ARMY RULES

Imperial Knights fight by a stringent set of codes to ensure that in addition to defeating the enemy, honour is always upheld.

CODE CHIVALRIC

If your Army Faction is **IMPERIAL KNIGHTS**, at the end of the Read Mission Objectives step, you must select one of the Oaths below to be active for your army. Models from your army with this ability gain the associated Oath ability, and you gain the associated Deed to complete.

If, at the start of any of your Command phases, your selected Oath's Deed is completed, your army becomes Honoured for the rest of the battle and you gain 3CP (you can only gain CP in this way once per battle).

LAY LOW THE TYRANT

- **Oath Ability:** Each time this model is selected to shoot or fight, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.
- **Deed:** This deed is completed if the enemy **WARLORD** is destroyed.

RECLAIM THE REALM

- **Oath Ability:** Add 1" to this model's Move characteristic and add 1 to Advance and Charge rolls made for this model.
- **Deed:** This deed is completed if you control one or more objective markers in your opponent's deployment zone.

BONDSMAN ABILITIES

Some **QUESTORIS** models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly **ARMIGER** model within 12" of that model (you cannot select an **ARMIGER** model that is already being affected by a Bondsman ability). Until the start of your next Command phase, both of those models (i.e. the model that just used its Bondsman ability and the **ARMIGER** model you just selected) are affected by that Bondsman ability.

SUPER-HEAVY WALKER

Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move over models (excluding **TITANIC** models) and terrain features that are 4" or less in height as if they were not there.

FREEBLADES

Freeblades often wander the galaxy, aiding the armies of the Imperium against the xenos and heretics who threaten the Emperor's realm.

If every model in your army has the **IMPERIUM** keyword, you can include either 1 **TITANIC IMPERIAL KNIGHTS** model or up to 3 **ARMIGER** models in your army, even if they do not have the Faction keyword you selected in the Select Army Faction step. None of these models can be your **WARLORD**, and they cannot be given Enhancements.

DETACHMENT RULE

If your Army Faction is **IMPERIAL KNIGHTS**, you can use this Noble Lance Detachment rule.

INDOMITABLE HEROES

Gathered into a powerful formation known as a lance, Imperial Knights and the Nobles who pilot them wage their honour-driven assaults with renowned resilience and bloody-minded determination.

All **IMPERIAL KNIGHTS** models from your army have the Feel No Pain 6+ ability. If your army is Honoured, those models have the Feel No Pain 5+ ability.

If you are using the Noble Lance Detachment rule, you can use these Noble Lance Enhancements.

REVERED KNIGHT (AURA)

Never hesitating before tyrannical invaders, this Knight is beheld as the very epitome of honour – a monolithic incarnation of the Imperium. While they stand, courage is inviolate and victory is assured.

Imperial Knights model only. While a friendly **Imperial Knights** model is within 6" of the bearer, improve that model's Leadership characteristic by 1. If your army is Honoured, increase the range of this Aura ability to 12".

MYSTERIOUS GUARDIAN

Manifesting as though from nowhere, this Noble's titanic steed is an elemental force of vengeance against the Emperor of Mankind's foes. At battle's end, it disappears as mysteriously as it arrived.

Imperial Knights model only. The bearer has the Deep Strike ability. Once per battle, at the end of your opponent's turn, if the bearer is not within Engagement Range of any enemy units, it can fade away. If it does, remove it from the battlefield then, in the Reinforcements step of your subsequent Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and the bearer is not on the battlefield, it is destroyed.

MYTHIC HERO

This warrior is a legendary figure who embodies the Code Chivalric, and tales of their deeds have spread far and wide. To be a Bondsman to such a warrior is a great honour indeed.

Questoris model with a Bondsman ability only. Each time the bearer uses its Bondsman ability, you can select one additional friendly **Armiger** model within 12" of the bearer that is not already being affected by a Bondsman ability. Until the start of your next Command phase, that model is also affected by that Bondsman ability.

BANNER OF MACHARIUS TRIUMPHANT

A gift from Lord Solar Macharius himself to honour the noble houses that accompanied his crusade, legend has it that this banner has never seen defeat: every time a Knight has carried it to war, a great victory has been won.

Imperial Knights model only. If you control an objective marker at the end of your Command phase and the bearer is within range of that objective marker, that objective marker remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

UNYIELDING PARAGON

This Knight is an unyielding army unto themselves, capable of engaging entire enemy forces and holding their ground, emerging through the fiercest firestorms bloodied, but unbowed.

Questoris model only. Each time an attack is allocated to the bearer, worsen the Armour Penetration characteristic of that attack by 1.

If you are using the Noble Lance Detachment rule, you can use these Noble Lance Stratagems.

SHOULDER THE BURDEN

NOBLE LANCE – BATTLE TACTIC STRATAGEM

2CP

When faced with their darkest hour, knightly Nobles rise to the challenge, for nothing shall deter them from fulfilling their duty.

WHEN: Your Command phase.

TARGET: One IMPERIAL KNIGHTS model from your army that has lost one or more wounds.

EFFECT: Until the start of your next Command phase, improve your model's Move, Toughness, Save, Leadership and Objective Control characteristics by 1 and each time your model makes an attack, add 1 to the Hit roll.

RESTRICTIONS: You can only use this Stratagem once per battle. If your army is Honoured, you can use this Stratagem one additional time.

ROTATE ION SHIELDS

NOBLE LANCE – WARGEAR STRATAGEM

1CP

Veteran Knight pilots can swiftly angle their ion shields to better deflect incoming fire.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One IMPERIAL KNIGHTS model from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, that IMPERIAL KNIGHTS model has a 4+ invulnerable save against ranged attacks.

THUNDERSTOMP

NOBLE LANCE – BATTLE TACTIC STRATAGEM

1CP

The Noble brings their Knight suit's full weight crashing down with the force of an industrial piledriver. Few can survive such a blow.

WHEN: Fight phase.

TARGET: One IMPERIAL KNIGHTS model from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, your model cannot target MONSTER or VEHICLE units, but all melee weapons equipped by your model have the [DEVASTATING WOUNDS] ability.

SQUIRES' DUTY

NOBLE LANCE – BATTLE TACTIC STRATAGEM

1CP

Under the scrutiny and judgement of their Noble betters, Armiger pilots will redouble their efforts, attacking as one to smash aside their foes.

WHEN: The start of your Shooting phase or the start of the Fight phase.

TARGET: Two or more ARMIGER models from your army and one enemy unit that is an eligible target for all of those ARMIGER models.

EFFECT: Until the end of the phase, improve the Strength and Armour Penetration characteristics of weapons equipped by those ARMIGER models by 1. If your army is Honoured, until the end of the phase, add 1 to the Damage characteristic of those weapons as well.

STRATAGEMS

If you are using the Noble Lance Detachment rule, you can use these Noble Lance Stratagems.

TROPHY CLAIM

NOBLE LANCE – EPIC DEED STRATAGEM

Once a mighty foe is laid low, the victorious Knight's emitters blare its triumph, announcing the glory brought to the Imperium, but shame awaits those who fail in such confrontations.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One IMPERIAL KNIGHTS model from your army that has not been selected to shoot or fight this phase, and one enemy MONSTER or VEHICLE unit.

EFFECT: Until the end of the phase, each time your model makes an attack that targets that enemy unit, add 1 to the Wound roll. If your model destroys that enemy unit this phase, you gain 1CP, but if your model does not destroy that enemy unit this phase, you cannot use this Stratagem again for the rest of the battle.

VALIANT LAST STAND

NOBLE LANCE – EPIC DEED STRATAGEM

Badly wounded, their Knight's generator on the verge of overload, still the Noble fights on, drawing upon their reserves of chivalric heroism to sell their life as dearly as they can.

1CP

WHEN: Fight phase.

TARGET: One IMPERIAL KNIGHTS model from your army that was just destroyed and that is eligible to fight but has not been selected to fight this phase. You can use this Stratagem on that model even though it was just destroyed.

