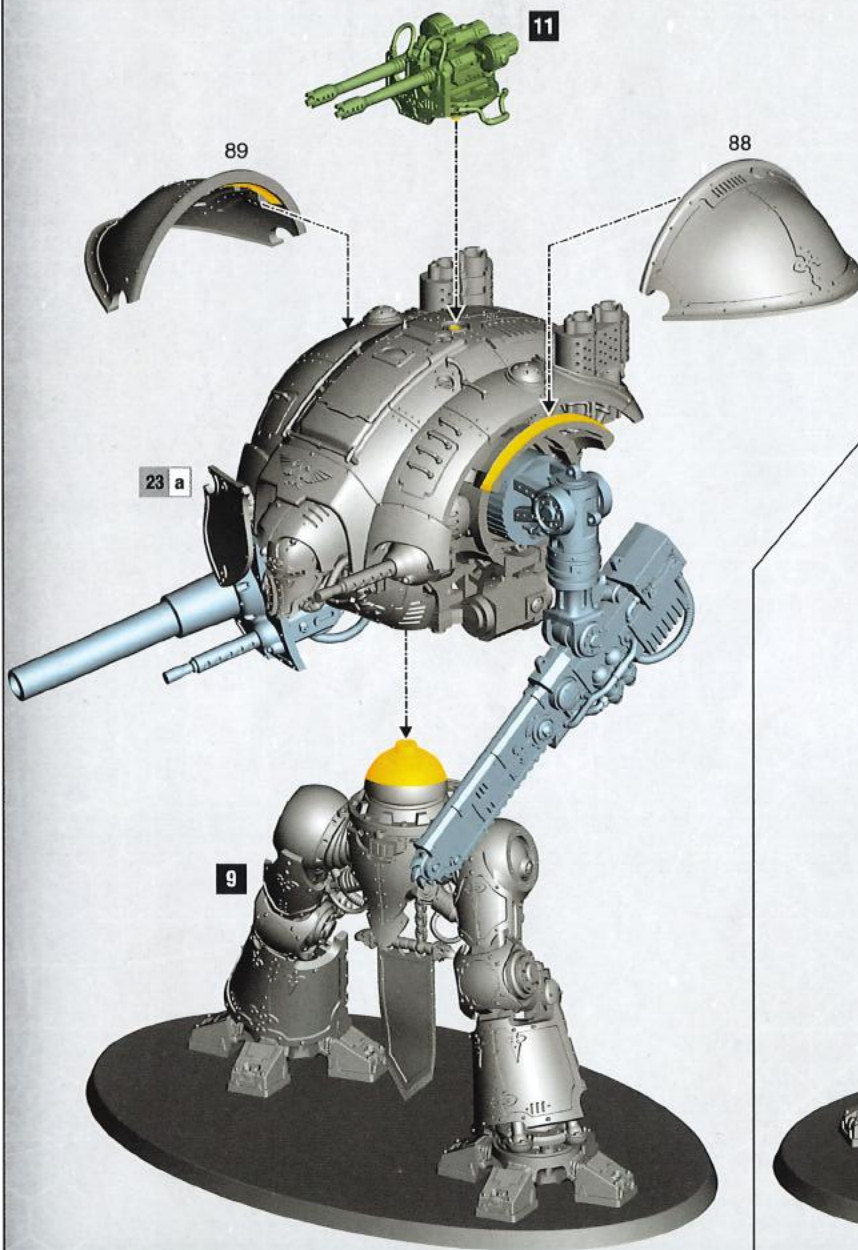
• Thunderstrike gauntlet  
• Gantelet Thunderstrike  
• Guantelete atronador  
• Donnerschlag-Faust  
• Guanto thunderstrike

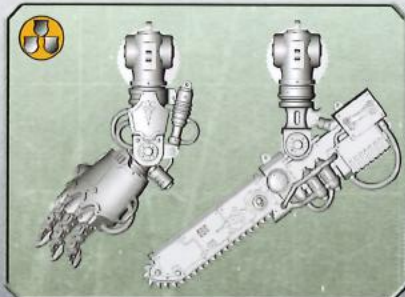
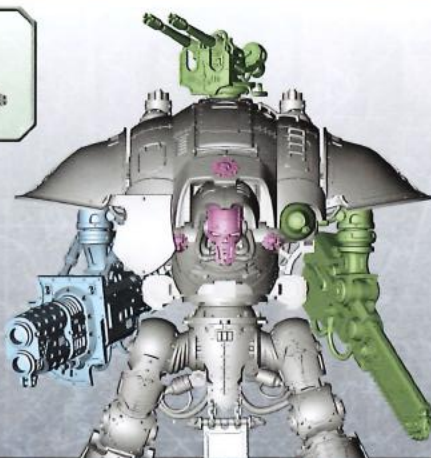
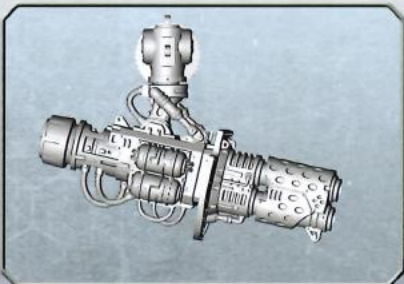


23 a

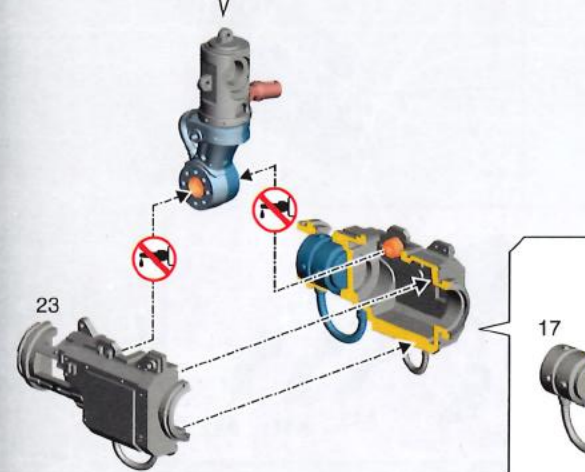
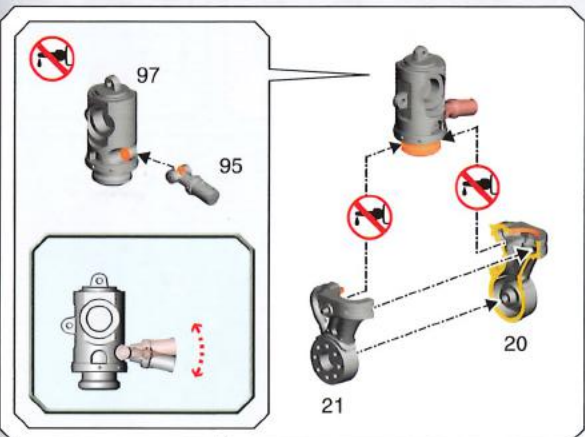


