



ARMIGER MOIRAX

DAMAGE

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

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|----------------|---|----|----|---|---|----|---|----|----|
| Armiger Moirax | * | * | * | 6 | 7 | 12 | 4 | 8 | 3+ |

| REMAINING W | M | WS | BS |
|-------------|-----|----|----|
| 7-12+ | 14" | 3+ | 3+ |
| 4-6 | 10" | 4+ | 4+ |
| 1-3 | 7" | 5+ | 5+ |

This unit contains 1 Armiger Moirax. It can additionally include 1 Armiger Moirax (**Power Rating +8**), or 2 Armiger Moirax (**Power Rating +16**). Every model is equipped with: rad cleanser; volkite veuglaire; Moirax siege claw.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-------------------------------|--|------------|----|----|----|--|
| Moirax conversion beam cannon | When attacking with this weapon, select one of the profiles below. | | | | | |
| - Short range | 0-18" | Heavy D3 | 6 | 0 | 2 | - |
| - Mid range | 18-36" | Heavy D3 | 8 | -1 | 3 | - |
| - Long range | 36-54" | Heavy D3 | 10 | -2 | 4 | - |
| Graviton pulsar | 24" | Heavy D6 | 6 | -3 | 2 | When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of 4 instead of 2. |
| Lightning lock | 36" | Heavy 6 | 6 | -2 | 1 | An unmodified hit roll of 6 for an attack made using this weapon scores 2 additional hits on the target. |
| Rad cleanser | 9" | Assault D6 | 2 | 0 | 3 | When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit. Attacks made with this weapon wound on a 2+ unless the target is a VEHICLE or TITANIC unit. |
| Volkite veuglaire | 36" | Heavy 5 | 6 | -1 | 2 | Each time an unmodified wound roll of 6 is made for an attack with this weapon, that attack inflicts one mortal wound on the target in addition to the normal damage. |
| Moirax siege claw | Melee | Melee | x2 | -3 | D6 | When resolving an attack made with this weapon, subtract 1 from the hit roll. In addition, when resolving an attack made with this weapon against a VEHICLE or TITANIC unit, add 2 to the Damage characteristic for that attack. |

- WARGEAR OPTIONS**
- Any model can be equipped with one of the following instead of 1 volkite veuglaire: 1 Moirax siege claw and 1 rad cleanser; 1 Moirax conversion beam cannon; 1 graviton pulsar; 1 lightning lock.
 - Any model can be equipped with one of the following instead of 1 rad cleanser and 1 Moirax siege claw: 1 volkite veuglaire; 1 graviton pulsar; 1 lightning lock.

ABILITIES

Vehicle Squadron: When this unit is set up, all of its models must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Moirax Stabilisers: This model does not suffer the penalty for moving and firing Heavy weapons.

Protection Protocols: Whilst this model is within 6" of any friendly **<HOUSEHOLD> TITANIC** models, it can perform a Heroic Intervention as if it were a **CHARACTER**. When doing so, this model can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".

Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.

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

KEYWORDS VEHICLE, ARMIGER CLASS, MOIRAX