**EFFECT:** Before rolling to see if this model deals any mortal wounds as a result of its Deadly Demise ability, it can fight; when doing so, it is assumed to have 1 wound remaining, or all its wounds remaining if your army is Honoured. After it has finished resolving its attacks, resolve its Deadly Demise ability as normal.

RESTRICTIONS: You cannot target SIR HEKHTUR with this Stratagem.

ARMIGER HELVERIN

M	T	SV	W	LD	OC
12"	10	3+	12	7+	8
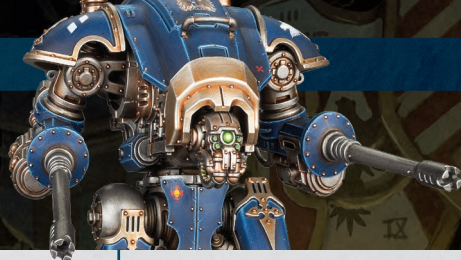
RANGED WEAPONS	RANGE	A	BS	S	AP	D
Armiger autocannon	48"	4	3+	9	-1	3
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Questoris heavy stubber [RAPID FIRE 3]	36"	3	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	4	3+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Code Chivalric**

Skyfire Protocols: While this model is either wholly within your deployment zone or within range of an objective marker you control, its Armiger autocannons have the [ANTI-FLY 2+] ability.

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.

INVULNERABLE SAVE *

5+

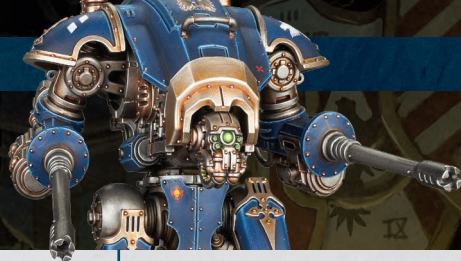*This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **Vehicle, Walker, Battleline, Imperium, Armiger, Helverin**

FACTION KEYWORDS:
Imperial Knights

ARMIGER HELVERIN

These fast-moving Knights have been designed to lay down hails of heavy fire, and their strategic roles include enfilading fire, scouting and anti-air. With their Armiger autocannons they can fire hundreds of shells per minute, and packs of two or three of these war engines can shatter an enemy assault in seconds.

WARGEAR OPTIONS

- This model's Questoris heavy stubber can be replaced with 1 meltagun.

UNIT COMPOSITION

- **1 Armiger Helverin**

This model is equipped with: 2 Armiger autocannons; Questoris heavy stubber; armoured feet.

KEYWORDS: **Vehicle, Walker, Battleline, Imperium, Armiger, Helverin**

FACTION KEYWORDS:
Imperial Knights

ARMIGER WARGLAIVE

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

◇ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Questoris heavy stubber [RAPID FIRE 3]	36"	3	3+	4	-1	1
Thermal spear [MELTA 4]	24"	2	3+	12	-4	D6

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
▶ Reaper chain-cleaver – strike	Melee	4	3+	10	-3	3
▶ Reaper chain-cleaver – sweep	Melee	8	3+	8	-2	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Code Chivalric**

Impetuous Glory: Each time this model makes a Charge move, until the end of the turn, melee weapons equipped by this model have the [SUSTAINED HITS 1] ability.

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.

INVULNERABLE SAVE *

5+

This model has a 5+ invulnerable save against ranged attacks.

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

KEYWORDS: **Vehicle, Walker, Battleline, Imperium, Armiger, Warglaive**

FACTION KEYWORDS:
Imperial Knights

ARMIGER WARGLAIVE

Armiger Warglaives are nimble and purposeful Knights that possess exceptional speed that allows them to outpace most vehicles. This, in combination with their thermal spears that can melt bunkers and battle-tank armour alike, makes them fearsome hunters of enemy war engines.

WARGEAR OPTIONS

- This model's Questoris heavy stubber can be replaced with 1 meltagun.

UNIT COMPOSITION

- **1 Armiger Warglaive**

This model is equipped with: Questoris heavy stubber; thermal spear; reaper chain-cleaver.
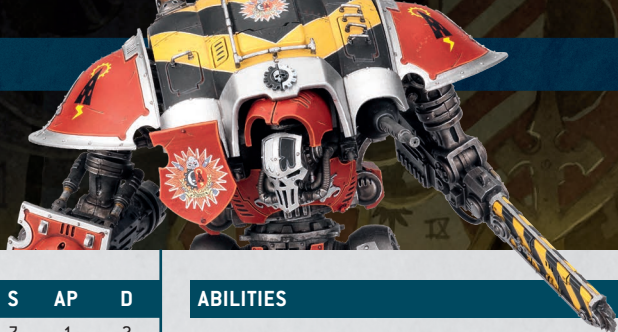
KEYWORDS: **Vehicle, Walker, Battleline, Imperium, Armiger, Warglaive**

FACTION KEYWORDS:
Imperial Knights

KNIGHT PALADIN

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus autocannons [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	7	-1	2
Ironstorm missile pod [BLAST, INDIRECT FIRE]	48"	D6+1	3+	5	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Questoris heavy stubber [RAPID FIRE 3]	36"	3	3+	4	-1	1
Rapid-fire battle cannon [BLAST, RAPID FIRE D6+3]	72"	D6+3	3+	10	-1	3
Stormspear rocket pod	48"	3	3+	8	-2	D6

MELEE WEAPONS

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

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

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Paladin**

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Code Chivalric, Super-heavy Walker**

Paladin's Duty (Bondsman): While a model is affected by this ability, its weapons have the [LETHAL HITS] and [LANCE] abilities.

Seasoned Noble: Once per phase, you can re-roll one Hit roll, one Wound roll or one saving throw made for this model.

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.

INVULNERABLE SAVE *   5+

* *This model has a 5+ invulnerable save against ranged attacks.*

FACTION KEYWORDS:
Imperial Knights

KNIGHT PALADIN

These highly versatile Knights provide strategic backbone to many lances. While not specialised, they are favoured by most houses for their combination rapid-fire battle cannon, a direct firing artillery gun, and a powerful close combat weapon. Seasoned Nobles prize these suits, their experience enabling them to get the best use from them.

WARGEAR OPTIONS

- This model's meltagun can be replaced with 1 Questoris heavy stubber.
- This model's reaper chainsword can be replaced with 1 thunderstrike gauntlet.
- This model can be equipped with one of the following:
    - 1 Icarus autocannons
    - 1 ironstorm missile pod
    - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Paladin**

This model is equipped with: meltagun; Questoris heavy stubber; rapid-fire battlecannon; reaper chainsword.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Paladin**

FACTION KEYWORDS:
Imperial Knights

KNIGHT ERRANT

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus autocannons [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	7	-1	2
Ironstorm missile pod [BLAST, INDIRECT FIRE]	48"	D6+1	3+	5	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Questoris heavy stubber [RAPID FIRE 3]	36"	3	3+	4	-1	1
Stormspear rocket pod	48"	3	3+	8	-2	D6
Thermal cannon [BLAST, MELTA 6]	24"	2D3	3+	12	-4	D6

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

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

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Errant**

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Code Chivalric, Super-heavy Walker**

Errant's Duty (Bondsman): While a model is affected by this ability, you can re-roll Advance rolls made for that model and its ranged weapons have the [ASSAULT] ability.

Aggressive Assault: Each time this model makes a ranged attack against the closest eligible target, add 1 to the Hit roll.

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.

INVULNERABLE SAVE *

5+

* This model has a 5+ invulnerable save against ranged attacks.

FACTION KEYWORDS:
Imperial Knights

KNIGHT ERRANT

These aggressive, mid- to close-range assault Knights excel at hunting enemy tanks and monsters thanks to their powerful thermal cannons, reaper chainswords and thunderstrike gauntlets, and typically plunge into the fiercest fighting.