23 b

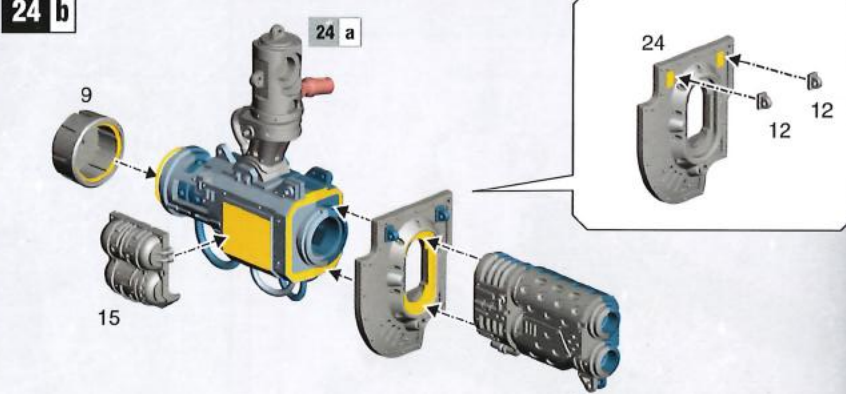




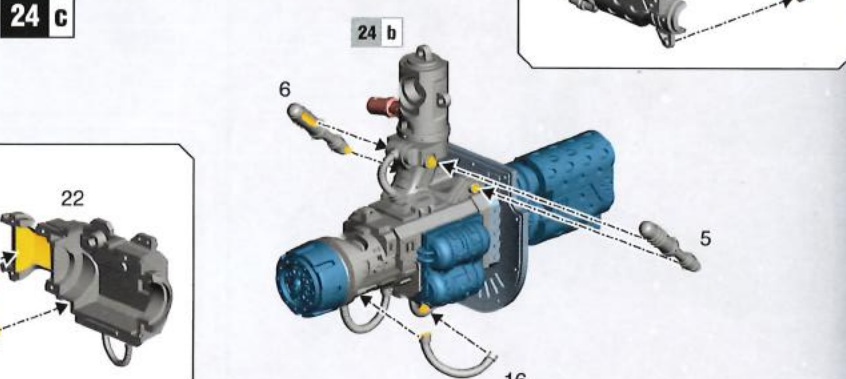
## 24 a THERMAL CANNON



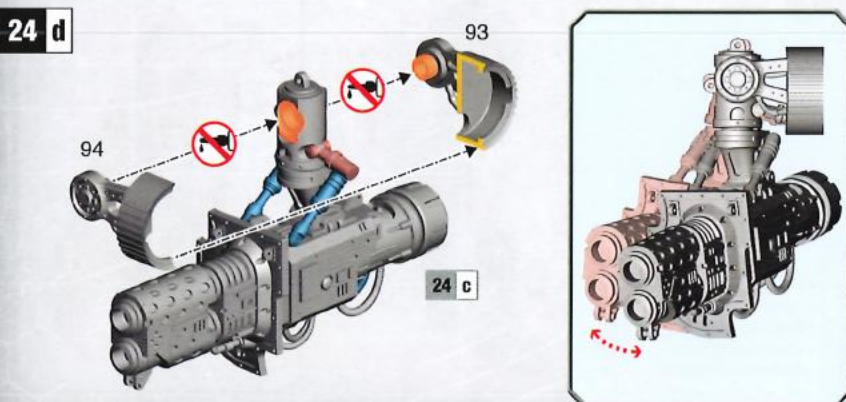
## 24 b



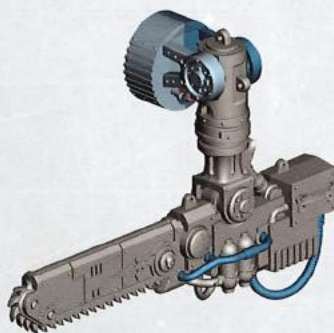
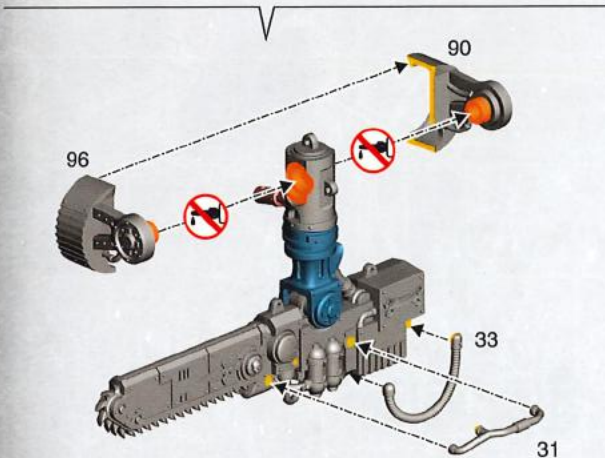
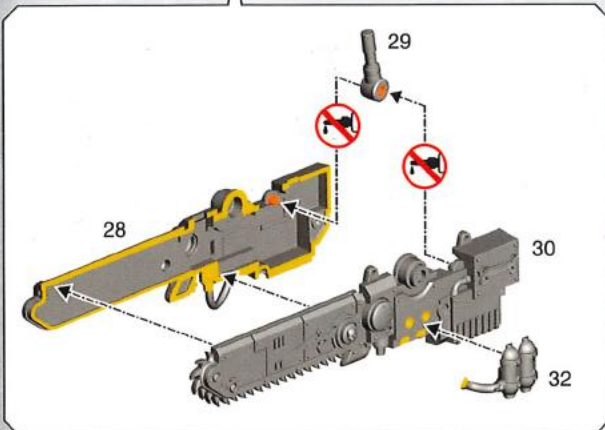
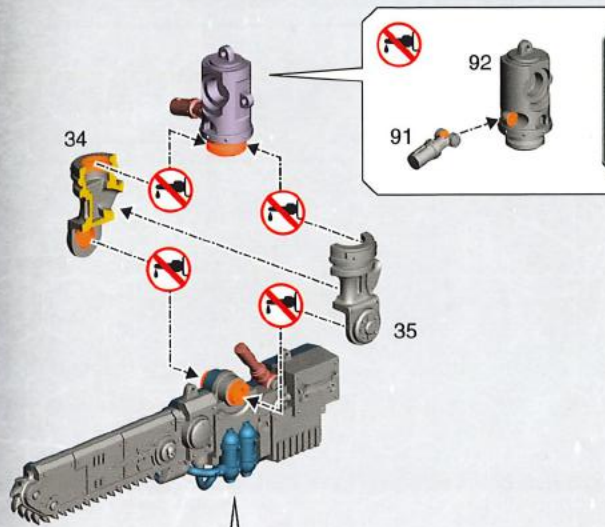
## 24 c



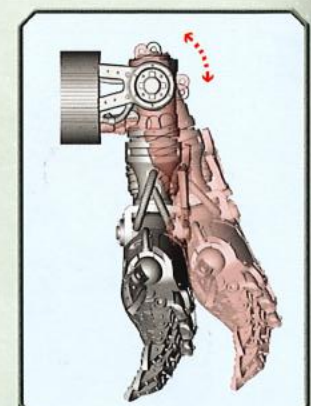
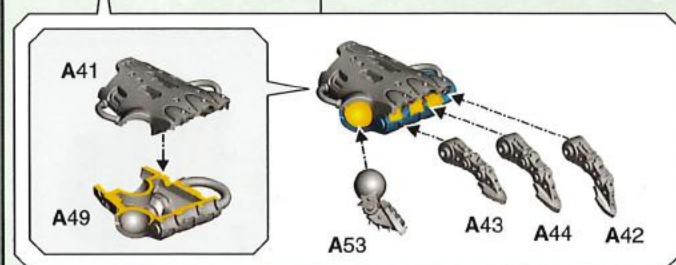
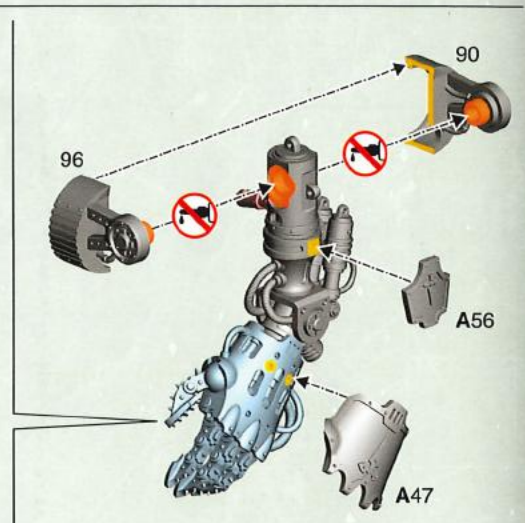
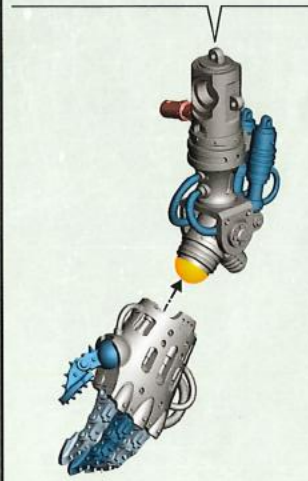
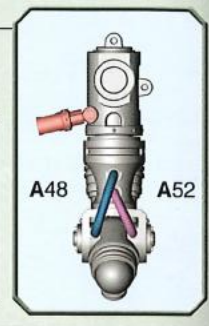
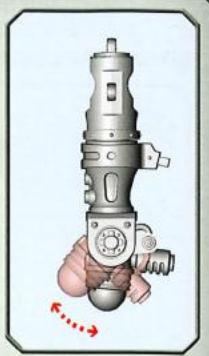
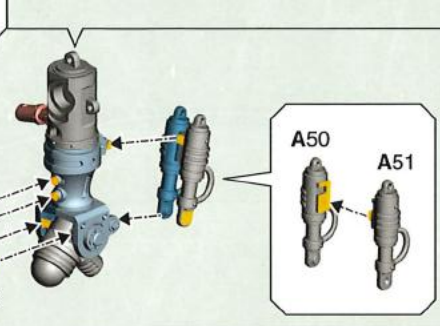
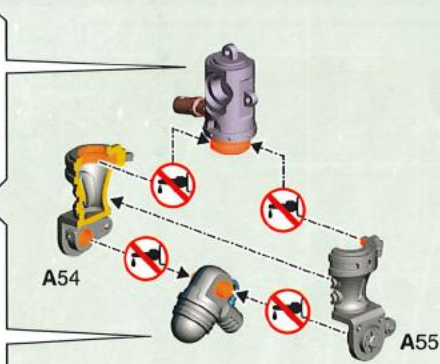
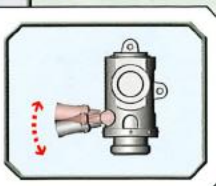
## 24 d



- Thermal cannon
- Canon Thermique
- Cañón termal
- Thermalkanone
- Termocannone

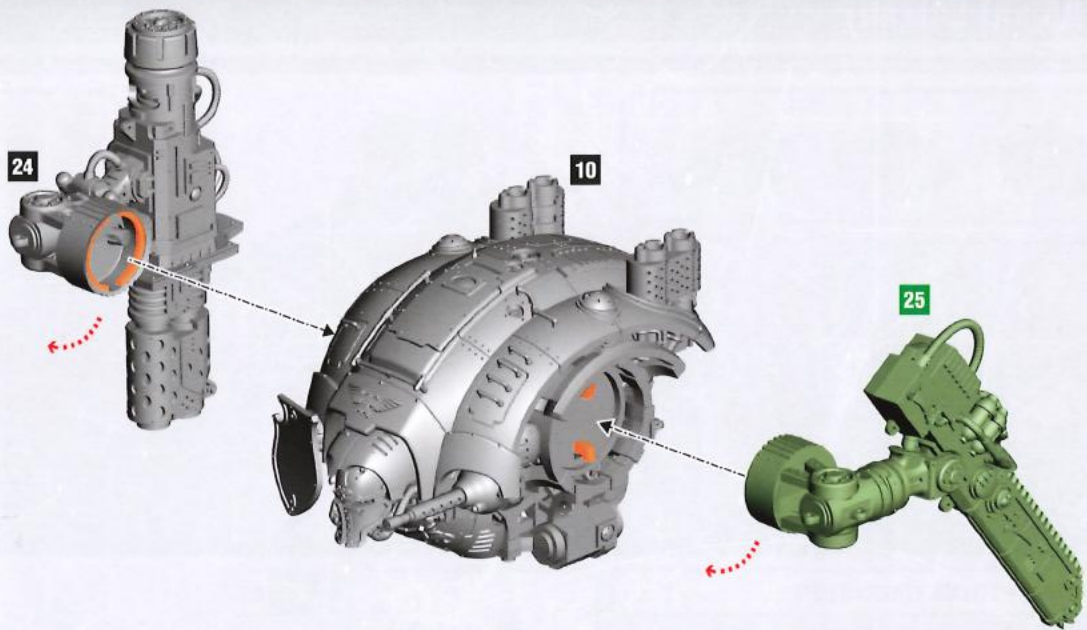


• Reaper chainsword • Tronçonneuse Reaper • Espada sierra Segador  
• Schnitter-Kettenschwert • Spada a catena reaper

