

THE EXALTED COURT OF HOUSE TERRYN



To the blaring of trumpets and the snapping of banners, High King Tybalt of House Terryn marches to war with a resounding battle cry of 'Glory in Honour'. At his side are his Exalted Court, Nobles chosen for their unyielding bravery and skill at arms, each one in command of a mighty Imperial Knight whose deeds and battle honours are legendary. Combined, the Exalted Court of House Terryn lay waste to all that stand before them, their guns thundering and chainblades roaring as enemies are crushed beneath their adamantium tread.

FORMATION:

- The High King (Knight Warden)
- The Herald (Knight Crusader)
- The Kingsward (Knight Paladin)
- The Master of Judgement (Knight Warden)
- The Gatekeeper (Knight Errant)

RESTRICTIONS:

None.

SPECIAL RULES:

The Lords of House Terryn: All models in this Formation have the vehicle (Super-heavy Walker, Character) unit type, Weapon Skill 5 and Ballistic Skill 5. In addition, they can each select items from the Heirlooms of the Knightly Houses list.

The High King: The High King has Weapon Skill 6 and Ballistic Skill 6. In addition, he adds 1 to his ion shield invulnerable saves and re-rolls all failed To Hit rolls when fighting in a challenge. If the High King is your Warlord, he has the Knight Seneschal Warlord Trait.

The Herald: The Herald and all models in this Formation within 12" of him re-roll ion shield invulnerable saves of 1 and can fire Overwatch even though they are Super-heavy Walkers.

The Kingsward: If the High King is within 6" of the Kingsward and suffers a glancing or penetrating hit, you may roll a dice; on a 2+, the Kingsward suffers that hit instead.

The Master of Judgement: The Master of Judgement re-rolls failed charge rolls and failed To Hit rolls during the first round of each close combat.

The Gatekeeper: The Gatekeeper has the Counter-attack special rule and all of his ranged weapons have the Interceptor special rule.