CODEX

CHAOS - CHAOS KNIGHTS

newvision

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FRAKTIONSREGELN

HARBINGERS OF DREAD

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

FRAKTIONSKRAM

BRUTAL ASSAULT WEAPON
MELEE WEAPONS

name: Range
$text: Melee
typeId: 914c-b413-91e3-a132

CLOSE COMBAT WEAPON
MELEE WEAPONS

name: Range
$text: Melee
typeId: 914c-b413-91e3-a132

AUTOGUN
RANGED WEAPONS

name: Range
$text: 24"
typeId: 9896-9419-16a1-92fc

DETACHMENT OVERVIEW

8 Detachments

Bastions of Tyranny
3 Stratagems · 2 Enhancements

Helhunt Lance
6 Stratagems · 4 Enhancements

Houndpack Lance
6 Stratagems · 4 Enhancements

Hunting Warpack
3 Stratagems · 2 Enhancements

Iconoclast Fiefdom
3 Stratagems · 2 Enhancements

Infernal Lance
6 Stratagems · 4 Enhancements

Lords of Dread
6 Stratagems · 6 Enhancements

Traitoris Lance
6 Stratagems · 4 Enhancements

CHAOS - CHAOS KNIGHTS

BASTIONS OF TYRANNY

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Pterrorshade Rookery — 20 pts

When this unit is selected to shoot, select one enemy unit within 24" of this unit. That enemy unit has +6" detection range until this unit has shot.

Hate-filled Dominion — 20 pts

This unit can re-roll rolls to determine the A of a weapon.

DETACHMENT RULE

Friendly KNIGHT TYRANT units' attacks that target a battle-shocked unit have +1 to the hit roll.

STRATAGEMS (3/3)

1 CP BASTIONS OF TYRANNY STRATAGEM MOVEMENT

PITILESS FOCUS

When: Your Movement phase, when a friendly KNIGHT TYRANT unit is selected to make a fall-back move.
Target: That KNIGHT TYRANT unit.
Effect: That move does not prevent your unit from being eligible to shoot.

1 CP BASTIONS OF TYRANNY STRATAGEM SHOOTING

INTIMIDATING REMINDER

When: Your Shooting phase, when a friendly KNIGHT TYRANT unit has shot.
Target: That KNIGHT TYRANT unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next Command phase: While a unit is suppressed, that unit's attacks have -1 to hit rolls.

1 CP BASTIONS OF TYRANNY STRATAGEM ANY

RUNE-CURSED STRONGHOLD

When: Any phase, when a friendly KNIGHT TYRANT unit suffers a mortal wound.
Target: That KNIGHT TYRANT unit.
Effect: Your unit has Feel No Pain 5+ against mortal wounds.

CHAOS - CHAOS KNIGHTS

HELHUNT LANCE

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

ENHANCEMENTS (4)

Hunter's Helm — 15 pts

You can re-roll Advance and Charge rolls made for the bearer's unit.

Octagram of Conjuration — 40 pts

While a friendly War Dog model is within 9" of this model, after that War Dog model has shot, you can select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

Throne Tyrannicus — 25 pts

In your Command phase, select one other Chaos Knights Character model within 9" of the bearer. If the bearer has one or more Aura abilities that affect friendly War Dog units, until the start of your next Command phase, the selected Chaos Knights Character model is affected by those Aura abilities as well.

Aspect of the Beast — 30 pts

At the start of your Command phase, select one Dread ability to be active for the bearer until the start of your next Command phase, in addition to the Dread abilities active for your army.

DETACHMENT RULE

If a Titanic Chaos Knights unit from your army has an Aura ability that affects friendly War Dog units, while two or more friendly War Dog models are within range of that Titanic Chaos Knights unit's Aura ability, that Titanic Chaos Knights unit is affected by that Aura ability as well.

