

# CHAOS ACASTUS KNIGHT ASTERIUS

M	T	SV	W	LD	OC
8"	13	2+	30	6+	10

5+

**INVULNERABLE SAVE\*** *\* Against ranged attacks only*

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Asterius volkite culverin [DEVASTATING WOUNDS]	24"	6	3+	6	0	2
Karacnos mortar battery [ANTI-INFANTRY 2+, BLAST, IGNORES COVER, INDIRECT FIRE]	48"	D6+3	3+	6	-1	1
Twin conversion beam cannon [CONVERSION, TWIN-LINKED, SUSTAINED HITS D3]	48"	3	3+	16	-2	6

**Conversion:** Each time an attack is made with this weapon, if the target is more than 24" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Titanic feet	Melee	6	4+	10	-1	2

## ABILITIES

**CORE:** **Deadly Demise 2D6**

**FACTION:** Harbingers of Dread, Super-heavy Walker

**Sunderer of Fortresses:** Each time this model makes an attack that targets a **VEHICLE**, improve the Strength and Damage characteristics of that attack by 1 (if that attack targets a **FORTIFICATION**, improve the Strength and Damage characteristics of that attack by 2 instead).

## DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, CHAOS, ACASTUS, KNIGHT ASTERIUS



**FACTION KEYWORDS:**  
CHAOS KNIGHTS

# CHAOS ACASTUS KNIGHT ASTERIUS

*The appearance of a Chaos Knight Asterius on the battlefield is a portent of doom, a symbol of Chaos' ascendancy and the inevitable fall of Mankind – such is its incredible destructive potential and its formidable resilience. The pilots of these fell machines revel in their awesome power, levelling fortification after fortification.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Chaos Acastus Knight Asterius

**This model is equipped with:** 2 Asterius volkite culverins; karacnos mortar battery; 2 twin conversion beam cannons; titanic feet.

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, CHAOS, ACASTUS, KNIGHT ASTERIUS




**FACTION KEYWORDS:**  
CHAOS KNIGHTS


# CHAOS ACASTUS KNIGHT PORPHYRION

M	T	SV	W	LD	OC
8"	13	2+	30	6+	10

5+

**INVULNERABLE SAVE\*** *\*Against ranged attacks only*

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Acastus Autocannon	48"	2	3+	9	-1	3
Acastus ironstorm missile pod [BLAST, HEAVY, INDIRECT FIRE]	48"	D6+6	3+	5	0	1
Helios defence missiles [ANTI-FLY 2+, HEAVY]	48"	3	3+	10	-2	D6
Lascannon	48"	1	3+	12	-3	D6+1
Twin magna lascannon [BLAST, TWIN-LINKED]	72"	D6	3+	18	-4	D6+6

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Titanic feet	Melee	6	4+	10	-1	2

## ABILITIES

**CORE:** Deadly Demise 2D6

**FACTION:** Harbingers of Dread, Super-heavy Walker

**Bastion of Firepower:** Each time this model Remains Stationary, until the end of the turn, ranged weapons equipped by this model have the [LETHAL HITS] ability.

## DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, CHAOS, ACASTUS, KNIGHT PORPHYRION



**FACTION KEYWORDS:**  
CHAOS KNIGHTS

# CHAOS ACASTUS KNIGHT PORPHYRION

*The Chaos Knight Porphyrion can fight toe to toe even with the mighty god-engines of the Collegia Titanica, and is amongst the most formidable machines in the arsenals of those who have turned against the Emperor. Few foes can stand up to the immense power of its devastating weapons, which make short work of some of the toughest armour ever designed in the galaxy.*

## WARGEAR OPTIONS

- This model's 2 Acastus autocannons can be replaced with one of the following:
    - 2 lascannons
    - 1 Acastus autocannon and 1 lascannon
  - This model's Acastus ironstorm missile pod can be replaced with 1 helios defence missiles.
- 

## UNIT COMPOSITION

- **1 Chaos Acastus Knight Porphyrion**

**This model is equipped with:** 2 Acastus autocannons; Acastus ironstorm missile pod; 2 twin magna lascannons; titanic feet.