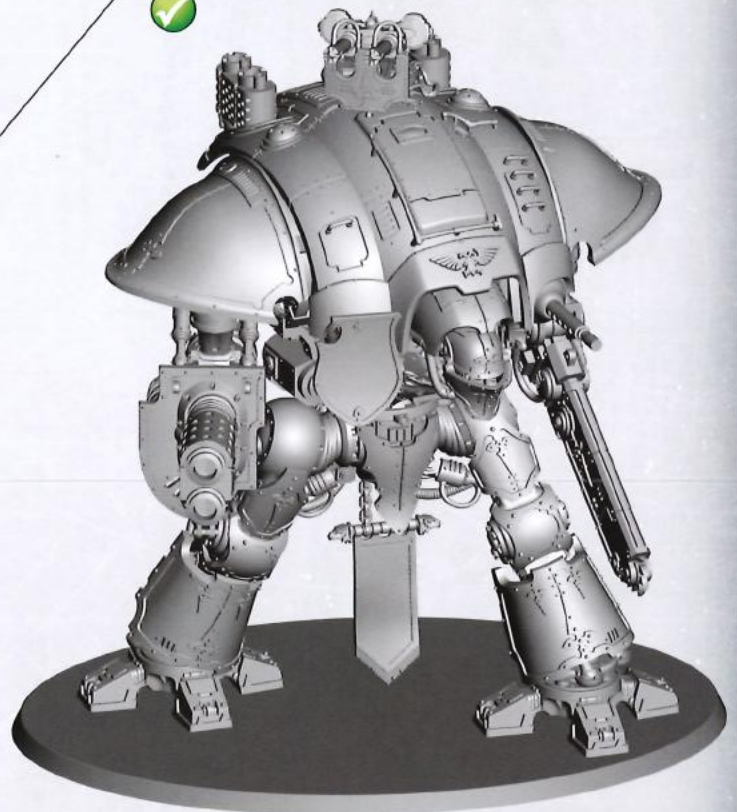
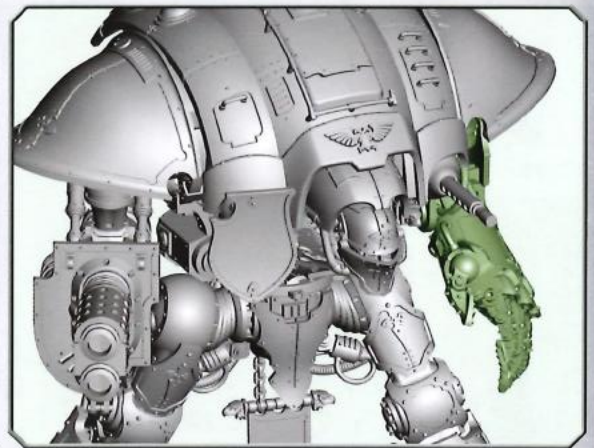
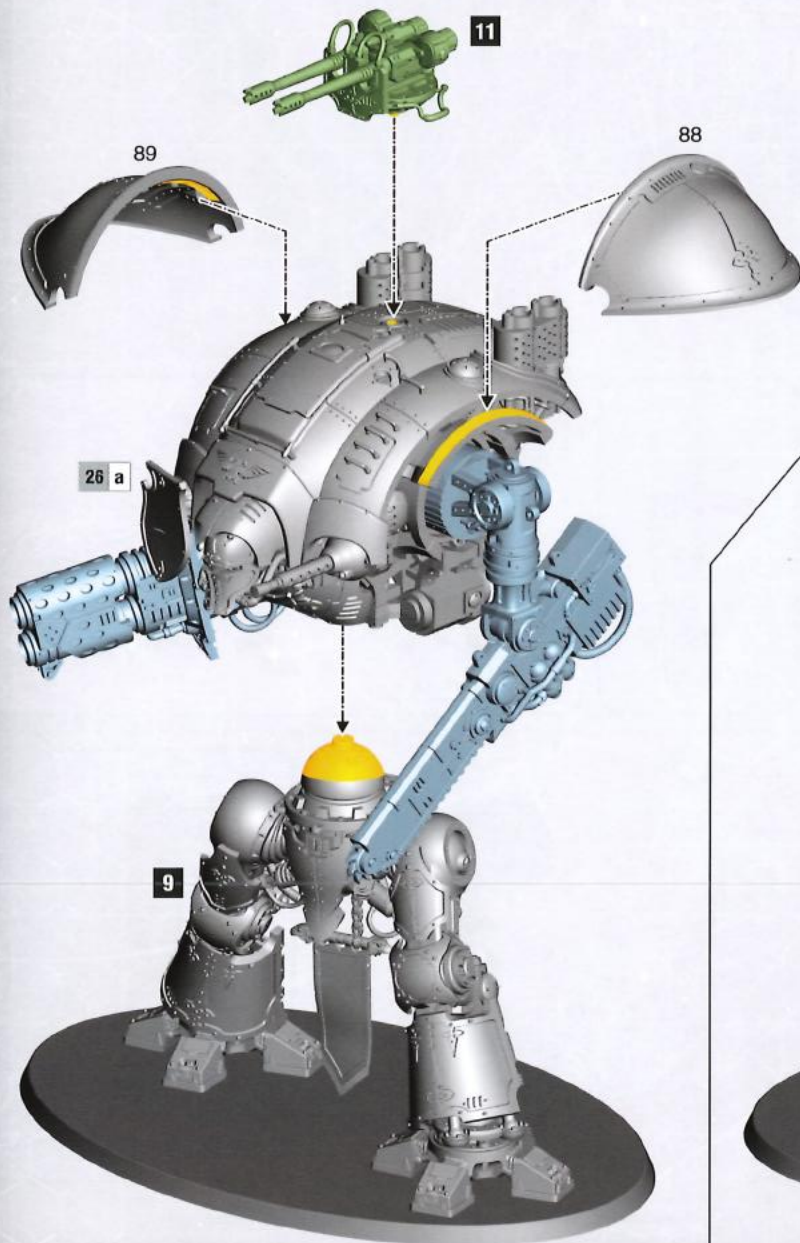


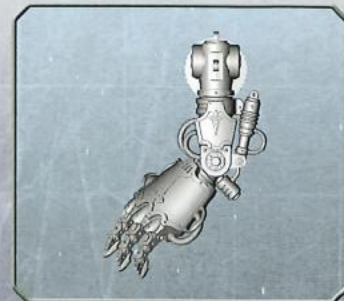
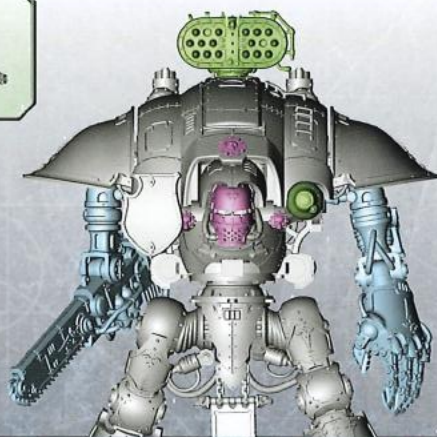
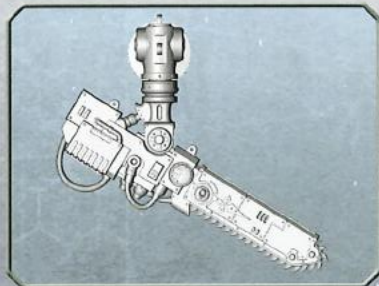
- Thunderstrike gauntlet
- Gantelet Thunderstrike
- Guantelete atronador
- Donnerschlag-Faust
- Guanto thunderstrike

26 a

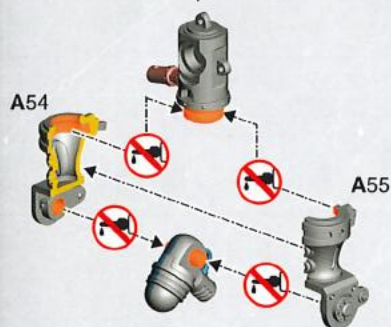
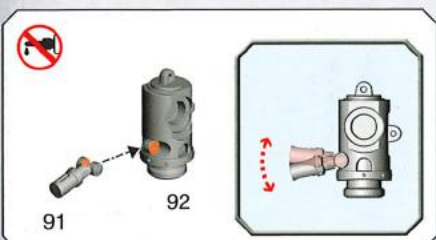


26 b

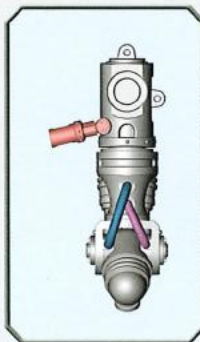
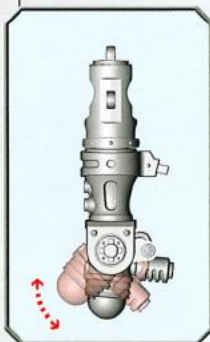
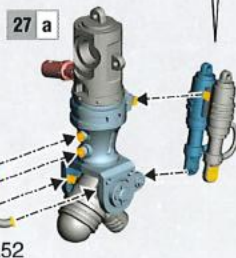
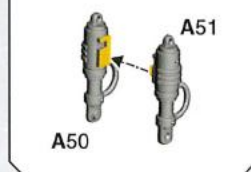




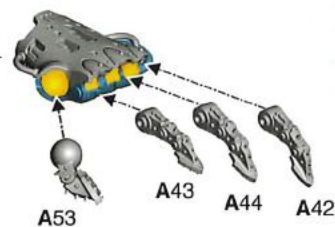
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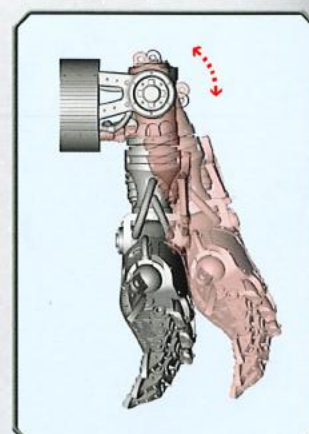
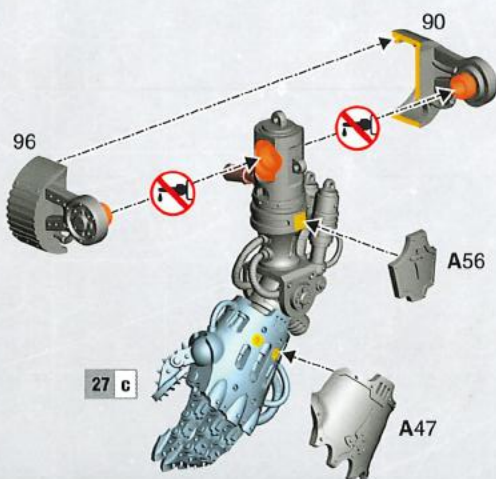
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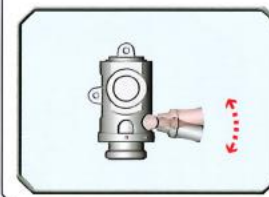
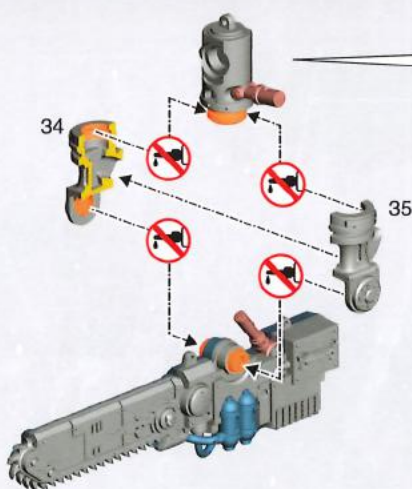
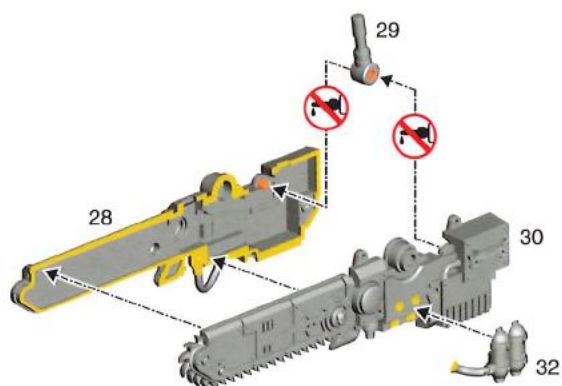
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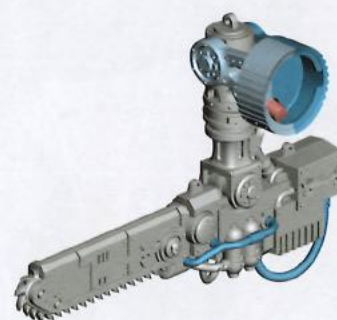
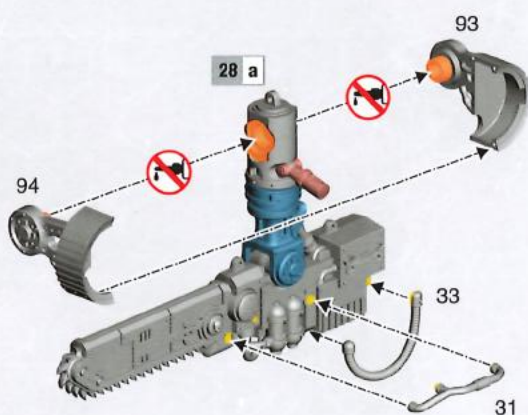
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## 28 a REAPER CHAINWORD