STRATAGEMS (6/6)

1 CP HELHUNT LANCE – STRATEGIC PLOY STRATAGEM MOVEMENT

CONTEMPTUOUS VOLLEYS

When: Your Movement phase, just after a CHAOS KNIGHTS unit from your army Falls Back.
Target: That Chaos Knights unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP HELHUNT LANCE – BATTLE TACTIC STRATAGEM MOVEMENT

FLUSH THE QUARRY

When: Start of your Movement phase.
Target: One Titanic Chaos Knights unit from your army and up to three friendly War Dog units within 6" of that Titanic Chaos Knights unit.
Effect: Until the end of the phase, each time one of those War Dog units makes a Normal, Advance or Fall Back move, its models can move through models and terrain features. When doing so, they can move within Engagement Range of such models but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

1 CP HELHUNT LANCE – BATTLE TACTIC STRATAGEM SHOOTING

BEASTHIDE MANIFESTATION

When: Your opponent's Shooting phase or the 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 attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP HELHUNT LANCE – STRATEGIC PLOY STRATAGEM SHOOTING

GOADED BEAST

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One CHAOS KNIGHTS unit from your army that lost one or more wounds as a result of those attacks.
Effect: Your unit can make a surge move of up to D6"

1 CP HELHUNT LANCE – BATTLE TACTIC STRATAGEM SHOOTING

MERCILESS FUSILLADE

When: Start of your Shooting phase or the start of the Fight phase.
Target: One Titanic Chaos Knights unit from your army, and up to two friendly War Dog units, that have not been selected to shoot or fight this phase.
Effect: Select one enemy unit that is an eligible target for each of those CHAOS KNIGHTS units. Until the end of the phase, each time one of those Chaos Knights units is selected to shoot or fight, if that enemy unit is an eligible target, you can only select that enemy unit as the target for all of those attacks and those attacks have the [SUSTAINED HITS 1] ability.

1 CP HELHUNT LANCE – STRATEGIC PLOY STRATAGEM ANY

FERAL ARROGANCE

When: Any phase, just after a mortal wound is allocated to a Chaos Knights unit from your army.
Target: That CHAOS KNIGHTS unit.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds.

CHAOS - CHAOS KNIGHTS

HOUNDPACK LANCE

6 Stratagems · 4 Enhancements

2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Loping Predator — 10 pts

The bearer's ranged weapons have the [Assault] ability.

Final Howl (Aura) — 20 pts

While a friendly War Dog model is within 6" of the bearer, each time that model makes an attack, re-roll a Wound roll of 1.

Panoply of the Cursed Knights — 15 pts

Each time an attack targets the bearer, worsen the Armour Penetration characteristic of that attack by 1.

Preyslayer's Mantle — 15 pts

The bearer has the Super-Heavy Walker ability.

DETACHMENT RULE

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a War Dog model from your army makes an attack that targets that enemy unit, if that unit is visible to the attacking model, that attack has the [Sustained Hits 1] ability.

Keywords

While using the Houndpack Lance Detachment, the following rules apply:

- Your army must include 3 or more War Dog units.

- War Dog units from your army have the Battleline keyword.

- When mustering your army, select 3 War Dog units from your army. Until the end of the battle, those units have the Character keyword.*

* Designer's Note: *This means that the selected units can be given Enhancements and one of them can be selected as your* Warlord.

STRATAGEMS (6/6)

1 CP HOUNDPACK LANCE – STRATEGIC PLOY STRATAGEM MOVEMENT

CUNNING HUNTER

When: Your Movement phase, just after a War Dog unit from your army Falls Back.
Target: That WAR DOG unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP HOUNDPACK LANCE – STRATEGIC PLOY STRATAGEM MOVEMENT

HARRYING HOUNDS

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One War Dog unit from your army that is within 8" of that enemy unit.
Effect: Your unit can make a Normal move of up to 6".

1 CP HOUNDPACK LANCE – BATTLE TACTIC STRATAGEM SHOOTING

ANIMALISTIC RAGE

When: Your opponent's Shooting phase or the Fight phase, just after a WAR DOG unit from your army that has not been selected to attack this phase is destroyed.
Target: That WAR DOG unit. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Before resolving your unit's Deadly Demise ability, it can either shoot or fight. When doing so, it must target only the enemy unit that just destroyed it, and can only do so if that enemy unit is an eligible target. After it has done so and after any Consolidation moves have been made, resolve your unit's Deadly Demise ability as normal.