WARGEAR OPTIONS

- This model's meltagun can be replaced with 1 Questoris heavy stubber.
- This model's reaper chainsword can be replaced with 1 thunderstrike gauntlet.
- This model can be equipped with one of the following:
  - 1 Icarus autocannons
  - 1 ironstorm missile pod
  - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Errant**

This model is equipped with: meltagun; thermal cannon; reaper chainsword.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Errant**

FACTION KEYWORDS:
Imperial Knights

KNIGHT GALLANT

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus autocannons [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	7	-1	2
Ironstorm missile pod [BLAST, INDIRECT FIRE]	48"	D6+1	3+	5	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Questoris heavy stubber [RAPID FIRE 3]	36"	3	3+	4	-1	1
Stormspear rocket pod	48"	3	3+	8	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
▶ Reaper chainsword – strike	Melee	6	2+	14	-4	6
▶ Reaper chainsword – sweep	Melee	18	2+	9	-3	2
▶ Thunderstrike gauntlet – strike	Melee	6	2+	20	-3	8
▶ Thunderstrike gauntlet – sweep	Melee	12	2+	10	-2	3

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Code Chivalric, Super-heavy Walker**

Gallant's Duty (Bondsman): While a model is affected by this ability, you can re-roll Charge rolls made for that model and each time that model makes a melee attack, you can re-roll the Hit roll.

Martial Pride: Each time a melee attack targets this model, subtract 1 from the Hit roll.

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.

INVULNERABLE SAVE *

5+

* This model has a 5+ invulnerable save against ranged attacks.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Gallant**

FACTION KEYWORDS: **Imperial Knights**

KNIGHT GALLANT

Gallants are the most restless and combative of Knights, and have been described as impetuous and beyond bellicose. They are aggressive, bold and difficult to restrain, and their pilots often share these traits. As befitting their nature, they are armed almost exclusively with close combat weapons.

WARGEAR OPTIONS

- This model's meltagun can be replaced with 1 Questoris heavy stubber.
- This model can be equipped with one of the following:
  - 1 Icarus autocannons
  - 1 ironstorm missile pod
  - 1 stormspear rocket pod

UNIT COMPOSITION

- 1 Knight Gallant

This model is equipped with: meltagun; thunderstrike gauntlet; reaper chainsword.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Gallant**

FACTION KEYWORDS:
Imperial Knights

KNIGHT WARDEN

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger gatling cannon	36"	18	3+	6	-2	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Icarus autocannons [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	7	-1	2
Ironstorm missile pod [BLAST, INDIRECT FIRE]	48"	D6+1	3+	5	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Questoris heavy stubber [RAPID FIRE 3]	36"	3	3+	4	-1	1
Stormspear rocket pod	48"	3	3+	8	-2	D6

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

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Code Chivalric, Super-heavy Walker**

Warden's Duty (Bondsman): While a model is affected by this ability, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack.

Thin Their Ranks: Each time this model makes a ranged attack that targets an enemy unit (excluding **MONSTERS** and **VEHICLES**), that attack has the [DEVASTATING WOUNDS] ability.

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.

INVULNERABLE SAVE *

5+

* *This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Warden**

FACTION KEYWORDS:
Imperial Knights

KNIGHT WARDEN

With an avenger gatling cannon that spits hundreds of foot-long armour-piercing shells per minute, these Knights are well suited to annihilating enemy infantry, light vehicles and transports. The suits themselves possess strong-willed machine spirits, and it is a great mark of accomplishment for a Noble to pilot one.

WARGEAR OPTIONS

- This model's meltagun can be replaced with 1 Questoris heavy stubber.
- This model's reaper chainsword can be replaced with 1 thunderstrike gauntlet.
- This model can be equipped with one of the following:
  - 1 Icarus autocannons
  - 1 ironstorm missile pod
  - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Warden**

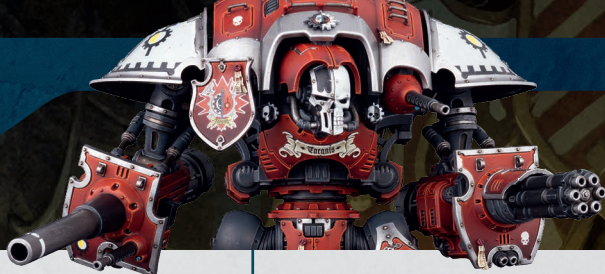**This model is equipped with:** avenger gatling cannon; heavy flamer; meltagun; reaper chainsword.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Warden**

FACTION KEYWORDS:
Imperial Knights

KNIGHT CRUSADER

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger gatling cannon	36"	18	3+	6	-2	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Icarus autocannons [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	7	-1	2
Ironstorm missile pod [BLAST, INDIRECT FIRE]	48"	D6+1	3+	5	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Questoris heavy stubber [RAPID FIRE 3]	36"	3	3+	4	-1	1
Rapid-fire battle cannon [BLAST, RAPID FIRE D6+3]	72"	D6+3	3+	10	-1	3
Stormspear rocket pod	48"	3	3+	8	-2	D6
Thermal cannon [BLAST, MELTA 6]	24"	2D3	3+	12	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Titanic feet	Melee	4	3+	8	-1	2

ABILITIES

CORE: Deadly Demise D6

FACTION: Code Chivalric, Super-heavy Walker

Crusader's Duty (Bondsman): While a model is affected by this ability, each time that model makes a ranged attack, add 1 to the Hit roll.

Punishing Salvoes: In your Movement phase, if this model Remains Stationary, until the start of your next Movement phase, this model's ranged weapons have the [SUSTAINED HITS 1] ability.

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.

INVULNERABLE SAVE *
5+

∗ This model has a 5+ invulnerable save against ranged attacks.

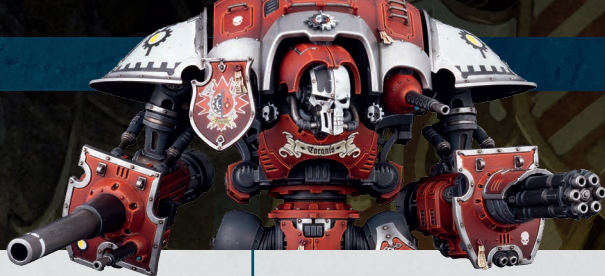KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Crusader**

FACTION KEYWORDS:
Imperial Knights

KNIGHT CRUSADER

Armed with a bristling array of heavy and long-ranged weapons, the Knight Crusader finds key firing positions and unleashes salvo after salvo at the enemy. Pilots will gladly steer their suits even into open ground to find the best place to shoot from, and are regarded as especially dutiful and selfless by their peers.

WARGEAR OPTIONS

- This model's meltagun can be replaced with 1 Questoris heavy stubber.
- This model's thermal cannon can be replaced with:
  - 1 rapid-fire battlecannon and 1 Questoris heavy stubber
- This model can be equipped with one of the following:
  - 1 Icarus autocannons
  - 1 ironstorm missile pod
  - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Crusader**

This model is equipped with: avenger gatling cannon; heavy flamer; meltagun; thermal cannon; titanic feet.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Crusader**

FACTION KEYWORDS: **Imperial Knights**

KNIGHT PRECEPTOR

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus autocannons [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	7	-1	2
Ironstorm missile pod [BLAST, INDIRECT FIRE]	48"	D6+1	3+	5	0	1
▶ Las-impulsor – high intensity [BLAST]	24"	D6	3+	14	-3	4
▶ Las-impulsor – low intensity [BLAST]	36"	2D6	3+	7	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Preceptor multi-laser	36"	4	3+	6	0	1
Questoris heavy stubber [RAPID FIRE 3]	36"	3	3+	4	-1	1
Stormspear rocket pod	48"	3	3+	8	-2	D6

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

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Code Chivalric, Super-heavy Walker**

Mentor (Bondsman): While a model is affected by this ability, improve that model's Leadership characteristic by 1 and improve that model's Objective Control characteristic by 2.

Exemplar of the Code: At the start of the battle, select one unit from your opponent's army. Each time this model makes an attack that targets that unit, you can re-roll the Hit roll.

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.

