

# Bang Bros (Warhammer 40,000 10th Edition) [990pts]

## Army Roster (Imperium - Imperial Knights) [990pts]

Rules: *Code Chivalric*

### Configuration

#### Battle Size

**Selections:** 1. Incursion (1000 Point limit)

**Categories:** CONFIGURATION

#### Detachment

**Selections:** Noble Lance

**Categories:** CONFIGURATION

**Rules:** *Feel No Pain, Indomitable Heroes*

#### Show/Hide Options

**Selections:** Agents of the Imperium are visible, Legends are visible, Titans are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

**Categories:** CONFIGURATION

### Character [990pts]

## Knight Crusader [515pts]

**Selections:** Avenger gatling cannon, Heavy flamer, Meltagun, Stormspear rocket pod, Titanic feet, Unyielding Paragon [40pts], Warlord

**Categories:** VEHICLE, WALKER, TITANIC, TOWERING, CHARACTER, IMPERIUM, FACTION: IMPERIAL KNIGHTS, KNIGHT CRUSADER, QUESTORIS, WARLORD

**Rules:** Bondsman Abilities, Deadly Demise D6, Ignores Cover, Melta, Super-Heavy Walker, Sustained Hits, Torrent

**Abilities:** Crusader's Duty (Bondsman), Damaged: 1-7 Wounds Remaining, Invulnerable Save, Punishing Salvoes, Unyielding Paragon, **Melee Weapons:** Titanic feet, **Ranged Weapons:** Avenger gatling cannon, Heavy flamer, Meltagun, Stormspear rocket pod, **Unit:** Knight Crusader

### Rapid-fire battlecannon and Questoris heavy stubber

**Selections:** Questoris heavy stubber, Rapid-fire battle cannon

**Rules:** Blast, Rapid Fire

**Ranged Weapons:** Questoris heavy stubber, Rapid-fire battle cannon

Abilities	Description	Ref
<b>Crusader's Duty (Bondsman)</b>	While a model is affected by this ability, each time that model makes a ranged attack, add 1 to the Hit roll.	
<b>Damaged: 1-7 Wounds Remaining</b>	While this model has 1-7 wounds remaining, subtract 5 from this models Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.	
<b>Invulnerable Save</b>	This model has a 5+ invulnerable save against ranged attacks.	
<b>Punishing Salvoes</b>	In your Movement phase, if this model Remains Stationary, until the start of your next Movement phase, this model's ranged weapons have the [SUSTAINED HITS 1] ability.	
<b>Unyielding Paragon</b>	QUESTORIS model only. Each time an attack is allocated to the bearer, worsen the Armour Penetration characteristic of that attack by 1.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Titanic feet</b>	Melee	4	3+	8	-1	2		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Avenger gatling cannon</b>	36"	18	3+	6	-2	2		
<b>Heavy flamer</b>	12"	D6	N/A	5	-1	1	Ignores Cover, Torrent	
<b>Meltagun</b>	12"	1	3+	9	-4	D6	Melta 2	
<b>Questoris heavy stubber</b>	36"	3	3+	4	-1	1	Rapid Fire 3	
<b>Rapid-fire battle cannon</b>	72"	D6+3	3+	10	-1	3	Blast, Rapid Fire D6+3	
<b>Stormspear rocket pod</b>	48"	3	3+	8	-2	D6		

Unit	M	T	SV	W	LD	OC	Ref
<b>Knight Crusader</b>	10"	12	3+	22	6+	10	

## Knight Crusader [475pts]

**Selections:** Avenger gatling cannon, Heavy flamer, Meltagun, Stormspear rocket pod, Thermal cannon, Titanic feet

**Categories:** VEHICLE, WALKER, TITANIC, TOWERING, CHARACTER, IMPERIUM, FACTION: IMPERIAL KNIGHTS, KNIGHT CRUSADER, QUESTORIS

**Rules:** Blast, Bondsman Abilities, Deadly Demise D6, Ignores Cover, Melta, Super-Heavy Walker, Sustained Hits, Torrent

**Abilities:** Crusader's Duty (Bondsman), Damaged: 1-7 Wounds Remaining, Invulnerable Save, Punishing Salvoes, **Melee**

**Weapons:** Titanic feet, **Ranged Weapons:** Avenger gatling cannon, Heavy flamer, Meltagun, Stormspear rocket pod, Thermal cannon, **Unit:** Knight Crusader

Abilities	Description	Ref
<b>Crusader's Duty (Bondsman)</b>	While a model is affected by this ability, each time that model makes a ranged attack, add 1 to the Hit roll.	
<b>Damaged: 1-7 Wounds Remaining</b>	While this model has 1-7 wounds remaining, subtract 5 from this models Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.	
<b>Invulnerable Save</b>	This model has a 5+ invulnerable save against ranged attacks.	
<b>Punishing Salvoes</b>	In your Movement phase, if this model Remains Stationary, until the start of your next Movement phase, this model's ranged weapons have the [SUSTAINED HITS 1] ability.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Titanic feet</b>	Melee	4	3+	8	-1	2		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Avenger gatling cannon</b>	36"	18	3+	6	-2	2		
<b>Heavy flamer</b>	12"	D6	N/A	5	-1	1	Ignores Cover, Torrent	
<b>Meltagun</b>	12"	1	3+	9	-4	D6	Melta 2	
<b>Stormspear rocket pod</b>	48"	3	3+	8	-2	D6		
<b>Thermal cannon</b>	24"	2D3	3+	12	-4	D6	Blast, Melta 6	

Unit	M	T	SV	W	LD	OC	Ref
<b>Knight Crusader</b>	10"	12	3+	22	6+	10	

## Force Rules

**Code Chivalric:** If your Army Faction is IMPERIAL KNIGHTS, at the end of the Read Mission Objectives step, you must select one of the Oaths below to be active for your army. Models from your army with this ability gain the associated Oath ability, and you gain the associated Deed to complete.

If, at the start of any of your Command phases, your selected Oath's Deed is completed, your army becomes Honoured for the rest of the battle and you gain 3CP (you can only gain CP in this way once per battle, and CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

Lay Low The Tyrant

- Oath Ability: Each time this model is selected to shoot or fight, re-roll a single Hit roll of 1 and re-roll a single Wound roll of 1.
- Deed: This deed is completed if the enemy WARLORD is destroyed.

Reclaim the Realm

- Oath Ability: Add 1" to this model's Move characteristic and add 1 to Advance and Charge rolls made for this model.
- Deed: This deed is completed if you control one or more objective markers in your opponent's deployment zone. ()

## Selection Rules

**Blast:** Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit). (10th Edition Core Rules p26)

**Bondsman Abilities:** Some QUESTORIS models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly ARMIGER model within 12" of that model (you cannot select an ARMIGER model that is already being affected by a Bondsman ability). Until the start of your next Command phase, the Armiger model you selected is affected by that Bondsman ability. ()

**Deadly Demise D6:** Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6"). (10th Edition Core Rules p23)

**Feel No Pain:** Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound. (10th Edition Core Rules p23)

**Ignores Cover:** Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack. (10th Edition Core Rules p25)

**Indomitable Heroes:** All IMPERIAL KNIGHTS models from your army have the Feel No Pain 6+ ability. If your army is Honoured, those models have the Feel No Pain 5+ ability. ()

**Melta:** Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'. (10th Edition Core Rules p26)

**Rapid Fire:** Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'. (10th Edition Core Rules p25)

**Super-Heavy Walker:** Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there. ()

**Sustained Hits:** Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x' (10th Edition Core Rules p28)

**Torrent:** Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target. (10th Edition Core Rules p25)

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