KV128 STORMSURGE BALLISTIC SUIT

EXPLODES WHEN 6 LOCATIONS DESTROYED
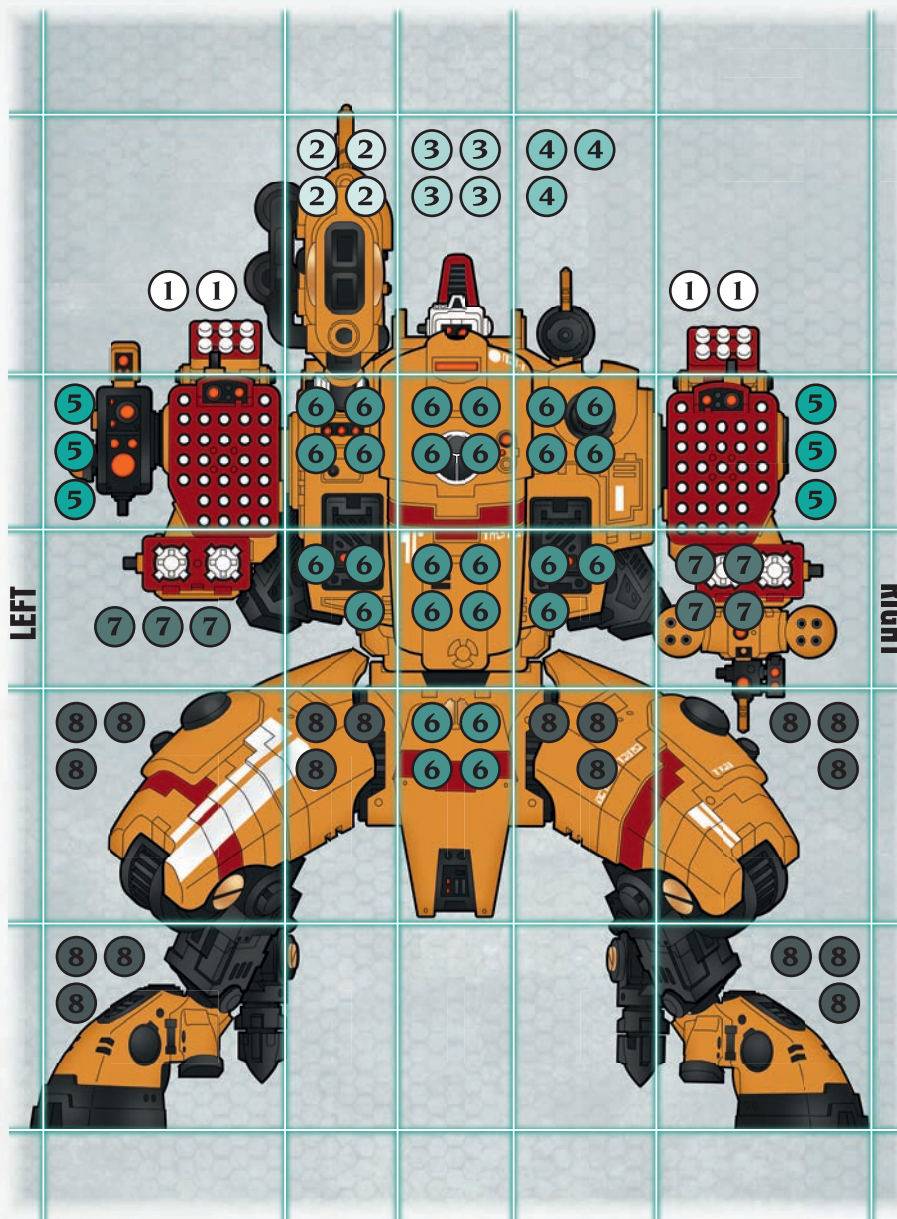
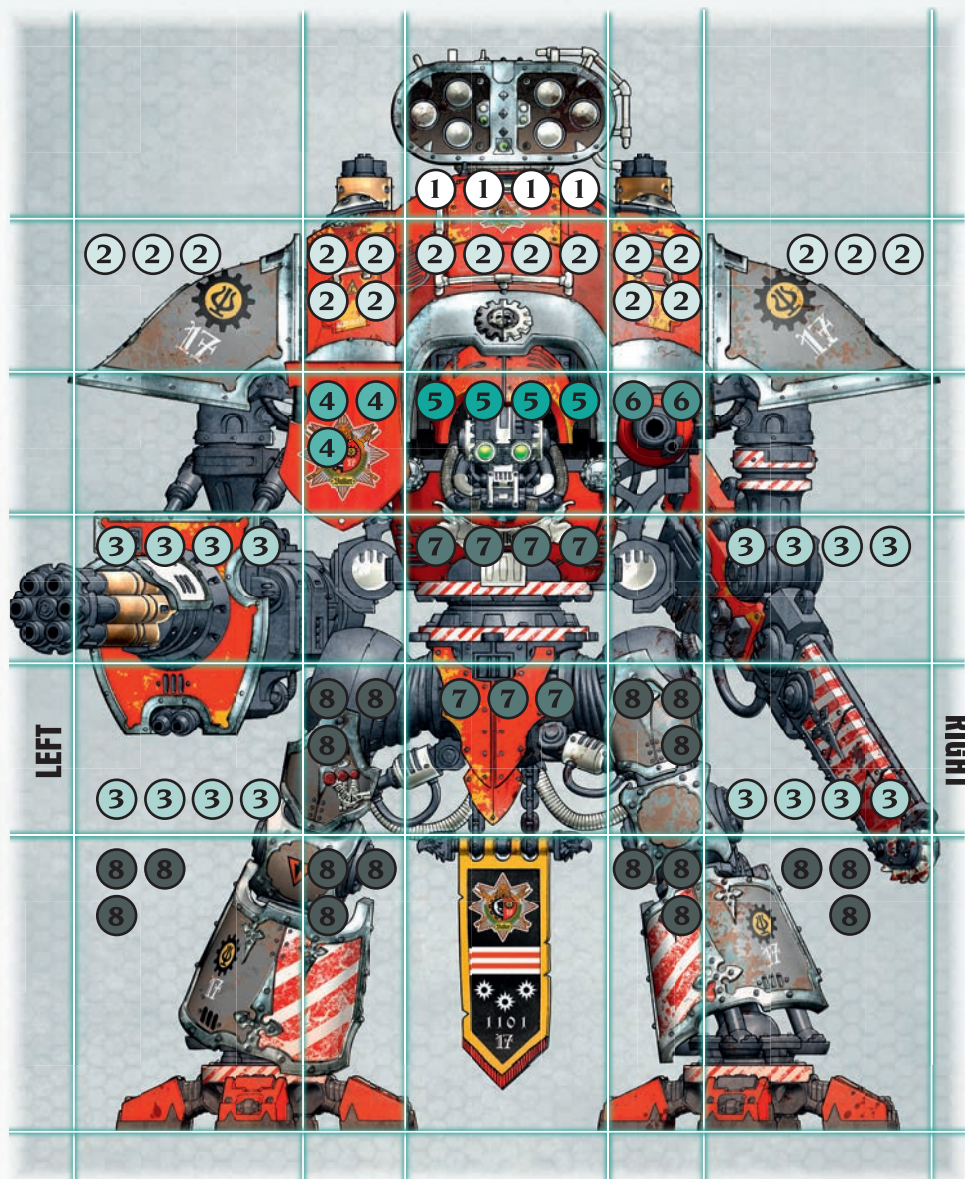| Weapon	Effect when Destroyed
1 Smart Missile Pod (each)	Reduce Damage to 1 if one destroyed, cannot be used when both destroyed.
2 Primary Weapon	Cannot be used.
3 Head	Can only spend 2 Action Points a turn.
4 Targeting Array	Cannot Activate Target Lock and can only spend 2 Action Points a turn.
5 Cluster Rocket System (each)	Reduce Damage to D3 if one destroyed, cannot be used when both destroyed.
6 Torso Section (each)	No additional effect.
7 Destroyer Missiles (each)	Reduce Damage to D3 if one destroyed, cannot be used when both destroyed; secondary weapon cannot be used if right destroyed.
8 Leg Section (each)	Move 1" less when Advancing or Backing-up (to a minimum of 0).