INVULNERABLE SAVE *

5+

* *This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Preceptor**

FACTION KEYWORDS:
Imperial Knights

KNIGHT PRECEPTOR

Knights Preceptor are designed to embody the code chivalric. Their pilots close to an honourable range with the foe, engage with a respectful force and kill them cleanly with their las-impulsors. Typically, grizzled veterans pilot these Knights, setting an example for their younger comrades by hunting down the most fearsome enemies.

WARGEAR OPTIONS

- This model's Preceptor multi-laser can be replaced with one of the following:
    - 1 meltagun
    - 1 Questoris heavy stubber

- This model's reaper chainsword can be replaced with 1 thunderstrike gauntlet.
- This model can be equipped with one of the following:
    - 1 Icarus autocannons
    - 1 ironstorm missile pod
    - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Preceptor**

This model is equipped with: las-impulsor; Preceptor multi-laser; reaper chainsword.
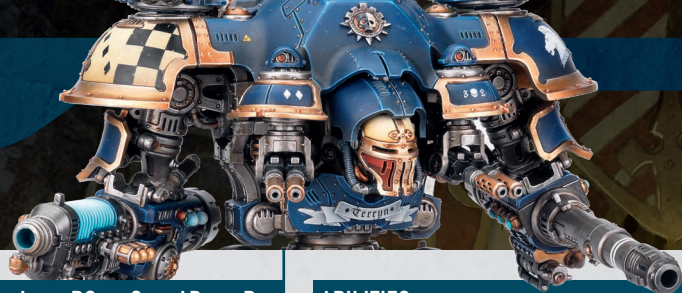
KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Preceptor**

FACTION KEYWORDS: **Imperial Knights**

KNIGHT CASTELLAN

M	T	SV	W	LD	OC
8"	13	2+	24	6+	10

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Plasma decimator – standard [BLAST]	48"	D6+3	3+	8	-2	2
Plasma decimator – supercharge [BLAST, HAZARDOUS]	48"	D6+3	3+	9	-3	3
Shieldbreaker missile launcher [ANTI-TITANIC 4+, DEVASTATING WOUNDS]	72"	1	3+	12	-6	D6+1
Twin meltagun [MELTA 2, TWIN-LINKED]	12"	1	3+	9	-4	D6
Twin siegebreaker cannon [BLAST, TWIN-LINKED]	36"	D6	3+	6	0	1
Volcano lance [BLAST]	72"	D3	3+	18	-5	D6+8

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Titanic feet	Melee	4	4+	8	-1	2

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Code Chivalric, Super-heavy Walker**

Ion Aegis (Aura): While a friendly **ARMIGER** model is within 6" of this model, that **ARMIGER** models has the Benefits of Cover.

Titan Hunter: Each time a ranged attack made by this model is allocated to a **MONSTER** or **VEHICLE** model, re-roll a Damage roll of 1.

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.

INVULNERABLE SAVE *

5+

This model has a 5+ invulnerable save against ranged attacks.

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

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Dominus, Character, Imperium, Knight Castellan**

FACTION KEYWORDS:
Imperial Knights

KNIGHT CASTELLAN

Based around a Dominus-class chassis, the Knight Castellan's dual plasma core fuels an array of weapon systems that make it among the foremost artillery Knights of the houses. The combined fire of several of these engines can equal that of an Imperial Navy warship battery, and tear the heart out of an enemy army.
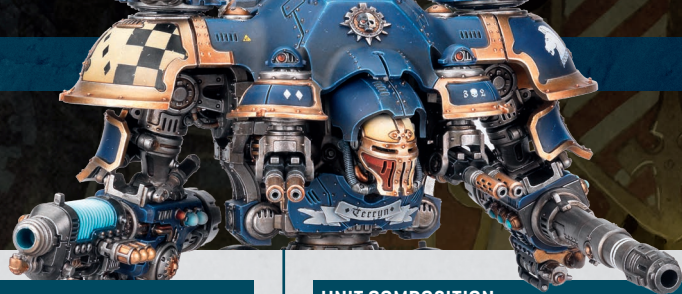
WARGEAR OPTIONS

- This model's 2 shieldbreaker missile launchers and twin siegebreaker cannon can be replaced with:
  - 1 shieldbreaker missile launcher and 2 twin siegebreaker cannons

UNIT COMPOSITION

- **1 Knight Castellan**

This model is equipped with: plasma decimator; 2 shieldbreaker missile launchers; 2 twin meltaguns; twin siegebreaker cannon, volcano lance; titanic feet.
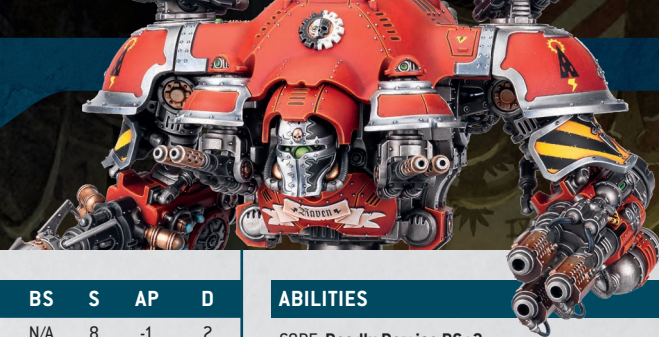
KEYWORDS: **Vehicle, Walker, Titanic, Towering, Dominus, Character, Imperium, Knight Castellan**

FACTION KEYWORDS:
Imperial Knights

KNIGHT VALIANT

M	T	SV	W	LD	OC
8"	13	2+	24	6+	10

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Conflagration cannon [IGNORES COVER, TORRENT]	18"	3D6	N/A	8	-1	2
Twin meltagun [MELTA 2, TWIN-LINKED]	12"	1	3+	9	-4	D6
Shieldbreaker missile launcher [ANTI-TITANIC 4+, DEVASTATING WOUNDS]	72"	1	3+	12	-6	D6+1
Thundercoil harpoon [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	18"	1	2+	24	-6	12
Twin siegebreaker cannon [BLAST, TWIN-LINKED]	36"	D6	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Titanic feet	Melee	4	4+	8	-1	2

ABILITIES

CORE: Deadly Demise D6+2

FACTION: Code Chivalric, Super-heavy Walker

Ion Aegis (Aura): While a friendly ARMIGER model is within 6" of this model, that ARMIGER model has the Benefit of Cover.

Overwhelming Firestorm: In your Shooting phase, after this model has shot, select one enemy unit hit by this model this phase. That unit 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.

INVULNERABLE SAVE *

5+

* This model has a 5+ invulnerable save against ranged attacks.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Dominus, Character, Imperium, Knight Valiant**

FACTION KEYWORDS: **Imperial Knights**

KNIGHT VALIANT

This Dominus-class Knight defeats its enemies through overwhelming firepower at close range. Thanks to its conflagration cannon unleashing a searing, inescapable firestorm, it can easily annihilate incoming hordes or smash through opposing battle lines, and with its thundercoil harpoon it can destroy tanks and monsters with impunity.

WARGEAR OPTIONS

- This model's 2 shieldbreaker missile launchers and twin siegebreaker cannon can be replaced with:
  - 1 shieldbreaker missile launcher and 2 twin siegebreaker cannons

UNIT COMPOSITION

- **1 Knight Valiant**

This model is equipped with: conflagration cannon; 2 shieldbreaker missile launchers; thundercoil harpoon; 2 twin meltaguns; twin siegebreaker cannon, titanic feet.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Dominus, Character, Imperium, Knight Valiant**

FACTION KEYWORDS:
Imperial Knights

CANIS REX

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

If Canis Rex is destroyed, flip this card and follow the instructions for using Sir Hekhtur.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Chainbreaker las-impulsor – high intensity **[BLAST, SUSTAINED HITS 1]**	24"	D6	2+	14	-3	4
Chainbreaker las-impulsor – low intensity **[BLAST, SUSTAINED HITS 1]**	36"	2D6	2+	7	-1	2
Chainbreaker multi-laser **[SUSTAINED HITS 1]**	36"	4	2+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Freedom's Hand – strike **[SUSTAINED HITS 1]**	Melee	5	2+	20	-3	9
Freedom's Hand – sweep **[SUSTAINED HITS 1]**	Melee	10	2+	10	-2	3

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Canis Rex – **EPIC HERO**

Canis Rex is equipped with: Chainbreaker las-impulsor; Chainbreaker multi-laser; Freedom's Hand.