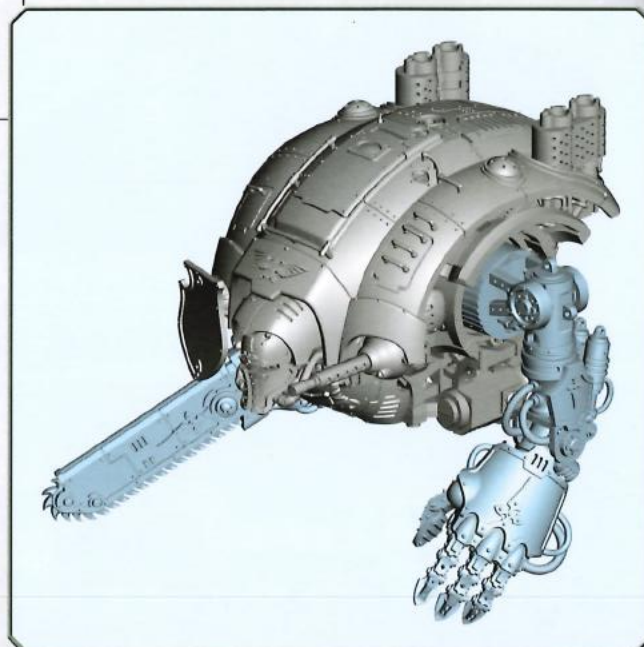
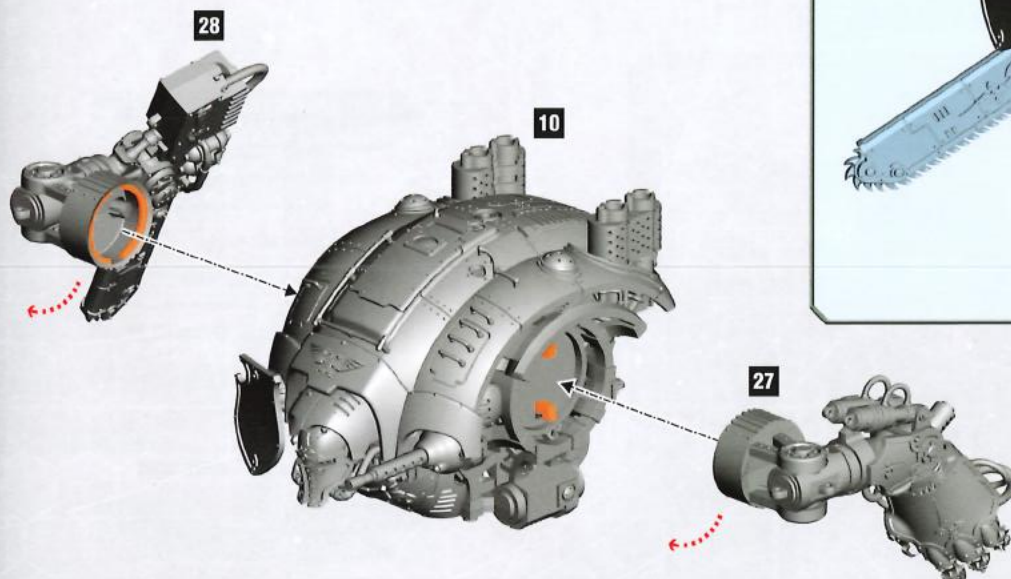


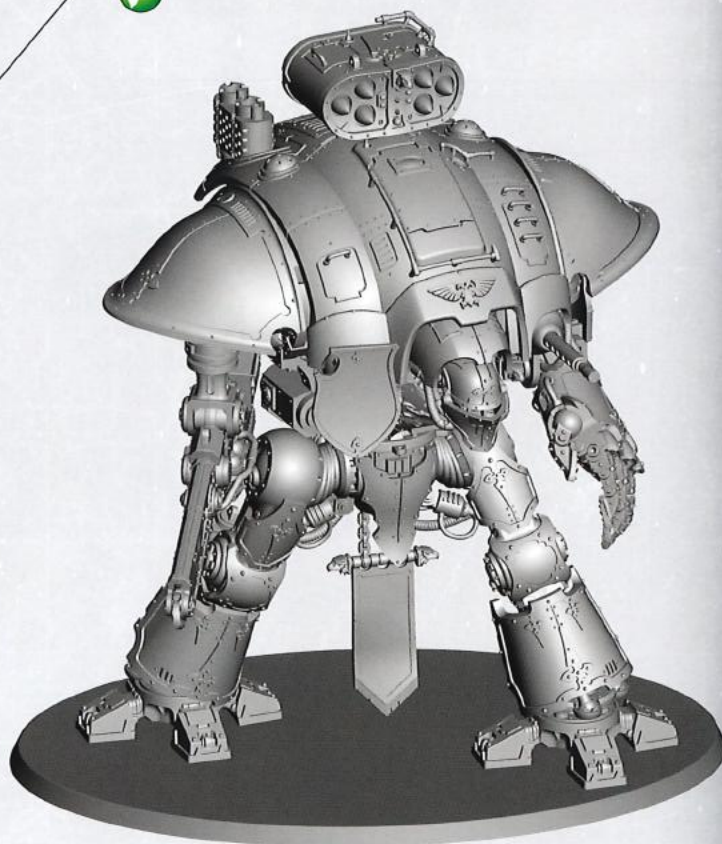
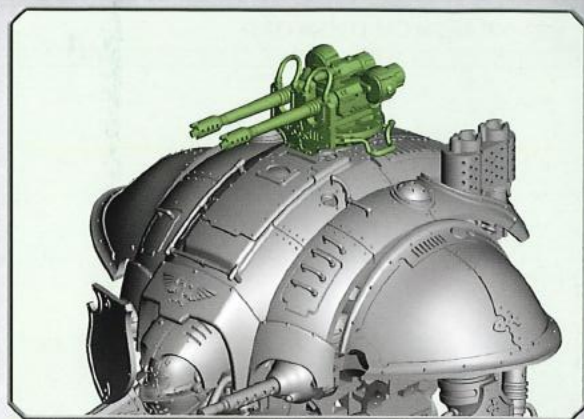
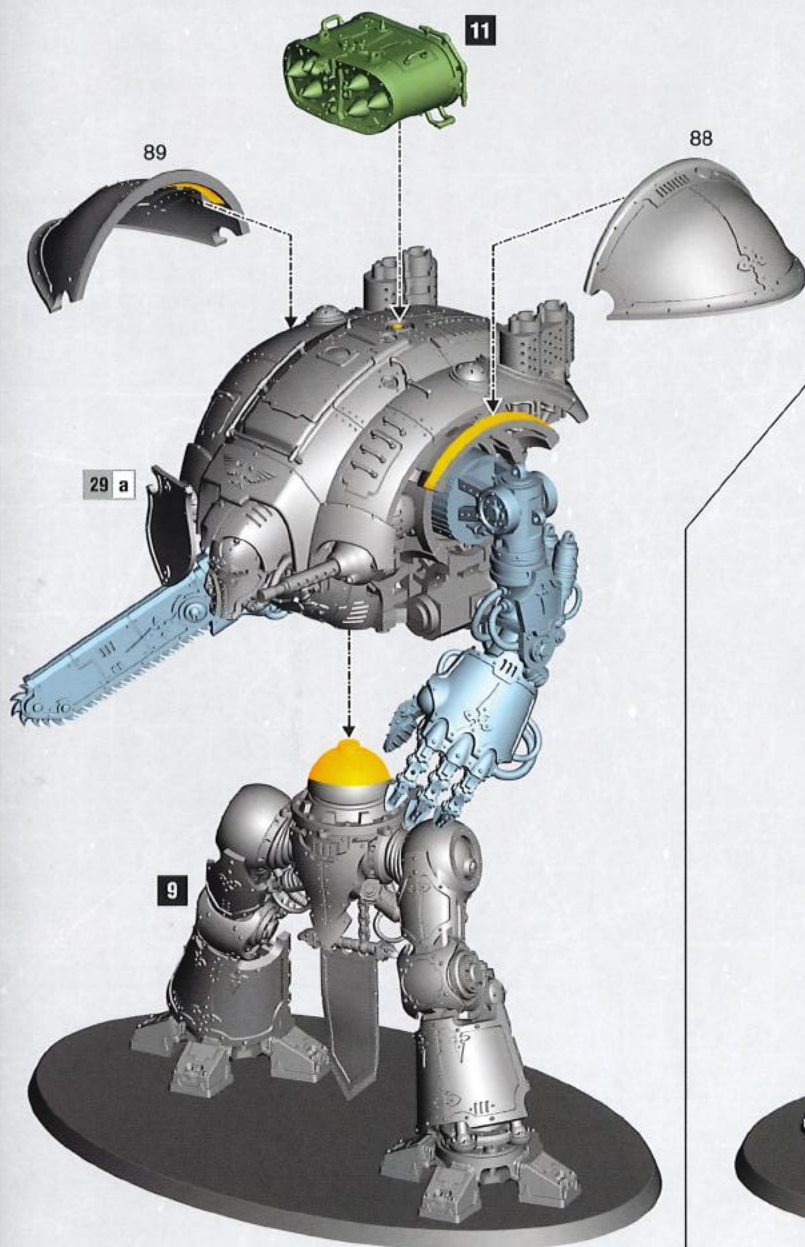
## 28 b



• Reaper chainsword • Tronçonneuse Reaper • Espada sierra Segador  
• Schnitter-Kettenschwert • Spada a catena reaper

