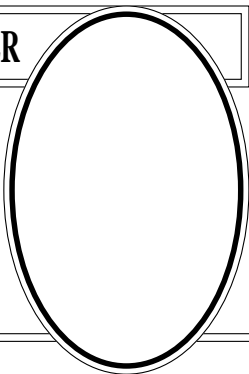


KNIGHT PANTHER

Wounds: 1D6+7
Move: 4(3)
Weapon Skill: 3
Ballistic Skill: 5+
Strength: 4
Toughness: 3(8)
Initiative: 3
Attacks: 1



Equipment: None.

Weapon: Sword, causing 1D6+4 Wounds.

Armour: Heavy Armour, giving +3 Toughness, -1 Movement; Shield, giving +1 Toughness; Helm, giving +1 Toughness.

Pinning: Breaks from pinning on a roll of 6+.

Special Rules

The Knight Panther has no special abilities, as his primary benefit is from his superior armour. The Knight Panther will not utilize missile weapons, with the possible exception of thrown weapons. He may not abandon comrades.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

• THE KNIGHT PANTHER •

The Knights Panther is one of the oldest and most respected of the Knightly Orders of the Empire, tracing its origins back to the times of the Crusades against Araby. Knights Panther are easily identified by the exotic furs draped about their shining armor, and the panther motif emblazoned upon their shields.

While the Knights Panther are most known for their service in the armies of the Empire, riding barded warhorses into battle against invading armies of Chaos, they are not content to grow restful between wars. Knights Panther often go out on solitary quests, even venturing into dark dungeons to put an end to various hideous monsters that lurk therein.

This Warrior is one such questing Knight Panther who has seen fit to join forces with fellow heroes. Knights Panther is particularly upright and noble, steadfastly following the code of chivalry. He gives no quarter to the forces of evil and asks for none in return, but never fails to champion the helpless and downtrodden.

KNIGHT PANTHER ADVANCED PROFILES

Battle Level 2 Wounds: 2D6+7 Wpn./Bal. Skill: 3/5+
 Strength/Dice: 4/1 Toughness: 3(8)
 Initiative: 3 Attacks: 1

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	5	5	5	5	6

SKILLS: 1 Luck: 1 Willpower: 2 Pinning: 6+

Battle Level 3 Wounds: 2D6+7 Wpn./Bal. Skill: 4/4+
 Strength/Dice: 4/1 Toughness: 3(8)
 Initiative: 3 Attacks: 2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

SKILLS: 1 Luck: 2 Willpower: 3 Pinning: 6+

Battle Level 4 Wounds: 3D6+7 Wpn./Bal. Skill: 4/4+
 Strength/Dice: 4/2 Toughness: 4(9)
 Initiative: 4 Attacks: 2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

SKILLS: 2 Luck: 2 Willpower: 3 Pinning: 6+

Battle Level 5 Wounds: 3D6+7 Wpn./Bal. Skill: 5/4+
 Strength/Dice: 4/2 Toughness: 4(9)
 Initiative: 4 Attacks: 3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	4	4	4	4	4	4

SKILLS: 2 Luck: 2 Willpower: 4 Pinning: 5+

KNIGHT PANTHER ADVANCED PROFILES

Battle Level 6 Wounds: 4D6+7 Wpn./Bal. Skill: 5/3+
 Strength/Dice: 4/2 Toughness: 4(9)
 Initiative: 5 Attacks: 3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	4	4	4	4	4	4

SKILLS: 3 Luck: 3 Willpower: 4 Pinning: 5+

Battle Level 7 Wounds: 4D6+7 Wpn./Bal. Skill: 5/3+
 Strength/Dice: 4/2 Toughness: 4(9)
 Initiative: 5 Attacks: 3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	4	4	4	4	4	4

SKILLS: 4 Luck: 3 Willpower: 4 Pinning: 5+

Battle Level 8 Wounds: 5D6+7 Wpn./Bal. Skill: 6/3+
 Strength/Dice: 4/2 Toughness: 4(9)
 Initiative: 5 Attacks: 4

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	3	4	4	4	4	4

SKILLS: 4 Luck: 3 Willpower: 4 Pinning: 5+

Battle Level 9 Wounds: 5D6+7 Wpn./Bal. Skill: 6/2+
 Strength/Dice: 4/3 Toughness: 4(9)
 Initiative: 6 Attacks: 4

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	3	4	4	4	4	4

SKILLS: 4 Luck: 3 Willpower: 4 Pinning: 5+

Battle Level 10 Wounds: 6D6+7 Wpn./Bal. Skill: 6/2+
 Strength/Dice: 4/3 Toughness: 4(9)
 Initiative: 6 Attacks: 4

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	3	3	4	4	4	4	4

SKILLS: 5 Luck: 4 Willpower: 4 Pinning: 5+