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Code Chivalric, Super-heavy Walker**

Legendary Freeblade: Once per turn, you can target this model with a Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem in the same phase.

Chainbreaker: Each time this model makes an attack, an unmodifed successful Hit roll of 5+ scores a Critical Hit.

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.

INVULNERABLE SAVE *

5+

✱ *This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Epic Hero, Imperium, Canis Rex**

FACTION KEYWORDS:
Imperial Knights

SIR HEKHTUR

M	T	SV	W	LD	OC
6"	3	4+	3	5+	1

Use this side of the card only after your Canis Rex model is destroyed.

Once a prisoner of the Iron Warriors, Sir Hekhtur resisted agonising torture and escaped only through sheer faith, determination and honour. Now he travels the galaxy, liberating Imperial citizens enslaved by the forces of the Arch-enemy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hekhtur's pistol [PISTOL]	12"	1	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	2+	3	0	1

WARGEAR OPTIONS	UNIT COMPOSITION
▪ None	▪ **1 Sir Hekhtur – Epic Hero** **Sir Hekhtur is equipped with:** Hekhtur's pistol; close combat weapon.

ABILITIES

CORE: **Lone Operative**

USING SIR HEKHTUR

When your Canis Rex model is destroyed, Sir Hekhtur is treated as a model disembarking from a destroyed **Transport** – set him up within 3" of your Canis Rex model before it is removed. Sir Hekhtur then uses the profile, wargear, abilities and keywords shown on this side of the card, but cannot be selected as the target of any of your Stratagems other than Core Stratagems. Your Canis Rex unit is not considered to be destroyed until Sir Hekhtur is also destroyed.

KEYWORDS: **Infantry, Character, Epic Hero, Imperium, Sir Hekhtur**

FACTION KEYWORDS:
Imperial Knights

ARMY RULES

Where Chaos Knights tread, the skies grow unnaturally dark and the dread of the warp permeates the battlefield. None are immune to its shadowy touch, for those it does not paralyse with fear and despair are wracked with hallucinations and driven mad.

HARBINGERS OF DREAD

If your Army Faction is **Chaos Knights**, each model from your army with this ability gains a bonus depending on which Dread abilities are active for your army (see below). Once a Dread ability is active for your army, that ability applies until the end of the battle.

BATTLE ROUND 1 ONWARDS

From the first battle round onwards, the Despair ability is active for your army:

DESPAIR (AURA)

While an enemy unit is within 12" of this model, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from that test.

BATTLE ROUND 3 ONWARDS

From the third battle round onwards, the Doom and Darkness ability is active for your army:

DOOM AND DARKNESS

- Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.
- Each time an attack targets this model, if the attacking model's unit is Battle-shocked, subtract 1 from the Hit roll.

SUPER-HEAVY WALKER

Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move over models (excluding **Titanic** models) and terrain features that are 4" or less in height as if they were not there.

DREADBLADES

Dreadblades often wander the galaxy, carving a path of destruction and slaughtering foes alongside other forces of Chaos as and when they will.

If every model in your army has the **Chaos** keyword, you can include either 1 **Titanic Chaos Knights** model or up to 3 **War Dog** models in your army, even if they do not have the Faction keyword you selected in the Select Army Faction step. None of these models can be your **Warlord**, and they cannot be given Enhancements.

DETACHMENT RULE

If your Army Faction is **Chaos Knights**, you can use this Traitoris Lance Detachment rule.

FORGED IN TERROR (AURA)

Chaos Knights are servants of shadow and terror; wherever they stride, fear and madness spread.

In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 12" of a **Chaos Knights** model from your army, that enemy unit must take a Battle-shock test. For the purposes of this ability, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds.

Designer's Note: *This means that all enemy units within range of this Aura ability that have lost one or more models must take a Battle-shock test in your opponent's Command phase, not just those that are Below Half-strength.*

ENHANCEMENTS

If you are using the Traitoris Lance Detachment rule, you can use these Traitoris Lance Enhancements.

LORD OF DREAD

This tyrannical Knight is the epitome of dread power, instilling as much fear in their minions as they do over the enemy, ensuring unwavering obedience.

Chaos Knights model only. At the start of the Fight phase, you can select one enemy unit within Engagement Range of the bearer; that enemy unit must take a Battle-shock test.

AURA OF TERROR

This towering Knight is wreathed in tendrils of warp energy that caress the minds of any enemy who draws near, driving those touched into a state of abject fear. Wherever this Knight treads, this aura of terror permeates and corrupts the land until it can be cleansed.

Chaos Knights model only. If you control an objective marker at the end of your Command phase, and the bearer is within range of that objective marker, that objective marker is said to be Tainted and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. In addition, while an objective marker is Tainted and under your control and the Despair Dread ability is active for your army, that objective marker has the Despair Dread ability as if it was a **Chaos Knights** model from your army (so subtract 1 from Battle-shock and Leadership tests taken for enemy units within 12" of it).

THE TRAITOR'S MARK

The dark deeds and bloodstained heraldry of this Chaos Knight are whispered far and wide. Rumours spread that to confront it is to face a painful death. Each blazon borne upon its hull proclaims the unholy atrocities committed by the bearer, and even to look upon these loathsome sigils is to be gripped by unnatural terror and beset by swarming nightmares.

Chaos Knights model only. The Doom and Darkness ability is active for the bearer from the first battle round onwards, instead of from the third.

PANOPLY OF THE CURSED KNIGHTS

Borne within an unmarked casket by an order of silent Idolators, this collection of tattered pennants, chain-strung charms and armour scraps represent the last remains of the Knight Carnivus Grymm. It is said that festooning one's Knight suit with these charms instils the legendary fortitude of that doomed war engine. Yet it is whispered that doing so also invites the attentions of the same dread curse that eventually led to Carnivus Grymm's ghastly end.

Chaos Knights model only. Each time an attack is made against the bearer, subtract 1 from the Armour Penetration characteristic of that attack.

If you are using the Traitoris Lance Detachment rule, you can use these Traitoris Lance Stratagems.

DREAD HOUNDS

TRAITORIS LANCE – BATTLE TACTIC STRATAGEM

War Dog pilots encircle their terrified victims then attack in a ferocious mass.

1CP

WHEN: The start of your Shooting phase or the start of the Fight phase.

TARGET: Two or more **War Dog** units from your army and one enemy unit that is an eligible target for each of those selected **War Dog** units.

EFFECT: Until the end of the phase, the selected **War Dog** units can only target that enemy unit, but all weapons equipped by those **War Dog** models gain the [SUSTAINED HITS 1] ability. In addition, if that enemy unit is Battle-shocked, until the end of the phase, each time a selected **War Dog** model makes an attack against that enemy unit, an unmodified Hit roll of 5+ scores a Critical Hit.

DISDAIN FOR THE WEAK

TRAITORIS LANCE – BATTLE TACTIC STRATAGEM

Chaos Knight pilots refuse to yield while foes remain to be slain, disdainfully ignoring those who succumb to fear.

1CP

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **Chaos Knights** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your model has the Feel No Pain 6+ ability, and the Feel No Pain 5+ ability against attacks made by Battle-shocked models.

PTERRORSHADES

TRAITORIS LANCE – WARGEAR STRATAGEM

Shrieking with ghoulish hunger, daemonic entities descend in a tatterwinged whirlwind to rend apart the souls of those enemies who show even a moment's fear. The soul-raptors tear apart their victims' animus and, as they feed, this life force is channelled to regenerate the battle damage or heal the pilot of the Knight in which these creatures roost.

1CP

WHEN: Any phase, just after an enemy unit fails a Battle-shock test.