2 CP HOUNDPACK LANCE – BATTLE TACTIC STRATAGEM SHOOTING

VOX-HOWL

When: Start of the Shooting phase or the start of the Fight phase.
Target: One War Dog Character unit from your army.
Effect: Each enemy unit within 6" of your unit must take a Battle-shock test. Each friendly WAR DOG unit that is within 6" of your unit and is Battle-shocked must take a Leadership test; if that test is passed, that unit is no longer Battle-shocked.
Restriction: You can only use this Stratagem once per turn.

1 CP HOUNDPACK LANCE – STRATEGIC PLOY STRATAGEM FIGHT

ENCIRCLING PACK

When: End of your opponent's Fight phase.
Target: One War Dog unit from your army that is wholly within 12" of one or more battlefield edges and not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP HOUNDPACK LANCE – BATTLE TACTIC STRATAGEM FIGHT

HUNGRY FOR COMBAT

When: Start of the Fight phase.
Target: Two or more War Dog units from your army within Engagement Range of the same enemy unit.
Effect: Select one enemy unit within Engagement Range of those WAR DOG units. Until the end of the phase, models in those WAR DOG units can only target that enemy unit, but each time a model in one of those WAR DOG units makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

CHAOS - CHAOS KNIGHTS

HUNTING WARPACK

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Snarling Rivalry — 10 pts

This unit's ranged attacks have [IGNORES COVER].

Soul-spoor Auspicator — 15 pts

This unit's ranged attacks have +6" R.

DETACHMENT RULE

(Once per battle round, per army) In your Shooting phase, you can select one visible enemy unit within 12" of a friendly WAR DOG unit. That enemy unit has +6" detection range.

This detachment has the WAR DOGS tag and cannot be taken with another WAR DOGS detachment.

STRATAGEMS (3/3)

1 CP HUNTING WARPACK STRATAGEM SHOOTING

LEASH OF THE MASTERS

When: Your Shooting phase, when a friendly WAR DOG unit has shot.
Target: That WAR DOG unit.
Effect: Those attacks do not prevent your unit from being eligible to start an action.

1 CP HUNTING WARPACK STRATAGEM SHOOTING

STALKING FOCUS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly WAR DOG unit within range of an objective.
Target: That WAR DOG unit.
Effect: Ranged attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP HUNTING WARPACK STRATAGEM FIGHT

INSENSATE BLOODTHIRST

When: Fight phase, when an enemy unit targets a friendly WAR DOG unit.
Target: That WAR DOG unit.
Effect: Your unit has Feel No Pain 5+

CHAOS - CHAOS KNIGHTS

ICONOCLAST FIEFDOM

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Cruel Lashmaster — 25 pts

While a friendly DAMNED unit is within 6" of this model, when that unit is selected to make a normal/advance/fall-back move that unit has +2" M until the end of the phase.

Iconoclast Idol — 20 pts

While a friendly DAMNED unit is within 6" of this model, when you target that unit with the Heroic Intervention stratagem, that use is -1 CP.

DETACHMENT RULE

- You can include DAMNED units in your army (see Codex: Chaos Space Marines). The combined points cost of such units cannot exceed 500 points.

- Friendly DAMNED units can re-roll leadership rolls.

STRATAGEMS (3/3)

1 CP ICONOCLAST FIEFDOM STRATAGEM COMMAND

DARK SACRIFICE

When: Your Command phase.
Target: One friendly DAMNED unit (excluding ACCURSED CULTISTS units) within 9" of a friendly CHAOS KNIGHTS model.
Effect: Select one CHAOS KNIGHTS model within 9" of your unit and roll D3+3: Your DAMNED unit suffers that number of mortal wounds. That CHAOS KNIGHTS model heals that number of wounds.