---

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, CHAOS, ACASTUS, KNIGHT PORPHYRION



**FACTION KEYWORDS:** CHAOS KNIGHTS

# CHAOS CERASTUS KNIGHT LANCER

M T SV W LD OC  
14" 12 3+ 25 6+ 10  
4+ **INVULNERABLE SAVE**

⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cerastus shock lance [ASSAULT, SUSTAINED HITS 2]	12"	6	3+	6	0	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
➤ Cerastus shock lance – strike [LANCE]	Melee	5	2+	20	-3	8
➤ Cerastus shock lance – sweep	Melee	10	2+	10	-2	3

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT LANCER

## ABILITIES

**CORE:** Deadly Demise D6+2

**FACTION:** Harbingers of Dread, Super-heavy Walker

**Shock Charge:** You can target this model with the Tank Shock Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

**Dark Fervour (Aura):** While a friendly WAR DOG model is within 6" of this model, ranged weapons equipped by that WAR DOG model have the [ASSAULT] ability.

## 🦴 DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.



**FACTION KEYWORDS:** CHAOS KNIGHTS

# CHAOS CERASTUS KNIGHT LANCER

*Turning to the gods of Chaos has made Chaos Knights Lancer no less able duellists. They fight for their dark patrons with all the fervour they once served the Emperor, determined to prove their superior fighting skills with their shock lances before the gaze of their hideous deities.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Chaos Cerastus Knight Lancer

**This model is equipped with:** Cerastus shock lance.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT LANCER







**FACTION KEYWORDS:** CHAOS KNIGHTS


# CHAOS CERASTUS KNIGHT CASTIGATOR

M	T	SV	W	LD	OC
12"	12	3+	25	6+	10

5+

**INVULNERABLE SAVE\*** *\* Against ranged attacks only*

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Castigator bolt cannon [TWIN-LINKED]	36"	18	3+	6	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Tempest warblade – strike	Melee	4	3+	14	-4	6
 Tempest warblade – sweep	Melee	12	3+	9	-3	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT CASTIGATOR

## ABILITIES

**CORE:** Deadly Demise D6+2

**FACTION:** Harbingers of Dread, Super-heavy Walker

**Storm of Bolts:** In your Shooting phase, after this model has shot, select one unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

**Offerings for the Dark Gods (Aura):** While a friendly **WAR DOG** model is within 6" of this model, ranged weapons equipped by that **WAR DOG** model have the [SUSTAINED HITS 1] ability.

## DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**FACTION KEYWORDS:**  
CHAOS KNIGHTS

# CHAOS CERASTUS KNIGHT CASTIGATOR

*Able to cut down innumerable foes in battle with their Castigator-pattern bolt cannons, they dedicate each death their dark patrons. They swear oaths to their gods as they stride through the oceans of blood and viscera they have spilled, and ready their warblades to hack down what little remains of the enemy.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Chaos Cerastus Knight Castigator

**This model is equipped with:** Castigator bolt cannon; tempest warblade.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT CASTIGATOR



**FACTION KEYWORDS:**  
CHAOS KNIGHTS



# CHAOS CERASTUS KNIGHT ACHERON

M	T	SV	W	LD	OC
12"	12	3+	25	6+	10



5+


**INVULNERABLE SAVE\*** *\* Against ranged attacks only*

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Acheron flame cannon [IGNORES COVER, TORRENT]	18"	2D6	N/A	8	-1	2
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
 Reaper chainfist – strike	Melee	4	3+	14	-4	6
 Reaper chainfist – sweep	Melee	12	3+	9	-3	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT ACHERON

## ABILITIES

**CORE:** Deadly Demise D6+2

**FACTION:** Harbingers of Dread, Super-heavy Walker

**Searing Flames:** In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with an Acheron flame cannon. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

**Unrestrained Terror (Aura):** While a friendly **WAR DOG** model is within 6" of this model, it is affected by this ability. At the start of the Fight phase, each enemy unit within Engagement Range of one or more **WAR DOG** units affected by this ability must take a Battle-shock test.

## DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**FACTION KEYWORDS:**  
CHAOS KNIGHTS



# CHAOS CERASTUS KNIGHT ACHERON

*Terror weapons even when fighting for the Imperium, Knights Acheron that have turned to Chaos take this trait to a new, horrifying level. As determined as they ever were to exterminate their foes, now they take on such tasks with unrestrained glee, relishing in the burning of swathes of the enemy or the carving of foes with their chainfists.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Chaos Cerastus Knight Acheron

**This model is equipped with:** Acheron flame cannon; twin heavy bolter; reaper chainfist.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT ACHERON








FACTION KEYWORDS:  
CHAOS KNIGHTS

# CHAOS CERASTUS KNIGHT ATRAPOS


M	T	SV	W	LD	OC
12"	12	3+	25	6+	10

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Atrapos lascutter – low intensity [SUSTAINED HITS 1]	36"	2D6	3+	7	-1	2
 Atrapos lascutter – high intensity [SUSTAINED HITS 1]	24"	D6	3+	14	-3	4
 Graviton singularity cannon – contained [BLAST]	24"	D3	3+	16	-4	D6+1
 Graviton singularity cannon – singularity [BLAST, DEVASTATING WOUNDS, HAZARDOUS]	24"	D3	3+	16	-4	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Atrapos lascutter – low intensity [SUSTAINED HITS 1]	Melee	12	3+	7	-1	2
 Atrapos lascutter – high intensity [SUSTAINED HITS 1]	Melee	6	3+	14	-3	4

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT ATRAPOS

## ABILITIES

**CORE:** Deadly Demise D6+2

**FACTION:** Harbingers of Dread, Super-heavy Walker

**Macro-extinction Protocols:** Each time this model makes an attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll. If that target is **TITANIC** or **TOWERING**, add 1 to the Wound roll as well.

**Consumed with Hunger (Aura):** While a friendly **WAR DOG** model is within 6" of this model, each time that **WAR DOG** model makes an attack that targets a **TITANIC** or **TOWERING** unit, you can re-roll the Hit roll.

## DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**FACTION KEYWORDS:** CHAOS KNIGHTS

# CHAOS CERASTUS KNIGHT ATRAPOS

*Where the Knight Atrapos was created to destroy traitor war machines, fallen engines of this type now turn their devastating weapons to the destruction of the engines of its creators. They are totally consumed by the hunger that they carry with them, embracing the madness they were always so close to before turning against the Emperor.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Chaos Cerastus Knight Atrapos

**This model is equipped with:** Atrapos lascutter; graviton singularity cannon.


**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT ATRAPOS









**FACTION KEYWORDS:**  
CHAOS KNIGHTS

# CHAOS QUESTORIS KNIGHT MAGAERA

M T SV W LD OC  
10" 12 3+ 22 6+ 10  
5+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lightning cannon [SUSTAINED HITS 2]	48"	12	3+	9	0	2
Phased plasma-fusil [RAPID FIRE 2]	24"	2	3+	8	-3	2
Twin rad cleanser [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	2	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Hekaton siege claw – strike	Melee	4	3+	20	-3	8
 Hekaton siege claw – sweep	Melee	8	3+	10	-2	3
 Reaper chainsword – strike	Melee	4	3+	14	-4	6
 Reaper chainsword – sweep	Melee	12	3+	9	-3	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, ABHORRENT, KNIGHT MAGAERA

## ABILITIES

**CORE:** Deadly Demise D6

**FACTION:** Harbingers of Dread, Super-heavy Walker

**Huntmaster (Aura):** While a friendly **WAR DOG** model is within 6" of this model, each time that **WAR DOG** model makes a ranged attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and/or to the Hit roll.

**Repair Auto-simulacra:** At the end of your Command phase, this model regains up to D3 lost wounds.

## DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**FACTION KEYWORDS:** CHAOS KNIGHTS

# CHAOS QUESTORIS KNIGHT MAGAERA

*The Knight Magaera is a marvel of lost technology, ranging from its repair autosimulacra to its almost impregnable ionic flare shield. These devices make the Magaera ideally suited to shock assaults and breaching actions, enabling it to surge through the most heavily defended positions unscathed and eradicate its foes with terrifying blasts from its lightning cannon.*

## WARGEAR OPTIONS

- This model's reaper chainsword can be replaced with 1 hekaton siege claw and 1 twin rad cleanser.