TARGET: One **Chaos Knights** unit from your army that is within 12" of that enemy unit.

EFFECT: Roll six D6. For each 4+, that enemy unit suffers 1 mortal wound and this model regains up to 1 lost wound.

If you are using the Traitoris Lance Detachment rule, you can use these Traitoris Lance Stratagems.

A LONG LEASH

TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM

The War Dogs of the Chaos Knights are more terrified of their lords than they are the enemy, and they heed their masters well, for they know the price of disobedience or disloyalty.

1CP

WHEN: Your Command phase.

TARGET: One **ABHORRENT** model from your army and up to three **WAR DOG** models from your army.

EFFECT: Until the start of your next Command phase, those **WAR DOG** models count as being within range of any Aura abilities that **ABHORRENT** model has.

KNIGHTS OF SHADE

TRAITORIS LANCE – EPIC DEED STRATAGEM

Like dark phantoms, some Chaos Knights can move through solid walls without hindrance.

1CP

WHEN: Your Movement phase or your Charge phase.

TARGET: Up to two **WAR DOG** models from your army or one **TITANIC CHAOS KNIGHTS** model from your army.

EFFECT: Until the end of the phase, the selected models can move horizontally through models and terrain features as if they were not there.

DIABOLIC BULWARK

TRAITORIS LANCE – WARGEAR STRATAGEM

Ectoplasmic blood surges hot through glowing conduits as the Chaos Knight feeds power to its shield emitters.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **CHAOS KNIGHTS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, that **CHAOS KNIGHTS** model has a 4+ invulnerable save against ranged attacks.

WAR DOG EXECUTIONER

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Daemonbreath meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1
War Dog autocannon	48"	4	3+	9	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	4	3+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Harbingers of Dread

Executioner: Each time this model makes an attack that targets a unit Below Half-strength, add 1 to the Hit roll.

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.

INVULNERABLE SAVE *

5+

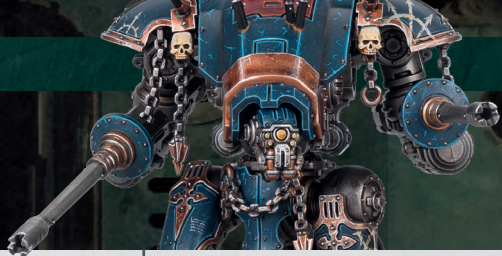*This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **Vehicle, Walker, Battleline, Chaos, War Dog, Executioner**

FACTION KEYWORDS:
Chaos Knights

WAR DOG EXECUTIONER

Methodical and coldly emotionless killers, Fallen Nobles who pilot War Dog Executioners employ long-barrelled, rapid-firing cannons to maximise their kills. They eviscerate throngs of the enemy and hammer the foes' war engines into submission, seeking to reap ever greater murderous tallies than their peers.

WARGEAR OPTIONS

- This model's diabolus heavy stubber can be replaced with 1 daemonbreath meltagun.

UNIT COMPOSITION

- 1 War Dog Executioner

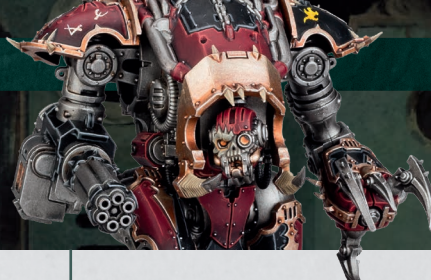**This model is equipped with:** diabolus heavy stubber; 2 War Dog autocannons; armoured feet.

KEYWORDS: **Vehicle, Walker, Battleline, Chaos, War Dog, Executioner**

FACTION KEYWORDS:
Chaos Knights

WAR DOG STALKER

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	3+	6	-1	1
Daemonbreath spear [MELTA 4]	24"	2	3+	12	-4	D6
Havoc multi-launcher [BLAST, INDIRECT FIRE]	48"	D6	3+	5	0	1
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
➤ Reaper chaintalon – strike	Melee	4	3+	10	-3	3
➤ Reaper chaintalon – sweep	Melee	8	3+	8	-2	1
Slaughterclaw	Melee	4	3+	12	-3	D6+2

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

Stalker: Each time this model makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.

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.
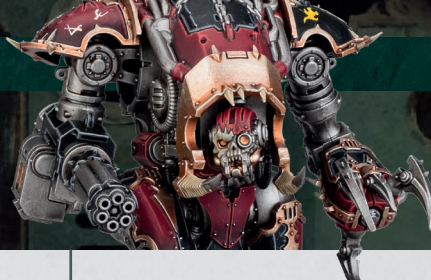
INVULNERABLE SAVE

5+

* *This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **Vehicle, Walker, Battleline, Character, Chaos, War Dog, Stalker**

FACTION KEYWORDS:
Chaos Knights

WAR DOG STALKER

Only the most strong-willed of minor nobility have the mental fortitude to pilot a Stalker. Like pack alphas, they often lead other War Dogs in carefully planned attacks, harrying the foe's flanks, butchering reinforcements and hunting down lone threats. They unleash salvoes of fire at range or in the heart of combat with deadly claw strikes.

WARGEAR OPTIONS

- This model's avenger chaincannon can be replaced with 1 daemonbreath spear.
- This model's diabolus heavy stubber can be replaced with 1 havoc multi-launcher.
- This model's slaughterclaw can be replaced with 1 reaper chaintalon.

UNIT COMPOSITION

- **1 War Dog Stalker**

This model is equipped with: avenger chaincannon; diabolus heavy stubber; slaughterclaw.
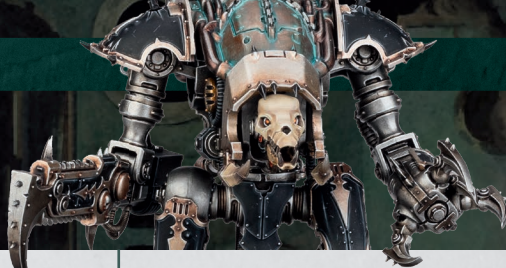
KEYWORDS: **Vehicle, Walker, Battleline, Character, Chaos, War Dog, Stalker**

FACTION KEYWORDS:
Chaos Knights

WAR DOG KARNIVORE

M	T	SV	W	LD	OC
14"	10	3+	12	7+	8

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1
Havoc multi-launcher [BLAST, INDIRECT FIRE]	48"	D6	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
➤ Reaper chaintalon – strike	Melee	6	2+	10	-3	3
➤ Reaper chaintalon – sweep	Melee	12	2+	8	-2	1
Slaughterclaw	Melee	6	2+	12	-3	D6+2

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

Karnivore: You can re-roll Charge rolls made for this model.

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.
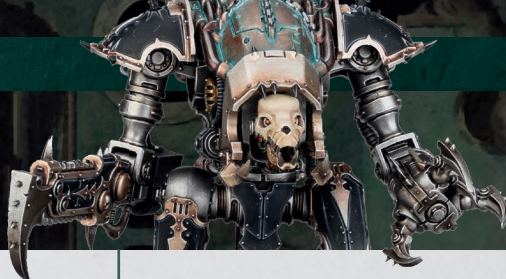
INVULNERABLE SAVE *

5+

* *This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **Vehicle, Walker, Battleline, Chaos, War Dog, Karnivore**

FACTION KEYWORDS:
Chaos Knights

WAR DOG KARNIVORE

Aggressive and bloodthirsty, Karnivores eschew the more potent ranged weapons of the War Dog chassis. They revel in causing bloody confusion and despair, seeking the visceral thrill that only close-quarters slaughter provides. As a result, many of their pilots fall to the open worship of one of the Chaos Gods.

WARGEAR OPTIONS

- This model's diabolus heavy stubber can be replaced with 1 havoc multi-launcher.

UNIT COMPOSITION

- 1 War Dog Karnivore

This model is equipped with: diabolus heavy stubber; reaper chaintalon; slaughterclaw.