## 29 a





## HOUSE TERRYN – SIR OPPERON, UNYIELDING VICTORY



**BASE** KANTOR BLUE

**SHADE** NULN OIL

**LAYER** ALTDORF GUARD BLUE

**LAYER** FENRISIAN GREY

**BASE** BALTHASAR GOLD

**SHADE** AGRAX EARTHSHADE

**LAYER** GEHENNA'S GOLD

**LAYER** STORMHOST SILVER

**BASE** ZANDRI DUST

**SHADE** SERAPHIM SEPIA

**LAYER** USHABTI BONE

**LAYER** WHITE SCAR

**BASE** LEADBELCHER

**SHADE** NULN OIL

**LAYER** IRONBREAKER

**LAYER** STORMHOST SILVER

## HOUSE CADMUS – SIR ORLANDO, COWARD'S BANE



BASE CASTELLAN GREEN

SHADE NULN OIL

LAYER LOREN FOREST

LAYER STRAKEN GREEN

LAYER IRONBREAKER

SHADE NULN OIL

LAYER RUNEFANG STEEL

LAYER STORMHOST SILVER

BASE AVERLAND SUNSET

SHADE SERAPHIM SEPIA

LAYER FLASH GITZ YELLOW

GLAZE LAMENTERS YELLOW

BASE LEADBELCHER

SHADE NULN OIL

LAYER IRONBREAKER

LAYER STORMHOST SILVER

## HOUSE TARANIS – SIR DRANTAR, RED MIGHT



BASE CELESTRA GREY

LAYER ULTHUAN GREY

LAYER WHITE SCAR

LAYER IRONBREAKER

SHADE NULN OIL

LAYER RUNEFANG STEEL

LAYER STORMHOST SILVER

BASE MEPHISTON RED

SHADE NULN OIL

LAYER EVIL SUNZ SCARLET

LAYER FIRE DRAGON BRIGHT

BASE ABADDON BLACK

LAYER SKAVENBLIGHT DINGE

LAYER DAWNSTONE

LAYER ADMINISTRATUM GREY

## FREEBLADES – THE OBSIDIAN KNIGHT



BASE LEADBELCHER

SHADE AGRAX EARTHSHADE

LAYER IRONBREAKER

LAYER STORMHOST SILVER

BASE ABADDON BLACK

LAYER DARK REAPER

LAYER THUNDERHAWK BLUE

EDGE BLUE HORROR

LAYER IRONBREAKER

SHADE DRAKENHOF NIGHTSHADE

LAYER RUNEFANG STEEL

LAYER STORMHOST SILVER

BASE MEPHISTON RED

SHADE AGRAX EARTHSHADE

LAYER EVIL SUNZ SCARLET

LAYER WILD RIDER RED

These essential rules will get your new unit on the battlefield – for the full rules for this unit, see the Codex or Index book relevant to your army.

## CANIS REX


**23**  
POWERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Canis Rex	*	*	*	8	8	24	4	9	3+
Sir Hekhtur	6"	3+	3+	3	3	4	3	9	4+

Canis Rex is a single model equipped with a las-impulsor, multi-laser, Freedom's Hand and titanic feet. Sir Hekhtur begins the battle piloting Canis Rex (see the Sir Hekhtur ability below). Only one of this unit may be included in your army.

### DAMAGE

Some of Canis Rex's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	2+	2+
7-12	9"	3+	3+
1-6	6"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Archeotech pistol	15"	Pistol 1	5	-2	2	-
Las-impulsor	When attacking with this weapon, choose one of the profiles below.					
- Low intensity	36"	Heavy 2D6	6	-2	D3	-
- High intensity	18"	Heavy D6	12	-4	D6	-
Multi-laser	36"	Heavy 3	6	0	1	-
Freedom's Hand	Melee	Melee	x2	-4	2D6	When attacking with this weapon, you must subtract 1 from the hit roll. Treat any damage roll less than 6 made with this weapon as 6 instead. If a <b>VEHICLE</b> or <b>MONSTER</b> is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon.

### ABILITIES

**Ion Shield:** CANIS REX has a 5+ invulnerable save against ranged weapons.

**Explodes:** If CANIS REX is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

**Sir Hekhtur:** If CANIS REX is reduced to 0 wounds but does not explode, set up Sir Hekhtur within 3" of it before CANIS REX is removed. He is treated as a passenger disembarking from a destroyed transport. Assuming he survives, Sir Hekhtur then uses his own profile above and his own keywords below, and is armed with an archeotech pistol. This unit is not considered to have been destroyed until Sir Hekhtur is slain.

**Chainbreaker:** Roll a D6 each time a friendly **IMPERIUM** model flees whilst within 6" of CANIS REX; on a 6 that model does not flee.

**Super-heavy Walker:** CANIS REX can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When CANIS REX Falls Back, it can move over enemy **INFANTRY** and **SWARM** models, though it must end its move more than 1" from any enemy units. In addition, CANIS REX can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, CANIS REX only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

### FACTION KEYWORDS

IMPERIUM, IMPERIAL KNIGHTS, QUESTOR IMPERIALIS, FREEBLADE

### KEYWORDS (CANIS REX)

CHARACTER, TITANIC, VEHICLE, QUESTORIS CLASS, KNIGHT PRECEPTOR, CANIS REX

### KEYWORDS (SIR HEKHTUR)

CHARACTER, INFANTRY, SIR HEKHTUR

These essential rules will get your new unit on the battlefield – for the full rules for this unit, see the Codex or Index book relevant to your army.

KNIGHT PRECEPTOR



23

POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Knight Preceptor	*	*	*	8	8	24	4	9	3+

A Knight Preceptor is a single model equipped with a reaper chainsword, las-impulsor, heavy stubber and titanic feet.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy stubber	36"	Heavy 3	4	0	1	-
Las-impulsor	When attacking with this weapon, choose one of the profiles below.					
- Low intensity	36"	Heavy 2D6	6	-2	D3	-
- High intensity	18"	Heavy D6	12	-4	D6	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-laser	36"	Heavy 3	6	0	1	-
Reaper chainsword	Melee	Melee	+6	-3	6	-
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	When attacking with this weapon, you must subtract 1 from the hit roll. If a <b>VEHICLE</b> or <b>MONSTER</b> is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon.

WARGEAR OPTIONS

- This model may take an item from the *Carapace Weapons* list.
- This model may replace its reaper chainsword with a thunderstrike gauntlet.
- This model may replace its heavy stubber with a meltagun or multi-laser.

ABILITIES

**Ion Shield:** This model has a 5+ invulnerable save against ranged weapons.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

**Mentor:** Re-roll hit rolls of 1 for friendly **<HOUSEHOLD> ARMIGER CLASS** units within 6" of this model.

**Super-heavy Walker:** This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **INFANTRY** and **SWARM** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

FACTION KEYWORDS

IMPERIUM, IMPERIAL KNIGHTS, **<QUESTOR ALLEGIANCE>**, **<HOUSEHOLD>**

KEYWORDS

TITANIC, VEHICLE, QUESTORIS CLASS, KNIGHT PRECEPTOR

CARAPACE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ironstorm missile pod	72"	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.
Stormspear rocket pod	48"	Heavy 3	8	-2	D6	-
Twin Icarus autocannon	48"	Heavy 4	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can <b>FLY</b> . Subtract 1 from the hit rolls made for this weapon against all other targets.

Cette fiche technique vous permet de jouer votre nouvelle unité. Pour les règles complètes, référez-vous au Codex ou à l'Index correspondant à votre armée.

## CANIS REX



23  
ANNÉE

NOM	M	CC	CT	F	E	PV	A	Gd	Sv
Canis Rex	*	*	*	8	8	24	4	9	3+
Sire Hekhtur	6"	3+	3+	3	3	4	3	9	4+

Canis Rex est une figurine individuelle équipée d'un impulseur laser, d'un multi-laser, de la Main de la Liberté et de pieds Titanesques. Sire Hekhtur commence la bataille aux commandes de Canis Rex (voir l'aptitude Sire Hekhtur, ci-dessous). Vous ne pouvez inclure cette figurine dans votre armée qu'en un seul exemplaire.

### DÉGÂTS

Certaines caractéristiques changent si des dégâts sont subis, comme indiqué ci-dessous :

PV RESTANTS	M	CC	CT
13-24+	12"	2+	2+
7-12	9"	3+	3+
1-6	6"	4+	4+

ARMES	PORTÉE	TYPE	F	PA	D	APTITUDES
Pistolet archéotechnologique	15"	Pistolet 1	5	-2	2	-
Impulseur laser	Lorsque vous attaquez avec cette arme, choisissez un des profils ci-dessous.					
- Basse intensité	36"	Lourde 2D6	6	-2	D3	-
- Haute intensité	18"	Lourde D6	12	-4	D6	-
Multi-laser	36"	Lourde 3	6	0	1	-
Main de la Liberté	Mélée	Mélée	x2	-4	2D6	Lorsque vous attaquez avec cette arme, soustrayez 1 au jet de touche. Tout jet de dégât inférieur à 6 avec cette arme compte comme un 6. Si un VÉHICULE ou un MONSTRE est tué par cette arme, choisissez une unité ennemie à 9" ou moins du porteur et jetez un D6. Sur 4+, cette unité subit D3 blessures mortelles.
Pieds titaniques	Mélée	Mélée	Util.	-2	D3	Faites 3 jets de touche pour chaque attaque avec cette arme.

### APTITUDES

**Bouclier Ionique :** CANIS REX a une sauvegarde invulnérable de 5+ contre les armes de tir.

**Explosion :** Si CANIS REX est réduit à 0 PV, jetez un D6 avant de le retirer du champ de bataille. Sur 6 il explose et chaque unité à 2D6" subit D6 blessures mortelles.

**Sire Hekhtur :** Si CANIS REX est réduit à 0 PV sans exploser, placez Sire Hekhtur à 3" ou moins de lui avant de retirer CANIS REX. Sire Hekhtur est traité comme un passager débarquant d'un transport détruit. S'il survit, Sire Hekhtur utilise son propre profil ci-dessus et ses propres mots-clés ci-dessous, et est armé d'un pistolet archéotechnologique. Cette unité n'est pas considérée comme détruite tant que Sire Hekhtur n'est pas tué.

**Briseur de Chaînes :** Jetez un D6 chaque fois qu'une figurine IMPERIUM amie fuit alors qu'elle se trouve à 6" ou moins de CANIS REX ; sur 6 cette figurine ne fuit pas.

**Marcheur Super-lourd :** CANIS REX peut Battre en Retraite en phase de Mouvement et quand même tirer et/ou charger au même tour. Lorsque CANIS REX Bat en Retraite, il peut se déplacer par-dessus les figurines d'INFANTERIE et NUÉE ennemies, mais doit terminer son mouvement à plus de 1" de toute unité ennemie. De plus, CANIS REX peut se déplacer et tirer avec des armes Lourdes sans pénalité à ses jets de touche. Enfin, CANIS REX ne gagne un bonus à sa sauvegarde dû au couvert que s'il est au moins à moitié masqué à la vue du tireur.

### MOTS-CLÉS DE FACTION

IMPERIUM, IMPERIAL KNIGHTS, QUESTOR IMPERIALIS, FREEBLADE

### MOTS-CLÉS (CANIS REX)

PERSONNAGE, TITANESQUE, VÉHICULE, CLASSE QUESTORIS, KNIGHT PRECEPTOR, CANIS REX

### MOTS-CLÉS (SIRE HEKHTUR)

PERSONNAGE, INFANTERIE, SIRE HEKHTUR

Cette fiche technique vous permet de jouer votre nouvelle unité. Pour les règles complètes, référez-vous au Codex ou à l'Index correspondant à votre armée.

KNIGHT PRECEPTOR



23  
PUSSANCE

NOM	M	CC	CT	F	E	PV	A	Cd	Sv
Knight Preceptor	*	*	*	8	8	24	4	9	3+

Un Knight Preceptor est une figurine individuelle équipée d'une tronçonneuse Reaper, d'un impulseur laser, d'une mitrailleuse et de pieds titanesques.