1 CP ICONOCLAST FIEFDOM STRATAGEM SHOOTING

COURSING THRALLS

When: Start of your Shooting phase.
Target: One friendly DAMNED unit.
Effect: Select one visible enemy unit within 12" of your unit. That enemy unit is hunted: While a unit is hunted, that unit has +6" detection range.

1 CP ICONOCLAST FIEFDOM STRATAGEM ANY

AVENGE THE MASTERS!

When: Any phase, when a friendly CHAOS KNIGHTS unit is destroyed by an enemy unit.

Target: That enemy unit.

Effect: That enemy unit is marked until the end of the battle. Friendly DAMNED units' attacks that target a marked unit have [LETHAL HITS].

CHAOS - CHAOS KNIGHTS

INFERNAL LANCE

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Fleshmetal Fusion — 35 pts

Add 1 to the bearer's Toughness characteristic. While the bearer is using the Unnatural Fortitude ability, each time an attack with a Damage characteristic of 1 is allocated to the bearer, add 1 to any armour saving throw made against that attack.

Blasphemous Engine — 35 pts

Add 2 to the bearer's Wounds characteristic. Each time the bearer's unit makes a Malefic Surge, you can re-roll the Leadership test taken to see if it suffers any mortal wounds.

Bestial Aspect — 30 pts

The bearer's ranged weapons have the [Assault] ability. While the bearer is using the Unholy Hunger ability, it can ignore any or all modifiers to its Move characteristic and/or to Advance rolls made for its unit.

Knight Diabolus — 25 pts

Improve the Weapon Skill characteristic of the bearer's melee weapons by 1. While the bearer is using the Diabolic Power ability, its melee weapons have the [Lance] ability.

DETACHMENT RULE

In your Command phase, one or more Chaos Knights units from your army can make a Malefic Surge. Each one that does must first take a Leadership test; if that test is failed, that unit suffers D3 mortal wounds. Then, until the start of your next Command phase, that unit is Empowered. While a unit is Empowered, it can use one of the Malefic Surge abilities below. Once that unit has used a Malefic Surge ability, it is no longer Empowered.

Unholy Hunger: When a model in this unit makes a Normal, Advance or Fall Back move, until the end of the phase, add 3" to its Move characteristic.

Diabolic Power: When this unit is selected to shoot or fight, select either the [Lethal Hits] or [Sustained Hits 1] ability. Until the end of the phase, weapons equipped by models in this unit have the selected ability.

Unnatural Fortitude: When this unit is selected as the target of an attack, until the end of the phase, select one of the following:

- Models in this unit have a 5+ invulnerable save

- Models in this unit have the Feel No Pain 6+ ability.

STRATAGEMS (6/6)

1 CP INFERNAL LANCE – EPIC DEED STRATAGEM COMMAND

CORRUPTING TAINT

When: Your Command phase, just after a Chaos Knights Character unit from your army makes a Malefic Surge.
Target: That CHAOS KNIGHTS CHARACTER unit.
Effect: Select one objective marker your unit is within range of that you control. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP INFERNAL LANCE – WARGEAR STRATAGEM SHOOTING

DIABOLIC BULWARK

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, models in your unit have a 4+ invulnerable save.

1 CP INFERNAL LANCE – WARGEAR STRATAGEM SHOOTING

UNLEASH BALEFIRE

When: Your Shooting phase.
Target: One Chaos Knights unit from your army that has not been selected to shoot this phase.
Effect: After your unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test; if the test is failed, until the end of your opponent's next turn, it is aflame. While a unit is aflame, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

1 CP INFERNAL LANCE – WARGEAR STRATAGEM SHOOTING

WARP VISION

When: Your Shooting phase.
Target: One Chaos Knights unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability.

1 CP INFERNAL LANCE – BATTLE TACTIC STRATAGEM FIGHT

HELLFORGED CONSTRUCTION

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 attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP INFERNAL LANCE – BATTLE TACTIC STRATAGEM ANY

PROFANE SYMBIOSIS

When: End of any phase.
Target: One Chaos Knights unit from your army that is not Empowered.
Effect: Your unit makes a Malefic Surge.
Restriction: You cannot select the same unit as the target of this Stratagem more than once per battle round.