## UNIT COMPOSITION

- 1 Chaos Questoris Knight Magaera

**This model is equipped with:** lightning cannon; phased plasma-fusil; reaper chainsword.


**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, ABHORRENT, KNIGHT MAGAERA








**FACTION KEYWORDS:** CHAOS KNIGHTS

# CHAOS QUESTORIS KNIGHT STYRIX


M	T	SV	W	LD	OC
10"	12	3+	22	6+	10
		5+	INVULNERABLE SAVE		

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Graviton crusher [ANTI-VEHICLE 2+, BLAST]	18"	3	3+	6	-1	2
Twin rad cleanser [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	2	0	1
Volkite chierovile [DEVASTATING WOUNDS]	30"	9	3+	12	0	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Hekaton siege claw – strike	Melee	4	3+	20	-3	8
 Hekaton siege claw – sweep	Melee	8	3+	10	-2	3
 Reaper chainsword – strike	Melee	4	3+	14	-4	6
 Reaper chainsword – sweep	Melee	12	3+	9	-3	2

## DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, ABHORRENT, KNIGHT STYRIX

## ABILITIES

**CORE:** Deadly Demise D6

**FACTION:** Harbingers of Dread, Super-heavy Walker

**Huntmaster (Aura):** While a friendly WAR DOG model is within 6" of this model, each time that WAR DOG model makes a ranged attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and/or to the Hit roll.

**Grav-pinned:** In your Shooting phase, after this model has shot, if an enemy INFANTRY unit was hit by one or more of those attacks made with a graviton crusher, until the end of your opponent's next turn, that enemy unit is grav-pinned. While a unit is grav-pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Advance and Charge rolls made for that unit.



**FACTION KEYWORDS:**  
CHAOS KNIGHTS

# CHAOS QUESTORIS KNIGHT STYRIX

*Armed with a devastating combination of graviton, volkite and rad-cleanser weapons, the Chaos Knight Styrix is devastating in battle against infantry and supporting vehicles. The pilots of these walkers are fully aware of the sophistication of their war machines and the power of their weaponry. With the malign power of the Dark Gods behind them, their self-assuredness is total.*

## WARGEAR OPTIONS

- This model's reaper chainsword can be replaced with 1 hekaton siege claw and 1 twin rad cleanser.

## UNIT COMPOSITION

- 1 Chaos Questoris Knight Styrix

**This model is equipped with:** graviton crusher; volkite chierovile; reaper chainsword.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, ABHORRENT, KNIGHT STYRIX



**FACTION KEYWORDS:** CHAOS KNIGHTS




# WAR DOG MOIRAX

M	T	SV	W	LD	OC
12"	10	3+	12	7+	8

5+

**INVULNERABLE SAVE\*** \*Against ranged attacks only

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Conversion beam cannon [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	10	-2	3
<b>Conversion:</b> Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Graviton pulsar [ANTI-VEHICLE 2+, BLAST]	24"	D6	3+	7	-1	2
Lightning lock [SUSTAINED HITS 2]	36"	6	3+	8	0	1
Rad cleanser [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	12"	D6	N/A	2	0	1
Volkite veuglaire [DEVASTATING WOUNDS]	36"	4	3+	8	0	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	4	3+	6	0	1
Siege claw	Melee	4	3+	12	-3	D6+2

## ABILITIES

**CORE:** Deadly Demise D3

**FACTION:** Harbingers of Dread

**Protection Protocols:** You can target this unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

## DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHAOS, WAR DOG, MOIRAX



FACTION KEYWORDS:  
CHAOS KNIGHTS

# WAR DOG MOIRAX

*Moirax-pattern Armigers excel in speeding ahead of their larger brethren, hunting down targets of opportunity and cutting down the vulnerable. They relish the slaughter of the weak, each slain only proving the War Dogs' superiority as well as that of the monstrous deity or deities they have elected to follow in the Emperor's stead.*

## WARGEAR OPTIONS

- This model's volkite veuglaire can be replaced with one of the following:
    - 1 siege claw and 1 rad cleanser
    - 1 graviton pulsar
    - 1 lightning lock
    - 1 conversion beam cannon
  - This model's graviton pulsar can be replaced with one of the following:
    - 1 siege claw and 1 rad cleanser
    - 1 lightning lock
    - 1 conversion beam cannon
    - 1 volkite veuglaire
- 

## UNIT COMPOSITION

- 1 War Dog Moirax

**This model is equipped with:** graviton pulsar; volkite veuglaire; armoured feet.

---

KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHAOS, WAR DOG, MOIRAX



FACTION KEYWORDS:  
CHAOS KNIGHTS