



## 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+

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.

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

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 <b>VEHICLE</b> or <b>TITANIC</b> 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 <b>VEHICLE</b> or <b>TITANIC</b> unit, add 2 to the Damage characteristic for that attack.
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>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.</li> <li>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.</li> </ul>					
<b>ABILITIES</b>	<p><b>Vehicle Squadron:</b> 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.</p> <p><b>Explodes:</b> 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.</p> <p><b>Moirax Stabilisers:</b> This model does not suffer the penalty for moving and firing Heavy weapons.</p> <p><b>Protection Protocols:</b> Whilst this model is within 6" of any friendly <b>&lt;HOUSEHOLD&gt; TITANIC</b> models, it can perform a Heroic Intervention as if it were a <b>CHARACTER</b>. 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".</p> <p><b>Ion Shield:</b> This model has a 5+ invulnerable save against attacks made with ranged weapons.</p>					
<b>FACTION KEYWORDS</b>	<b>IMPERIUM, IMPERIAL KNIGHTS, &lt;QUESTOR ALLEGIANCE&gt;, &lt;HOUSEHOLD&gt;</b>					
<b>KEYWORDS</b>	<b>VEHICLE, ARMIGER CLASS, MOIRAX</b>					