CHAOS - CHAOS KNIGHTS

LORDS OF DREAD

6 Stratagems · 6 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (6)

Warp-borne Stalker — 25 pts

The bearer has the Deep Strike ability. In addition, once per battle, at the end of your opponent's turn, if the bearer is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Blade of Celerity — 35 pts

The bearer's ranged weapons have the [Assault] ability. In addition, once per battle, in the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability.

Putrid Carapace — 30 pts

The bearer has a Save characteristic of 2+. In addition, once per battle, at the start of either player's Command phase, the bearer can use this Enhancement. If it does, the bearer regains up to D6 lost wounds.

Mirror of Fates — 30 pts

Once per turn, when your opponent targets a unit from their army within 12” of this model with a stratagem, you can use this ability. If you do, increase the CP cost of that use of that stratagem by 1CP.

Blessing of the Dark Master — 20 pts

The bearer has the Stealth ability. In addition, once per battle, after you make a saving throw for the bearer, you can change the Damage characteristic of that attack to 0.

Throne Mechanicum of Skulls — 25 pts

You can re-roll Charge rolls made for the bearer's unit. In addition, once per battle, in your Charge phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer's unit is eligible to declare a charge in a turn in which it Advanced.

DETACHMENT RULE

Improve the Objective Control characteristic of Chaos Knight Character models from your army by 2. In addition, once per battle round, if your Warlord is on the battlefield, you can use the Claimed for the Dark Gods Stratagem for 0CP.

STRATAGEMS (6/6)

1 CP LORDS OF DREAD – EPIC DEED STRATAGEM COMMAND

CLAIMED FOR THE DARK GODS

When: Start of your Command phase.
Target: One Chaos Knights Character unit from your army that is within range of one or more objective markers you control.
Effect: Select one of those objective markers. That objective marker remains under your control, with a Level of Control of 5 (unless it would otherwise be higher), until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP LORDS OF DREAD – EPIC DEED STRATAGEM MOVEMENT

CRUSHED LIKE VERMIN

When: Your Movement phase, just after a Chaos Knights Character unit from your army ends a Normal move.
Target: That CHAOS KNIGHTS CHARACTER unit.
Effect: Select one enemy unit (excluding MONSTERS and VEHICLES) that your unit moved over during that move and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound. If one or more models are destroyed as a result of this Stratagem, that enemy unit must take a Battle-shock test.

2 CP LORDS OF DREAD – EPIC DEED STRATAGEM SHOOTING

RUNES OF DISDAIN

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Chaos Knights Character 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, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP LORDS OF DREAD – EPIC DEED STRATAGEM SHOOTING

TITANIC DUEL

When: Your Shooting phase or the Fight phase.
Target: One Chaos Knights Character unit from your army that has not been selected to shoot or fight this phase.
Effect: Select one enemy MONSTER or VEHICLE unit. Until the end of the phase, each time a model in your unit makes an attack that targets that enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. Each time a model in your unit makes an attack that targets that enemy unit, if that enemy unit is TITANIC, you can re-roll the Hit roll and you can re-roll the Wound roll instead.

1 CP LORDS OF DREAD – EPIC DEED STRATAGEM FIGHT

TROPHY HUNTER

When: Fight phase, just before a Chaos Knights Character unit from your army consolidates.
Target: That CHAOS KNIGHTS CHARACTER unit.
Effect: Until the end of the phase, each time your unit Consolidates, models in it can move an additional 3" as long as your unit can end that move within Engagement Range of one or more enemy units.

1 CP LORDS OF DREAD – EPIC DEED STRATAGEM ANY

SPITEFUL DEMISE

When: Any phase, just after a Chaos Knights Character unit from your army is destroyed.
Target: That CHAOS KNIGHTS CHARACTER unit. You can use this Stratagem on that unit even though it was just destroyed.
Effect: When rolling to determine whether mortal wounds are inflicted by your unit's Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of a 4+ instead of on a 6.

