GERANTIUS
THE FORGOTTEN KNIGHT

Deep in the Segmentum Obscurus lies Alaric Prime, an ancient and hidebound world of toiling peasants and haughty Nobles. At the centre of the biggest landmass is Sacred Mountain, a blessed peak that rises from the heart of Alaric Prime's largest island. Beneath the mountain there is rumoured to be a vault of archeotech and lost lore, over which Gerantius, the Forgotten Knight, stands guard. Ancient and mysterious, Gerantius has defended the vault, and the world of Alaric Prime, since time immemorial. Whenever the planet is threatened the Forgotten Knight will rise from his tomb, and march upon the enemies of Alaric.

			Armour							
	WS	BS	F	S	R	HP	I	A	Unit Type	Unit Composition
Gerantius	5	5	13	12	12	6	4	3	Vehicle (Walker)	1 (Unique)

UNIT TYPE
Vehicle (Super-heavy Walker, Character)

UNIT COMPOSITION
1 (Unique)

SPECIAL RULES:
* Fear
* Hammer of Wrath
* Invincible Behemoth
* It Will Not Die
* Move Through Cover
* Relentless
* Smash
* Strikedown

WARGEAR (SEE CODEX: IMPERIAL KNIGHTS):
* Heavy stubber
* Thermal cannon
* Reaper chainsword
* Ion shield

The Forgotten Knight: Gerantius's ion shield confers a 3+ invulnerable save instead of the normal 4+. He cannot have a Warlord trait, and does not use the rules for Knightly Ranks.

Striker: Gerantius can shoot in the same turn that he runs (he cannot run and charge). In addition he must re-roll results of '1' on the Stomp table.