KEYWORDS: **Vehicle, Walker, Battleline, Chaos, War Dog, Karnivore**

FACTION KEYWORDS:
Chaos Knights

WAR DOG BRIGAND

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	2+	6	-1	1
Daemonbreath spear [MELTA 4]	24"	2	2+	12	-4	D6
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	2+	5	0	1
Havoc multi-launcher [BLAST, INDIRECT FIRE]	48"	D6	2+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	4	3+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

Brigand: Each time this model makes a ranged attack that targets the closest eligible enemy unit, improve the Armour Penetration characteristic of that attack by 1.

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.

INVULNERABLE SAVE *

5+

* This model has a 5+ invulnerable save against ranged attacks.

KEYWORDS: **Vehicle, Walker, Battleline, Chaos, War Dog, Brigand**

FACTION KEYWORDS:
Chaos Knights

WAR DOG BRIGAND

Between them, Brigands and their Fallen Noble pilots have become so enamoured of the skilful, ranged kill that they mostly disdain the chaos of close assaults. Some even swear dark pacts compelling them to slay potent foes with elegance, or else to purge war zones of all life with sweeping contempt.

WARGEAR OPTIONS

- This model's diabolus heavy stubber can be replaced with 1 havoc multi-launcher.

UNIT COMPOSITION

- 1 War Dog Brigand

This model is equipped with: avenger chaincannon; daemonbreath spear; diabolus heavy stubber; armoured feet.

KEYWORDS: **Vehicle, Walker, Battleline, Chaos, War Dog, Brigand**

FACTION KEYWORDS:
Chaos Knights

WAR DOG HUNTSMAN

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Daemonbreath meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Daemonbreath spear [MELTA 4]	24"	2	3+	12	-4	D6
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
▶ Reaper chaintalon – strike	Melee	4	3+	10	-3	3
▶ Reaper chaintalon – sweep	Melee	8	3+	8	-2	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

Huntsman: Each time this model makes an attack against a **Monster** or **Vehicle** unit, re-roll a Wound roll of 1 and re-roll a Damage roll of 1.

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.

INVULNERABLE SAVE *

5+

This model has a 5+ invulnerable save against ranged attacks.

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

KEYWORDS: **Vehicle, Walker, Battleline, Chaos, War Dog, Huntsman**

FACTION KEYWORDS:
Chaos Knights

WAR DOG HUNTSMAN

Like hounds on the scent, Huntsmen often pursue hulking enemies, hunting them down as prey. Their daemonbreath spears melt through the thickest armour while chaintalons are employed to drive deeply into gushing innards, tearing through organs and crew alike.

WARGEAR OPTIONS

- This model's diabolus heavy stubber can be replaced with 1 daemonbreath meltagun.

UNIT COMPOSITION

- **1 War Dog Huntsman**

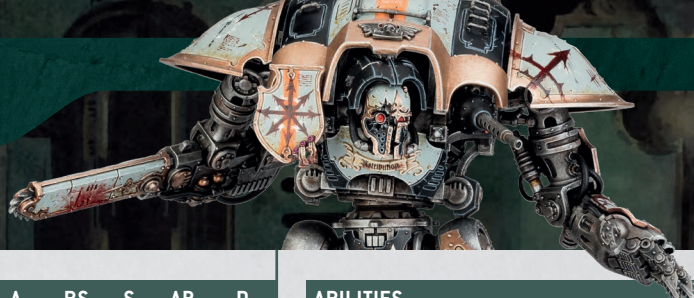**This model is equipped with:** daemonbreath spear; diabolus heavy stubber; reaper chaintalon.

KEYWORDS: **Vehicle, Walker, Battleline, Chaos, War Dog, Huntsman**

FACTION KEYWORDS:
Chaos Knights

KNIGHT DESPOILER

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Daemonbreath meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Daemonbreath thermal cannon [BLAST, MELTA 6]	24"	2D3	3+	12	-4	D6
Despoiler battle cannon [BLAST, RAPID FIRE D6+3]	72"	D6+3	3+	10	-1	3
Despoiler gatling cannon	36"	18	3+	6	-2	2
Havoc missile pod [BLAST, INDIRECT FIRE]	48"	D6+1	3+	5	0	1
Heavy darkflamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1
Ruinspear rocket pod	48"	3	3+	8	-2	D6
Hellstorm autocannons [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	7	-1	2

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
▶ Reaper chainsword – strike	Melee	4	3+	14	-4	6
▶ Reaper chainsword – sweep	Melee	12	3+	9	-3	2
Titanic feet	Melee	4	3+	8	-1	2
▶ Warpstrike claw – strike	Melee	4	3+	20	-3	8
▶ Warpstrike claw – sweep	Melee	8	3+	10	-2	3

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

ABILITIES

CORE: Deadly Demise D6

FACTION: Harbingers of Dread, Super-heavy Walker

Dread Dominion (Aura): While a friendly WAR DOG is within 9" of this model, each time that WAR DOG takes a Battle-shock test, add 1 to that test.

Seething Hatred: Each time this model is selected to shoot or fight, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.

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.

INVULNERABLE SAVE *

5+

* *This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Despoiler**
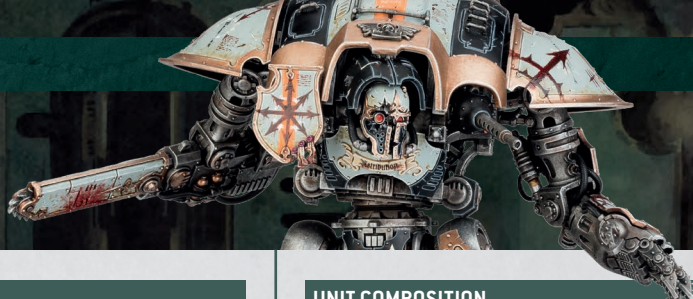
FACTION KEYWORDS:
Chaos Knights

KNIGHT DESPOILER

Knights Despoiler epitomise all it means to be a Chaos Knight. Their Fallen Nobles repudiate honour and seethe with hatred. Capable of bearing a variety of powerful weapons suited to its pilot's temperament, they unleash their hatred at range or in thunderous melee at whim.

WARGEAR OPTIONS

- This model's daemonbreath meltagun can be replaced with 1 diabolus heavy stubber.
- This model's reaper chainsword can be replaced with 1 of the following:
  - 1 daemonbreath thermal cannon
  - 1 despoiler gatling cannon and 1 heavy darkflamer
  - 1 despoiler battle cannon and 1 diabolus heavy stubber
- This model's warpstrike claw can be replaced with 1 of the following:
  - 1 daemonbreath thermal cannon
  - 1 despoiler gatling cannon and 1 heavy darkflamer
  - 1 despoiler battle cannon and 1 diabolus heavy stubber
- This model can be equipped with one of the following:
  - 1 havoc missile pod
  - 1 ruinspear rocket pod
  - 1 hellstorm autocannons

UNIT COMPOSITION

- **1 Knight Despoiler**

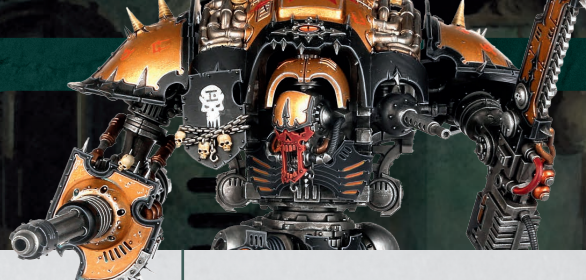**This model is equipped with:** daemonbreath meltagun; reaper chainsword; titanic feet; warpstrike claw.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Despoiler**

FACTION KEYWORDS:
Chaos Knights

KNIGHT DESECRATOR

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Desecrator laser destructor	72"	3	2+	18	-4	D6+3
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	2+	5	0	1

MELEE WEAPONS

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

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

ABILITIES

CORE: Deadly Demise D6

FACTION: Harbingers of Dread, Super-heavy Walker

Obsessive Ruthlessness: Each time this model makes a ranged attack against a MONSTER or VEHICLE unit, that attack has the [DEVASTATING WOUNDS] ability.