CHAOS - CHAOS KNIGHTS

TRAITORIS LANCE

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Malevolent Heraldry — 30 pts

Each time you roll dice to randomly select which Dread abilities are active for your army, if the bearer is on the battlefield, you can re-roll one or both results rolled.

Veil of Medrengard — 35 pts

The bearer has a 4+ invulnerable save against ranged attacks, and a 5+ invulnerable save against melee attacks.

Tyrant's Shadow — 25 pts

At the end of your Command phase, select one objective marker the bearer is in range of and that you control. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase. In addition, until you lose control of that objective marker, it has the Deathly Terror ability as if it were a Chaos Knights model from your army.

Nightmare's Master — 20 pts

At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test.

DETACHMENT RULE

At the start of the first battle round, after selecting one or more Dread abilities to be active for your army, you can select one additional Dread ability to be active for your army (this additional Dread ability cannot be randomly selected).

STRATAGEMS (6/6)

1 CP TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM COMMAND

A LONG LEASH

When: Your Command phase.
Target: One Abhorrent unit from your army and up to two friendly War Dog units.
Effect: Until the start of your next Command phase, those WAR DOG units are treated as being within range of any Aura abilities your ABHORRENT unit has.

1 CP TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM SHOOTING

STORM OF DARKNESS

When: Your opponent's Shooting phase or the 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: Your unit has Stealth. Melee attacks that target your unit have -1 to hit rolls.

1 CP TRAITORIS LANCE – EPIC DEED STRATAGEM CHARGE

IMPERIOUS ADVANCE

When: Your Movement phase or your Charge phase.
Target: Up to two War Dog units from your army or one Titanic Chaos Knights unit from your army.
Effect: Until the end of the phase, each time a model in one of your units makes a Normal, Advance, Fall Back or Charge move, it can move through models and terrain features. When doing so, it can move within Engagement Range of such models but, unless it made a Charge move, cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed (the Super-heavy Walker ability does not apply while using this Stratagem).

1 CP TRAITORIS LANCE – BATTLE TACTIC STRATAGEM FIGHT

CONQUERORS WITHOUT MERCY

When: Fight phase.
Target: One Chaos Knights model from your army that made a Charge move this turn and has not been selected to fight this phase.
Effect: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by your model by 1. After your model has finished making its attacks this phase, if it destroyed one or more enemy units this phase, each enemy unit within 6" of your model must take a Battle-shock test.

1 CP TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM FIGHT

DISDAIN FOR THE WEAK

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, models in your unit have the Feel No Pain 6+ ability, and the Feel No Pain 5+ ability against attacks made by Battle-shocked models.

1 CP TRAITORIS LANCE – WARGEAR STRATAGEM ANY

PTERRORSHADES

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 one model in your unit regains up to 1 lost wound.
Restriction: You can only use this Stratagem once per battle round.

CHAOS ACASTUS KNIGHT ASTERIUS

785 PTS

M	T	SV	W	LD	OC	
8"	13	2+	30	6+	10	5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x 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
2x Twin conversion beam cannon CONVERSION TWIN-LINKED SUSTAINED HITS D3	48"	3	3+	16	-2	6

MELEE WEAPONS

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

AUFSTELLUNG

1x Chaos Acastus Knight Asterius (Hull)

Equipped with: 2x Asterius volkite culverin, Karacnos mortar battery, 2x Twin conversion beam cannon, Titanic feet

ABILITIES

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

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.

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).

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS ACASTUS KNIGHT PORPHYRION

725 PTS

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

5+*

RANGED WEAPONS

WEAPON	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
2x Twin magna lascannon BLAST TWIN-LINKED	72"	D6	3+	18	-4	D6+6

MELEE WEAPONS

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

AUFSTELLUNG

1x Chaos Acastus Knight Porphyrion (Hull)

Equipped with: Acastus autocannon, Acastus ironstorm missile pod, Helios defence missiles, Lascannon, 2x Twin magna lascannon, Titanic feet

Wargear Options:

- This model can replace its Acastus ironstorm missile pod with Helios defence missiles.
- This model must be equipped with 2 of: Acastus autocannon, Lascannon.