DÉGÂTS

Certaines caractéristiques changent si des dégâts sont subis, comme indiqué ci-dessous :

PV RESTANTS	M	CC	CT
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

ARMES	PORTÉE	TYPE	F	PA	D	APTITUDES
Mitrailleuse	36"	Lourde 3	4	0	1	-
Impulseur laser	Lorsque vous attaquez avec cette arme, choisissez un des profils ci-dessous.					
- Basse intensité	36"	Lourde 2D6	6	-2	D3	-
- Haute intensité	18"	Lourde D6	12	-4	D6	-
Fuseur	12"	Assaut 1	8	-4	D6	Si la cible est à mi-portée ou moins de cette arme, jetez deux dés lorsque vous infligez ses dégâts et défaussez le résultat le plus bas.
Multi-laser	36"	lourde 3	6	0	1	-
Tronçonneuse Reaper	Mêlée	Mêlée	+4	-3	6	-
Gantelet Thunderstrike	Mêlée	Mêlée	x2	-4	6	Lorsque vous attaquez avec cette arme, soustrayez 1 au jet de touche. Si un VÉHICULE ou un MONSTRE est tué par cette arme, choisissez une unité ennemie à 9" ou moins du porteur et jetez un D6. Sur 4+, cette unité subit D3 blessures mortelles.
Pieds titanesques	Mêlée	Mêlée	Util.	-2	D3	Faites 3 jets de touche pour chaque attaque avec cette arme.

- OPTIONS D'ÉQUIPEMENT
- Peut recevoir un objet de la liste *Armes de Carapace*.
  - Peut remplacer sa tronçonneuse Reaper par un gantelet Thunderstrike.
  - Peut remplacer sa mitrailleuse par un fuseur ou un multi-laser.

APTITUDES	<b>Bouclier Ionique :</b> Cette figurine a une sauvegarde invulnérable de 5+ contre les armes de tir.	<b>Marcheur Super-lourd :</b> Cette figurine peut Battre en Retraite en phase de Mouvement et quand même tirer et/ou charger au même tour. Lorsque cette figurine Bat en Retraite, elle peut se déplacer par-dessus les figurines d'INFANTERIE et NUÉE ennemies, mais doit terminer son mouvement à plus de 1" de toute unité ennemie. De plus, Cette figurine peut se déplacer et tirer avec des armes Lourdes sans pénalité à ses jets de touche. Enfin, cette figurine ne gagne un bonus à sa sauvegarde dû au couvert que si elle est au moins à moitié masquée à la vue du tireur.
	<b>Explosion :</b> Si cette figurine est réduite à 0 PV, jetez un D6 avant de la retirer du champ de bataille. Sur 6 elle explose, et chaque unité à 2D6" ou moins subit D6 blessures mortelles.	
	<b>Mentor :</b> Relancez les jet de touche de 1 pour les unités CLASSE ARMIGER <MAISONNÉE> amies à 6" ou moins de cette figurine.	

MOTS-CLÉS DE FACTION IMPERIUM, IMPERIAL KNIGHTS, <ALLÉGEANCE QUESTOR>, <MAISONNÉE>

MOTS-CLÉS TITANESQUE, VÉHICULE, CLASSE QUESTORIS, KNIGHT PRECEPTOR

ARMES DE CARAPACE

ARMES	PORTÉE	TYPE	F	PA	D	APTITUDES
Nacelle lance-missiles Ironstorm	72"	Lourde D6	5	-1	2	Cette arme peut cibler des unités qui ne sont pas visibles par le porteur.
Nacelle lance-roquettes Stormspear	48"	Lourde 3	8	-2	D6	-
Autocanon Icarus jumelé	48"	Lourde 4	7	-1	2	Ajoutez 1 aux jets de touche pour cette arme contre les cibles avec le mot-clé VOL. Soustrayez 1 aux jets de touche pour cette arme contre les autres cibles.

Estas reglas esenciales te permitirán desplegar tu nueva unidad en el campo de batalla. Para conseguir las reglas completas de esta unidad, consulta el Codex o Index relativo a tu ejército.

## CANIS REX


**23**  
POTENCIA

NOMBRE	M	HA	HP	F	R	H	A	L	S
Canis Rex	*	*	*	8	8	24	4	9	3+
Sir Hekhtur	6"	3+	3+	3	3	4	3	9	4+

Canis Rex es una miniatura única equipada con un impulsor láser, multiláser, Mano de la libertad y pie titánico. Sir Hekhtur empieza la batalla pilotando a Canis Rex (consulta la habilidad de Sir Hekhtur, abajo). Sólo puedes incluir una de estas unidades en tu ejército.

### DAÑO

Ciertos atributos de esta miniatura cambian cuando sufre daño, como indica esta tabla:

H RESTANTES	M	WS	BS
13-24+	12"	2+	2+
7-12	9"	3+	3+
1-6	6"	4+	4+

ARMA	ALC.	TIPO	F	FP	D	HABILIDADES
Pistola archeotech	15"	Pistola 1	5	-2	2	-
Impulsor láser	Al atacar con esta arma, elige uno de los perfiles de abajo.					
- Intensidad baja	36"	Pesada 2D6	6	-2	1D3	-
- Intensidad alta	18"	Pesada D6	12	-4	1D6	-
Multiláser	36"	Pesada 3	6	0	1	-
Mano de la libertad	Com.	Com.	x2	-4	2D6	Al atacar con esta arma, debes restar 1 de la tirada para impactar. Trata cualquier tirada de daño de menos de 6 que obtengas con esta arma como si fuera un 6. Si un <b>VEHÍCULO</b> o <b>MONSTRUO</b> es eliminado por esta arma, elige una unidad enemiga a 9" o menos del portador y tira 1D6. Con un 4+, dicha unidad sufre 1D3 heridas mortales.
Pie titánico	Com.	Com.	Port.	-2	1D3	Haz 3 tiradas para impactar por cada ataque realizado con esta arma, en lugar de 1.
HABILIDADES	Andador superpesado. CANIS REX puede Retirarse en la fase de movimiento y a pesar de ello disparar y/o cargar en el mismo turno. Cuando CANIS REX se Retira, puede mover sobre miniaturas de INFANTERÍA y ENJAMBRE enemigas, aunque debe terminar su movimiento a más de 1" de cualquier unidad enemiga. Adicionalmente, CANIS REX puede mover y disparar armas pesadas sin sufrir el penalizador a sus tiradas para impactar. Por último, CANIS REX sólo recibe un bonificador a su salvación por estar en cobertura si al menos la mitad de la miniatura queda a cubierto de quien dispara sobre ella.		Escudo iónico. CANIS REX tiene una salvación invulnerable de 5+ contra ataques a distancia.			
	Romper la cadena. Tira 1D6 cada vez que una miniatura IMPERIUM amiga huya mientras se encuentra a 6" o menos de CANIS REX; con un 6, dicha miniatura no huye.		Explosión. Si CANIS REX queda reducido a 0 heridas, tira 1D6 antes de retirarlo del campo de batalla; con un 6 explota y cada unidad a 2D6" o menos sufre 1D6 heridas mortales.			
			Sir Hekhtur. Si CANIS REX queda reducido a 0 heridas pero no explota, coloca a Sir Hekhtur a 3" o menos de él antes de retirar a CANIS REX. Será tratado como un pasajero desembarcando de un transporte destruido. Asumiendo que sobreviva, Sir Hekhtur usará a partir de entonces su propio perfil, que figura arriba, y sus propias claves, que figuran abajo, e irá armado con una pistola archeotech. La unidad no se considerará destruida hasta que Sir Hekhtur haya sido eliminado.			
CLAVES DE FACCIÓN	IMPERIUM, IMPERIAL KNIGHTS, QUESTOR IMPERIALIS, FREEBLADE					
CLAVES (CANIS REX)	PERSONAJE, TITÁNICO, VEHÍCULO, CLASE QUESTORIS, KNIGHT PRECEPTOR, CANIS REX					
CLAVES (SIR HEKHTUR)	PERSONAJE, INFANTERÍA, SIR HEKHTUR					

Estas reglas esenciales te permitirán desplegar tu nueva unidad en el campo de batalla. Para conseguir las reglas completas de esta unidad, consulta el Codex o Index relativo a tu ejército.

KNIGHT PRECEPTOR



23  
POTENCIA

NOMBRE	M	HA	HP	F	R	H	A	L	S
Knight Preceptor	*	*	*	8	8	24	4	9	3+

Un Knight Preceptor es una única miniatura equipada con una espada sierra segador, impulsor láser, ametralladora pesada y pie titánico.

DAÑO			
Ciertos atributos de esta miniatura cambian cuando sufre daño, como indica esta tabla:			
H RESTANTES	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

ARMA	ALC.	TIPO	F	FP	D	HABILIDADES
Ametralladora pesada	36"	Pesada 3	4	0	1	-
Impulsor láser	Al atacar con esta arma, elige uno de los perfiles de abajo.					
- Intensidad baja	36"	Pesada 2D6	6	-2	1D3	-
- Intensidad alta	18"	Pesada D6	12	-4	1D6	-
Rifle de fusión	12"	Asalto 1	8	-4	1D6	Si el blanco está a la mitad del alcance máximo del arma, o más cerca, tira 2D6 y descarta el más bajo para infligir daño con ella.
Multiláser	36"	Pesada 3	6	0	1	-
Espada sierra segador	Com.	Com.	+4	-3	6	-
Guantelete atronador	Com.	Com.	x2	-4	6	Al atacar con esta arma, resta 1 a la tirada para impactar. Si un VEHÍCULO o MONSTRUO muere debido a esta arma, elige una unidad enemiga a 9" o menos del portador y tira 1D6. Con un 4+ dicha unidad sufre 1D3 heridas mortales.
Pie titánico	Com.	Com.	User	-2	1D3	Haz 3 tiradas para impactar por cada ataque realizado con esta arma, en lugar de 1.