Weapon	Range	AP	Damage
Pulse Blastcannon	36"	-1	D6
Pulse Driver Cannon	24"	0	2
	18"	-1	3
	12"	-2	4
Cluster Rocket System	30"	0	3
Destroyer Missiles	36"	-1	D6
Smart Missile System	24"	0	2
Twin Flamers	12"	0	D3
Twin Burst Cannons	18"	0	1
Twin Airbursting Fragmentation Projectors	12"	0	2

IMPERIAL KNIGHT

Weapon	Effect when Destroyed
1 Carapace Weapon	Cannot be used.
2 Carapace Section (each)	No additional effect.
3 Arm (each)	Weapon and secondary weapon (if any). Cannot be used when both sections destroyed.
4 Tilt Shield	Cannot rotate Ion Shield.
5 Head	Can only spend 2 Action Points a turn.
6 Secondary Weapon	Cannot be used.
7 Torso Section (each)	No additional effect.
8 Leg Section (each)	Move 1" less when Advancing Backing-up or Charging (to a minimum of 0).

LEFT

RIGHT

Weapon	Range	AP	Damage
Rapid-fire Battle Cannon	30"	-1	3
Thermal Cannon	24"	-1	D3
	12"	-2	D6
Avenger Gatling Cannon	24"	0	D6
Reaper Chainsword	6"	-2	4 (does not scatter)
Thunderstrike Gauntlet	6"	-2	4 (does not scatter)
Twin Icarus Autocannons	30"	0	2
Stormspear Rocket Pod	24"	-1	D3
Ironstorm Missile Pod	36"	0	D3
Heavy stubber	18"	0	1
Heavy Flamer	12"	0	D3
Meltagun	12"	-1	1