ABILITIES

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

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.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

CORE RULES

Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS CERASTUS KNIGHT ACHERON

370 PTS

M	T	SV	W	LD	OC
12"	11	3+	28	6+	10

5+*

RANGED WEAPONS

WEAPON	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

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

AUFSTELLUNG

1x Chaos Cerastus Knight Acheron (170x109mm Oval Base)

Equipped with: Acheron flame cannon, Twin heavy bolter, ➤ Reaper chainfist - strike, ➤ Reaper chainfist - sweep

ABILITIES

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

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.

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.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS CERASTUS KNIGHT ATRAPOS

385 PTS

M	T	SV	W	LD	OC
12"	11	3+	28	6+	10

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Atrapos lascutter - high intensity SUSTAINED HITS 1	24"	D6	3+	14	-3	4
➤ Atrapos lascutter - low intensity SUSTAINED HITS 1	36"	2D6	3+	7	-1	2
➤ 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

WEAPON	RANGE	A	WS	S	AP	D
➤ Atrapos lascutter - high intensity SUSTAINED HITS 1	Melee	6	3+	14	-3	4
➤ Atrapos lascutter - low intensity SUSTAINED HITS 1	Melee	12	3+	7	-1	2

AUFSTELLUNG

1x Chaos Cerastus Knight Atrapos (170x109mm Oval Base)

Equipped with: ➤ Atrapos lascutter - high intensity, ➤ Atrapos lascutter - low intensity, ➤ Graviton singularity cannon - contained, ➤ Graviton singularity cannon - singularity

ABILITIES

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: 1-10 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.

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.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

◈ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS CERASTUS KNIGHT CASTIGATOR

370 PTS

M	T	SV	W	LD	OC
12"	11	3+	28	6+	10

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castigator bolt cannon TWIN-LINKED	36"	18	3+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Tempest warblade - strike	Melee	4	3+	14	-4	6
➤ Tempest warblade - sweep	Melee	12	3+	9	-3	2

AUFSTELLUNG

1x Chaos Cerastus Knight Castigator (170x109mm Oval Base)

Equipped with: Castigator bolt cannon, ➤ Tempest warblade - strike, ➤ Tempest warblade - sweep

ABILITIES

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

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.

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.

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.

WEAPON RULES

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS CERASTUS KNIGHT LANCER

385 PTS

M	T	SV	W	LD	OC
14"	11	3+	28	6+	10

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cerastus shock lance [ASSAULT] [SUSTAINED HITS 2]	12"	6	3+	6	0	2

MELEE WEAPONS

WEAPON	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

AUFSTELLUNG

1x Chaos Cerastus Knight Lancer (170x109mm Oval Base)

Equipped with: Cerastus shock lance, ➤ Cerastus shock lance - strike, ➤ Cerastus shock lance - sweep

ABILITIES

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.

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.

Shock Charge
You can target this model with the Tank Shock Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

WEAPON RULES

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

LANCE
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◈ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS QUESTORIS KNIGHT MAGAERA

375 PTS

M	T	SV	W	LD	OC
10"	11	3+	26	6+	10

5+

RANGED WEAPONS

WEAPON	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

WEAPON	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

AUFSTELLUNG

1x Chaos Questoris Knight Magaera (170x109mm Oval Base)

Equipped with: Lightning cannon, Phased plasma-fusil, Twin rad cleanser, ➤ Hekaton siege claw - strike, ➤ Hekaton siege claw - sweep, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep

Wargear Options:

- This model can replace its Reaper chainsword with Hekaton siege claw and twin rad cleanser.

ABILITIES

Damaged: 1-9 wounds remaining
While this model has 1-9 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.

Huntmaster (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.