OPCIONES DE EQUIPO	<ul style="list-style-type: none"><li>Esta miniatura puede elegir un objeto de la lista de Armas caparazón.</li><li>Esta miniatura puede reemplazar su espada sierra segador por un guantelete atronador.</li><li>Esta miniatura puede reemplazar su ametralladora pesada por un rifle de fusión o un multiláser.</li></ul>
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HABILIDADES	<p><b>Andador superpesado.</b> Esta miniatura puede Retirarse en la fase de movimiento y a pesar de ello disparar y/o cargar en el mismo turno. Cuando esta miniatura se Retira, puede mover sobre miniaturas de INFANTERÍA y ENJAMBRE enemigas, aunque debe terminar su movimiento a más de 1" de cualquier unidad enemiga. Adicionalmente, esta miniatura puede mover y disparar armas pesadas sin sufrir el penalizador a sus tiradas para impactar. Por último, esta miniatura sólo recibe un bonificador a su salvación por estar en cobertura si al menos la mitad de la miniatura queda a cubierto de quien dispara sobre ella.</p>	<p><b>Escudo iónico.</b> Esta miniatura tiene una salvación invulnerable de 5+ contra ataques a distancia.</p> <p><b>Explosión.</b> Si esta miniatura queda reducida a 0 heridas, tira 1D6 antes de retirarla del campo de batalla; con un 6 explota y cada unidad a 2D6" o menos sufre 1D6 heridas mortales.</p> <p><b>Mentor.</b> Repite las tiradas para impactar de 1 por las unidades de &lt;CASA&gt; CLASE ARMIGER amigas a 6" o menos de esta miniatura.</p>
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CLAVES DE FACCIÓN	IMPERIUM, IMPERIAL KNIGHTS, <LEALTAD DE QUESTOR>, <CASA>
CLAVES	TITÁNICO, VEHÍCULO, CLASE QUESTORIS, KNIGHT PRECEPTOR

ARMAS CAPARAZÓN

ARMA	ALC.	TIPO	F	FP	D	HABILIDADES
Módulo lanzamisiles Ironstorm	72"	Pesada 1D6	5	-1	2	Esta arma puede elegir como blanco unidades que no son visibles al portador.
Batería de cohetes Stormspear	48"	Pesada 3	8	-2	1D6	-
Cañón automático Icarus doble	48"	Pesada 4	7	-1	2	Añade 1 a todas las tiradas para impactar realizadas con esta arma contra blancos que puedan VOLAR. Resta 1 a las tiradas para impactar realizadas con esta arma contra el resto de blancos.

Mit diesen Regeln kannst du deine neue Einheit gleich in die Schlacht führen – die vollständigen Regeln findest du im Codex oder Index für deine Armee.

## CANIS REX


**23**  
 MACHT

NAME	B	KG	BF	S	W	LP	A	MW	RW
Canis Rex	*	*	*	8	8	24	4	9	3+
Sir Hekhtur	6"	3+	3+	3	3	4	3	9	4+

Canis Rex ist ein einzelnes Modell. Er ist mit einem Laser-Impulsor, einem Multilaser, der Faust der Freiheit und Titanischen Füßen bewaffnet. Sir Hekhtur beginnt die Schlacht als Pilot von Canis Rex (siehe die Fähigkeit *Sir Hekhtur* unten). Deine Armee darf dieses Modell nur einmal enthalten.

### SCHADEN

Manche Werte dieses Modells ändern sich, wenn es in der Schlacht Schaden erleidet:

ÜBRIGE LP	B	KG	BF
13-24+	12"	2+	2+
7-12	9"	3+	3+
1-6	6"	4+	4+

WAFFE	REICHW.	TYP	S	DS	SW	FÄHIGKEITEN
Archeotech-Pistole	15"	Pistole 1	5	-2	2	-
Laser-Impulsor	Wähle eines der folgenden Profile, wenn du mit dieser Waffe attackierst.					
- Niedrige Intensität	36"	Schwer 2W6	6	-2	W3	-
- Hohe Intensität	18"	Schwer W6	12	-4	W6	-
Multilaser	36"	Schwer 3	6	0	1	-
Faust der Freiheit	Nahkampf	Nahkampf	x2	-4	2W6	Wenn du mit dieser Waffe attackierst, musst du 1 vom Trefferwurf abziehen. Jeder Schadenswurf von weniger als 6 für diese Waffe wird stattdessen als 6 behandelt. Wenn ein <b>FAHRZEUG</b> oder <b>MONSTER</b> durch diese Waffe zerstört wird, wählst du eine feindliche Einheit innerhalb von 9 Zoll um den Träger und wirfst einen W6. Bei 4+ erleidet die gewählte Einheit W3 tödliche Verwundungen.
Titanische Füße	Nahkampf	Nahkampf	Träger	-2	W3	Führe 3 Trefferwürfe für jede Attacke mit dieser Waffe aus.

### FÄHIGKEITEN

**Ionenschild:** CANIS REX hat einen Rettungswurf von 5+ gegen Fernkampfwaffen.

**Explosion:** Wenn CANIS REX auf 0 Lebenspunkte reduziert wird, wirfst du einen Würfel, bevor das Modell vom Schlachtfeld entfernt wird; bei einer 6 explodiert es und jede Einheit innerhalb von 2W6 Zoll erleidet W6 tödliche Verwundungen.

**Sir Hekhtur:** Wenn CANIS REX auf 0 Lebenspunkte reduziert wird, aber nicht explodiert, stellst du Sir Hekhtur innerhalb von 3 Zoll um ihn auf, bevor du CANIS REX vom Schlachtfeld entfernst. Sir Hekhtur wird behandelt wie ein Passagier, der aus einem zerstörten Transporter aussteigt. Sofern er überlebt, verwendet Sir Hekhtur dann sein eigenes Profil und seine eigenen Schlüsselwörter; er ist mit einer Archeotech-Pistole bewaffnet. Diese Einheit gilt erst dann als zerstört, wenn Sir Hekhtur getötet wurde.

**Kettenbrecher:** Wirf jedes Mal einen W6, wenn ein befreundetes Modell des IMPERIUMS innerhalb von 6 Zoll um CANIS REX flieht; bei einer 6 flieht das Modell nicht.

**Superschwerer Läufer:** CANIS REX kann sich in der Bewegungsphase zurückziehen und dennoch im selben Zug schießen und/oder angreifen. Wenn sich CANIS REX zurückzieht, kann er sich über feindliche INFANTERIE- und SCHWARM-Modelle bewegen, muss seine Bewegung jedoch weiter als 1 Zoll von feindlichen Einheiten entfernt beenden. Zusätzlich kann sich CANIS REX bewegen und Schwere Waffen abfeuern, ohne den Abzug auf Trefferwürfe zu erleiden. CANIS REX erhält nur dann einen Bonus für Deckung auf seinen Schutzwurf, wenn mindestens die Hälfte des Modells für den Schießenden nicht sichtbar ist.

### FRAKTION

IMPERIUM, IMPERIAL KNIGHTS, QUESTOR IMPERIALIS, FREIKLINGE

### SCHLÜSSELWÖRTER (CANIS REX)

CHARAKTERMODELL, TITANISCH, FAHRZEUG, QUESTORIS-KLASSE, KNIGHT PRECEPTOR, CANIS REX

### SCHLÜSSELWÖRTER (SIR HEKHTUR)

CHARAKTERMODELL, INFANTERIE, SIR HEKHTUR

Mit diesen Regeln kannst du deine neue Einheit gleich in die Schlacht führen – die vollständigen Regeln findest du im Codex oder Index für deine Armee.

## KNIGHT PRECEPTOR


**23**  
WACHT

NAME	B	KG	BF	S	W	LP	A	MW	RW
Knight Preceptor	*	*	*	8	8	24	4	9	3+

Ein Knight Preceptor ist ein einzelnes Modell. Es ist mit einem Schnitter-Kettenschwert, einem Laser-Impulsor, einem Maschinengewehr und Titanischen Füßen bewaffnet.

### SCHADEN

Manche Werte dieses Modells ändern sich, wenn es in der Schlacht Schaden erleidet:

ÜBRIGE LP	B	KG	BF
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

WAFFE	REICHW.	TYP	S	DS	SW	FÄHIGKEITEN
Laser-Impulsor	Wähle eines der folgenden Profile, wenn du mit dieser Waffe attackierst.					
- Niedrige Intensität	36"	Schwer 2W6	6	-2	W3	-
- Hohe Intensität	18"	Schwer W6	12	-4	W6	-
Maschinengewehr	36"	Schwer 3	4	0	1	-
Melter	12"	Sturm 1	8	-4	W6	Wenn sich das Ziel innerhalb der halben Reichweite dieser Waffe befindet, wirf bei der Ermittlung ihres Schadens zwei Würfel und lege das niedrigere Ergebnis ab.
Multilaser	36"	Schwer 3	6	0	1	-
Donnerschlag-Faust	Nahkampf	Nahkampf	x2	-4	6	Ziehe 1 von Trefferwürfen für Attacken mit dieser Waffe ab. Wenn ein <b>FAHRZEUG</b> oder <b>MONSTER</b> mit dieser Waffe zerstört wird, wählst du eine feindliche Einheit innerhalb von 9 Zoll um den Träger und wirfst einen W6. Bei 4+ erleidet diese Einheit W3 tödliche Verwundungen.
Schnitter-Kettenschwert	Nahkampf	Nahkampf	+4	-3	6	-
Titanische Füße	Nahkampf	Nahkampf	Träger	-2	W3	Führe 3 Trefferwürfe für jede Attacke mit dieser Waffe aus.

### AUSRÜSTUNGSOPTIONEN

- Dieses Modell darf einen einzelnen Gegenstand von der Liste *Rückenmontierte Waffen* erhalten.
- Dieses Modell darf sein Schnitter-Kettenschwert durch eine Donnerschlag-Faust ersetzen.
- Dieses Modell darf sein Maschinengewehr durch einen Melter oder einen Multilaser ersetzen.

### FÄHIGKEITEN

**Ionenschild:** Dieses Modell hat einen Rettungswurf von 5+ gegen Fernkampfwaffen.

**Explosion:** Wenn dieses Modell auf 0 Lebenspunkte reduziert wird, wirfst du einen Würfel, bevor es vom Schlachtfeld entfernt wird; bei einer 6 explodiert es und jede Einheit innerhalb von 2W6 Zoll erleidet W6 tödliche Verwundungen.

**Mentor:** Wiederhole Trefferwürfe von 1 für befreundete <HAUS>-ARMIGER-KLASSE-Einheiten innerhalb von 6 Zoll um dieses Modell.

**Superschwerer Läufer:** Dieses Modell kann sich in der Bewegungsphase zurückziehen und dennoch im selben Zug schießen und/oder angreifen. Wenn sich dieses Modell zurückzieht, kann es sich über feindliche **INFANTERIE**- und **SCHWARM**-Modelle bewegen, muss seine Bewegung jedoch weiter als 1 Zoll von feindlichen Einheiten entfernt beenden. Zusätzlich kann sich dieses Modell bewegen und Schwere Waffen abfeuern, ohne den Abzug auf Trefferwürfe zu erleiden. Dieses Modell erhält nur dann einen Bonus für Deckung auf seinen Schutzwurf, wenn mindestens die Hälfte des Modells für den Schießenden nicht sichtbar ist.

### FRAKTION

IMPERIUM, IMPERIAL KNIGHTS, <QUESTOR-TREUE>, <HAUS>

### SCHLÜSSELWÖRTER

TITANISCH, FAHRZEUG, QUESTORIS-KLASSE, KNIGHT PRECEPTOR

## RÜCKENMONTIERTE WAFFEN

WAFFE	REICHW.	TYP	S	DS	SW	FÄHIGKEITEN
Eisensturm-Raketenmagazin	72"	Schwer W6	5	-1	2	Diese Waffe kann Einheiten als Ziel wählen, die für den Träger nicht sichtbar sind.
Sturmspeer-Raketenmagazin	48"	Schwer 3	8	-2	W6	-
Icarus-Zwillingsmaschinenkanone	48"	Schwer 4	7	-1	2	Addiere 1 zu allen Trefferwürfen für diese Waffe gegen Ziele die <b>FLIEGEN</b> können. Ziehe 1 von allen Trefferwürfen gegen andere Ziele ab.