Taskmaster (Aura): While a friendly WAR DOG model is within 9" of this model, each time that WAR DOG model makes a ranged attack, re-roll a Hit roll of 1.

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.

INVULNERABLE SAVE *

5+

This model has a 5+ invulnerable save against ranged attacks.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Desecrator

FACTION KEYWORDS:
Chaos Knights

KNIGHT DESECRATOR

Knights Desecrator spare no living thing from their attacks. They possess potent mid- to close-range armaments capable of duelling enemy war engines and monstrous beasts, or annihilating hordes of lesser foes. They are also cruel taskmasters, snarling commands to War Dog followers that lope forwards at their sides.

WARGEAR OPTIONS

- This model's reaper chainsword can be replaced with 1 warpstrike claw.

UNIT COMPOSITION

- **1 Knight Desecrator**

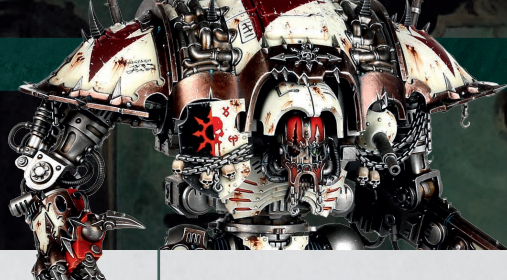**This model is equipped with:** desecrator laser destructor; diabolus heavy stubber; reaper chainsword.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Desecrator**

FACTION KEYWORDS:
Chaos Knights

KNIGHT RAMPAGER

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Reaper chainsword – strike	Melee	6	2+	14	-4	6
Reaper chainsword – sweep	Melee	18	2+	9	-3	2
Warpstrike claw – strike	Melee	6	2+	20	-3	8
Warpstrike claw – sweep	Melee	12	2+	10	-2	3

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

ABILITIES

CORE: **Deadly Demise D6**

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

Bloodlust: Each time this model makes a Charge move, until the end of the turn, its melee weapons have the [SUSTAINED HITS 1] ability. In addition, once per battle, this model is eligible to declare a charge in a turn in which it Advanced.

Frenzied Rampage (Aura): While a friendly **WAR DOG** model is within 9" of this model, each time that **WAR DOG** model makes a melee attack, re-roll a Hit roll of 1.

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.

INVULNERABLE SAVE *   5+

* This model has a 5+ invulnerable save against ranged attacks.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Rampager**

FACTION KEYWORDS:
Chaos Knights

KNIGHT RAMPAGER

Knights Rampager storm into battle with maddened, metallic howls. They are bereft of discipline or restraint, and plough into the thickest fighting of a war zone with insane ferocity. With swipes of their monstrous reaper chainswords and warpstrike claws, they fight more like frenzied daemons than machines.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Knight Rampager

This model is equipped with: diabolus heavy stubber; reaper chainsword; warpstrike claw.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Rampager**

FACTION KEYWORDS:
Chaos Knights

KNIGHT ABOMINANT

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

◇ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1
Volkite combustor [DEVASTATING WOUNDS]	30"	9	3+	12	0	3

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Balemace [EXTRA ATTACKS]	Melee	3	3+	8	-1	2
Electroscourge [SUSTAINED HITS 1]	Melee	9	3+	10	-2	3

ABILITIES

CORE: **Deadly Demise D6**

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

Vortex Terrors (Psychic): At the start of your Shooting phase, select one enemy unit within 12" of this model. That enemy unit must take a Battle-shock test.

Warp Storms (Psychic): At the end of your Movement phase, roll one D6 for each enemy unit within 9" of this model: on a 3+, that enemy unit suffers D3 mortal 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.

INVULNERABLE SAVE *

5+

* This model has a 5+ invulnerable save against ranged attacks.

KEYWORDS: **Vehicle, Walker, titanic, Towering, Abhorrent, Psyker, Character, Chaos, Knight Abominant**

FACTION KEYWORDS:
Chaos Knights

KNIGHT ABOMINANT

Seen as especially blessed by the Dark Gods, Knights Abominant are suffused with warp energy. They unleash this power in terrifying waves, corrupting and mutating those nearby, and incinerating distant foes with blasts of volkite energy. In combat, they thrash coiling, warp-wrought appendages, crushing anything that remains untainted.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Knight Abominant**

This model is equipped with: diabolus heavy stubber; volkite combustor; balemace; electroscourge.
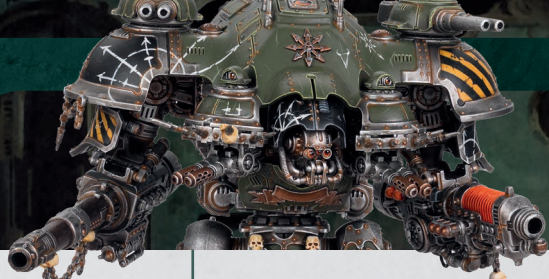
KEYWORDS: **Vehicle, Walker, titanic, Towering, Abhorrent, Psyker, Character, Chaos, Knight Abominant**

FACTION KEYWORDS:
Chaos Knights

KNIGHT TYRANT

M	T	SV	W	LD	OC
8"	13	2+	24	6+	10

◇ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Brimstone volcano lance [BLAST]	60"	D3	3+	20	-5	D6+8
Darkflame cannon [IGNORES COVER, TORRENT]	18"	3D6	N/A	8	-1	2
▶ Ectoplasma decimator – standard [BLAST]	36"	D6+3	3+	8	-2	2
▶ Ectoplasma decimator – supercharge [BLAST, HAZARDOUS]	36"	D6+3	3+	9	-3	3
Gheiststrike missile launcher [ANTI-TITANIC 4+, DEVASTATING WOUNDS]	72"	1	3+	12	-6	D6+1
Twin daemonbreath meltagun [MELTA 2, TWIN-LINKED]	12"	1	3+	9	-4	D6
Twin desecrator cannon [BLAST, TWIN-LINKED]	36"	D6	3+	6	0	1
Warpshock harpoon [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	18"	1	2+	24	-6	12

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Titanic feet	Melee	4	4+	8	-1	2

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

ABILITIES

CORE: **Deadly Demise D6+2**

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

Infernal Aegis (Aura): While a friendly **WAR DOG** model is within 6" of this model, that **WAR DOG** model has the Benefit of Cover.

Bastion of Corruption: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

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.
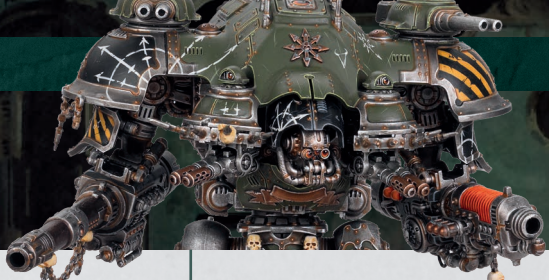
INVULNERABLE SAVE *   5+

* *This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Character, Chaos, Knight Tyrant**

FACTION KEYWORDS:
Chaos Knights

KNIGHT TYRANT

So massive that they loom over other Chaos Knights, Knights Tyrant are walking bastions of corruption. They carry some of the heaviest armaments available to the Fallen houses. Their pilots delight in unleashing the deadly potential of these weapons, shrugging off the enemy's attacks with contemptuous ease.

WARGEAR OPTIONS

- This model's brimstone volcano lance and ectoplasma decimator can be replaced with 1 darkflame cannon and 1 warpshock harpoon.
- This model's 2 gheiststrike missile launchers and twin desecrator cannon can be replaced with 1 gheiststrike missile launcher and 2 twin desecrator cannons.

UNIT COMPOSITION

- **1 Knight Tyrant**

This model is equipped with: brimstone volcano lance; ectoplasma decimator; 2 gheiststrike missile launchers; 2 twin daemonbreath meltaguns; twin desecrator cannon; titanic feet.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Character, Chaos, Knight Tyrant**

FACTION KEYWORDS:
Chaos Knights