Queste regole base ti aiuteranno a portare sul campo di battaglia la tua nuova unità; per le regole complete consulta il Codex o l'Index corrispondente alla tua armata.

## CANIS REX


**23**  
OFENSA

NOME	M	AC	AB	Fd	R	Fe	A	D	S
Canis Rex	*	*	*	8	8	24	4	9	3+
Sir Hekhtur	6"	3+	3+	3	3	4	3	9	4+

Canis Rex è un singolo modello armato con cannone a impulsi laser, multilaser, la Mano della Libertà e piedi titanici. Sir Hekhtur inizia la battaglia ai comandi di Canis Rex (vedi l'abilità Sir Hekhtur, in basso). Puoi includere nella tua armata solo un esemplare di questa unità.

### DANNI

Alcune caratteristiche di Canis Rex cambiano come segue man mano che subisce danni:

FE RIMANENTI	M	AC	AB
13-24+	12"	2+	2+
7-12	9"	3+	3+
1-6	6"	4+	4+

ARMA	GITTATA	TIPO	Fd	VP	Da	ABILITÀ
Pistola archeotech	15"	Pistola 1	5	-2	2	-
Cannone a impulsi laser	Quando attacchi con quest'arma scegli uno dei profili in basso.					
- Bassa intensità	36"	Pesante 2D6	6	-2	D3	-
- Alta intensità	18"	Pesante D6	12	-4	D6	-
Multi-laser	36"	Pesante 3	6	0	1	-
Mano della Libertà	Mischia	Mischia	x2	-4	2D6	Quando attacchi con quest'arma devi sottrarre 1 dal tiro per colpire. Considera i tiri per i danni inferiori a 6 come 6 per quest'arma. Se un <b>VEICOLO</b> o un <b>MOSTRO</b> viene ucciso da quest'arma, scegli un'unità nemica entro 9" dal portatore e tira un D6. Con 4+ quell'unità subisce D3 ferite mortali.
Piedi titanici	Mischia	Mischia	Mod.	-2	D3	Effettua 3 tiri per colpire per ogni attacco sferrato con quest'arma.
<b>ABILITÀ</b>	<b>Scudo Ionico:</b> CANIS REX ha un tiro invulnerabilità di 5+ contro le armi da tiro.		<b>Spezzacatene:</b> tira un D6 ogni volta che un modello dell' <b>IMPERIUM</b> amico fugge mentre si trova entro 6" da CANIS REX; con 6 quel modello non fugge.			
	<b>Esplode:</b> se CANIS REX viene ridotto a 0 ferite tira un D6 prima di rimuoverlo dal campo di battaglia. Con 6 esplode, e ogni unità entro 2D6" subisce D6 ferite mortali.		<b>Camminatore Superpesante:</b> CANIS REX può Ripiegare nella fase di Movimento e comunque sparare e/o caricare nello stesso turno. Quando CANIS REX Ripiega, può muoversi sopra i modelli di <b>FANTERIA</b> e di <b>SCIAME</b> nemici, ma deve terminare il proprio movimento a più di 1" da qualsiasi unità nemica. Inoltre, CANIS REX può muoversi e sparare con armi Pesanti senza subire la penalità ai tiri per colpire. Infine, CANIS REX ottiene il bonus ai tiri salvezza conferiti dalla copertura solo se almeno metà del modello è oscurata a colui che spara.			
	<b>Sir Hekhtur:</b> se CANIS REX viene ridotto a 0 ferite ma non esplode, schiera Sir Hekhtur entro 3" da CANIS REX prima di rimuovere quest'ultimo dal campo di battaglia. Considera Sir Hekhtur come un passeggero che sbarca da un trasporto distrutto. Se sopravvive, da quel momento in poi Sir Hekhtur usa il profilo in alto e le keywords in basso, ed è armato con una pistola archeotech. Questa unità non viene considerata distrutta finché Sir Hekhtur non viene ucciso.					
<b>KEYWORDS DI FAZIONE</b>	<b>IMPERIUM, IMPERIAL KNIGHTS, QUESTOR IMPERIALIS, FREEBLADE</b>					
<b>KEYWORDS (CANIS REX)</b>	<b>PERSONAGGIO, TITANICO, VEICOLO, CLASSE QUESTORIS, KNIGHT PRECEPTOR, CANIS REX</b>					
<b>KEYWORDS (SIR HEKHTUR)</b>	<b>PERSONAGGIO, FANTERIA, SIR HEKHTUR</b>					

Queste regole base ti aiuteranno a portare sul campo di battaglia la tua nuova unità; per le regole complete consulta il Codex o l'Index corrispondente alla tua armata.

## KNIGHT PRECEPTOR


**23**  
 POTENZA

NOME	M	AC	AB	Fd	R	Fe	A	D	S
Knight Preceptor	*	*	*	8	8	24	4	9	3+

Un Knight Preceptor è un singolo modello armato di spada a catena reaper, cannone a impulsi laser, mitragliatore pesante e piedi titanici.

### DANNI

Alcune caratteristiche di questo modello cambiano come segue man mano che subisce danni:

FE RIMANENTI	M	AC	AB
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

ARMA	GITTATA	TIPO	Fd	VP	Da	ABILITÀ
Mitragliatore pesante	36"	Pesante 3	4	0	1	-
Cannone a impulsi laser	Quando attacchi con quest'arma scegli uno dei profili in basso.					
- Bassa intensità	36"	Pesante 2D6	6	-2	D3	-
- Alta intensità	18"	Pesante D6	12	-4	D6	-
Fucile termico	12"	Assalto 1	8	-4	D6	Se il bersaglio si trova entro metà gittata di quest'arma, tira due dadi quando infliggi danni con essa e scarta il risultato più basso.
Multilaser	36"	Pesante 3	6	0	1	-
Spada a catena reaper	Mischia	Mischia	+4	-3	6	-
Guanto thunderstrike	Mischia	Mischia	x2	-4	6	Quando attacchi con quest'arma devi sottrarre 1 dal tiro per colpire. Se un <b>VEICOLO</b> o un <b>MOSTRO</b> viene ucciso da quest'arma, scegli un'unità nemica entro 9" dal portatore e tira un D6. Con 4+ quell'unità subisce D3 ferite mortali.
Piedi titanici	Mischia	Mischia	Mod.	-2	D3	Effettua 3 tiri per colpire per ogni attacco sferrato con quest'arma.

### OPZIONI DI EQUIPAGGIAMENTO

- Prendere un oggetto dalla lista *Armi da carapace*.
- Sostituire la spada a catena reaper con un guanto thunderstrike.
- Sostituire il mitragliatore pesante con un fucile termico o un multilaser.

### ABILITÀ

**Scudo Ionico:** questo modello ha un tiro invulnerabilità di 5+ contro le armi da tiro.

**Esplose:** se questo modello viene ridotto a 0 ferite tira un D6 prima di rimuoverlo dal campo di battaglia. Con 6 esplose, e ogni unità entro 2D6" subisce D6 ferite mortali.

**Mentore:** ripeti i tiri per colpire pari a 1 delle unità di **CLASSE ARMIGER** della <CASATA> amiche entro 6" da questo modello.

**Camminatore Superpesante:** questo modello può Ripiegare nella fase di Movimento e comunque sparare e/o caricare nello stesso turno. Quando questo modello Ripiega, può muoversi sopra i modelli di **FANTERIA** e **SCIAME** nemici, ma deve terminare il proprio movimento a più di 1" da qualsiasi unità nemica. Inoltre, questo modello può muoversi e sparare con armi Pesanti senza subire la penalità ai tiri per colpire. Infine, questo modello ottiene il bonus ai tiri salvezza conferiti dalla copertura solo se almeno metà del modello è oscurata a colui che spara.

### KEYWORDS DI FAZIONE

IMPERIUM, IMPERIAL KNIGHTS, <ALLEANZA DEL QUESTOR>, <CASATA>

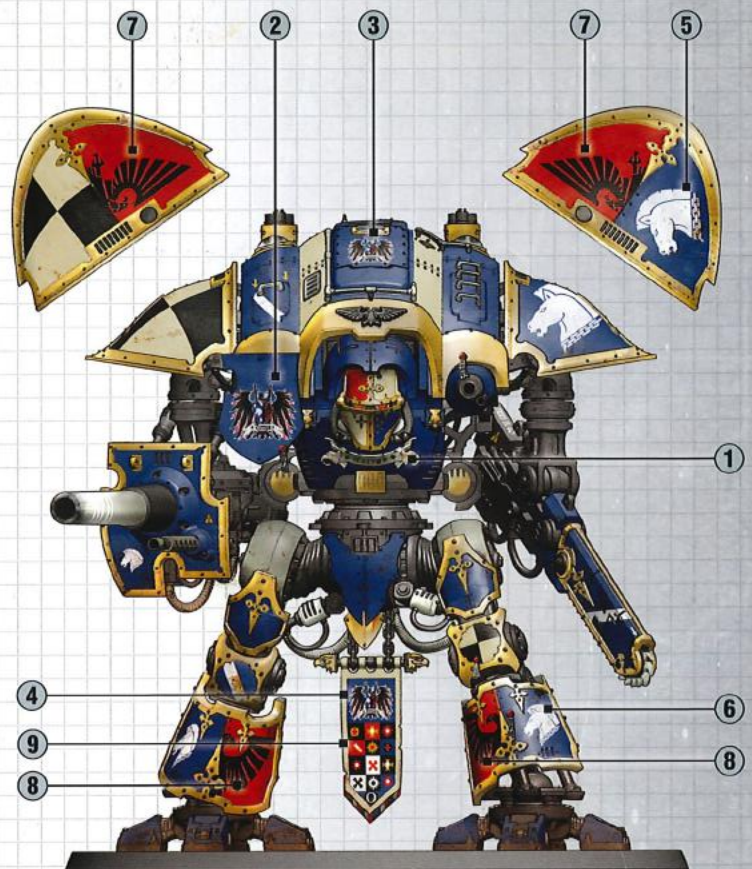
### KEYWORDS

TITANICO, VEICOLO, CLASSE QUESTORIS, KNIGHT PRECEPTOR

## ARMI DA CARAPACE

ARMA	GITTATA	TIPO	Fd	VP	Da	ABILITÀ
Gondola di missili ironstorm	72"	Pesante D6	5	-1	2	Quest'arma può avere come bersaglio unità che non sono visibili al portatore.
Gondola di razzi stormsphear	48"	Pesante 3	8	-2	D6	-
Doppio cannone automatico icarus	48"	Pesante 4	7	-1	2	Aggiungi 1 a tutti i tiri per colpire effettuati per quest'arma contro bersagli che possono <b>VOLARE</b> . Sottrai 1 dai tiri per colpire effettuati per quest'arma contro gli altri bersagli.

## QUESTOR IMPERIALIS



## QUESTOR MECHANICUS