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

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KEYWORDS: Vehicle, Walker, Character, Titanic, Towering, Chaos, Abhorrent, Knight Magaera, Knight Character, Frame

◈

FACTION: - **375 PTS**

CHAOS QUESTORIS KNIGHT STYRIX

365 PTS

M	T	SV	W	LD	OC
10"	11	3+	26	6+	10

5+

RANGED WEAPONS

WEAPON	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"	12	3+	12	0	3

MELEE WEAPONS

WEAPON	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

AUFSTELLUNG

1x Chaos Questoris Knight Styrix (170x109mm Oval Base)

Equipped with: Graviton crusher, Twin rad cleanser, Volkite chierovile, ➤ Hekaton siege claw - strike, ➤ Hekaton siege claw - sweep, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep

Wargear Options:

- This model can replace its Reaper chainsword with Hekaton siege claw and twin rad cleanser.

ABILITIES

Damaged: 1-9 wounds remaining
While this model has 1-9 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.

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.

Preysight (Aura)
While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the [IGNORES COVER] ability.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KNIGHT ABOMINANT

350 PTS

M	T	SV	W	LD	OC
10"	11	3+	26	6+	10

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1
Volkite combustor DEVASTATING WOUNDS IGNORES COVER	30"	12	3+	12	0	3

MELEE WEAPONS

WEAPON	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

AUFSTELLUNG

1x Knight Abominant (170x109mm Oval Base)

Equipped with: Diabolus heavy stubber, Volkite combustor, Balemace, Electroscourge

ABILITIES

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

Damaged: 1-9 wounds remaining
While this model has 1-9 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.

Vortex Terrors (Psychic)
At the start of your Shooting phase, select one enemy unit within 24" of and visible to 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 one or more models with this ability: on a 3+, that enemy unit suffers D3 mortal wounds.

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

◈ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS - CHAOS KNIGHTS

KNIGHT DESECRATOR

350 PTS

M	T	SV	W	LD	OC
10"	11	3+	26	6+	10

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Desecrator laser destructor DEVASTATING WOUNDS: MONSTER/VEHICLE	72"	3	2+	18	-4	D6+3
Diabolus heavy stubber RAPID FIRE 3	36"	3	2+	5	0	1

MELEE WEAPONS

WEAPON	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

AUFSTELLUNG

1x Knight Desecrator (170x109mm Oval Base)

Equipped with: Desecrator laser destructor, Diabolus heavy stubber, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Warpstrike claw - strike, ➤ Warpstrike claw - sweep

Wargear Options:

■ This model can replace its Reaper chainsword with Warpstrike claw.

ABILITIES

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

Damaged: 1-9 wounds remaining
While this model has 1-9 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.

Obsessive Ruthlessness
This unit's ranged attacks that target a MONSTER/VEHICLE unit can ignore modifiers to this unit's:

- BS.
- Hit rolls and wound rolls.

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.

WEAPON RULES

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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

CORE RULES

◈ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS - CHAOS KNIGHTS

KNIGHT DESPOILER

360 PTS

M	T	SV	W	LD	OC
10"	11	3+	26	6+	10

5+*

RANGED WEAPONS

WEAPON	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
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1
Havoc missile pod BLAST INDIRECT FIRE	48"	D6+1	3+	5	0	1
Heavy darkflamer TORRENT IGNORES COVER	12"	D6	N/A	5	-1	1
Hellstorm autocannons ANTI-FLY 2 TWIN-LINKED	48"	3	3+	7	-1	2
Ruinspear rocket pod	48"	3	3+	8	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Titanic feet	Melee	4	4+	8	-1	2
➤ 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

AUFSTELLUNG

1x Knight Despoiler (170x109mm Oval Base)

Equipped with: Daemonbreath meltagun, Daemonbreath thermal cannon, Despoiler battle cannon, Despoiler gatling cannon, Diabolus heavy stubber, Havoc missile pod, Heavy darkflamer, Hellstorm autocannons, Ruinspear rocket pod, Titanic feet, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Warpstrike claw - strike, ➤ Warpstrike claw - sweep

Wargear Options:

- This model can be equipped with one of: Havoc missile pod, Ruinspear rocket pod, Hellstorm autocannons.
- This model can replace its Reaper chainsword with Gatling cannon and flamer, Battle cannon and heavy stubber or Daemonbreath thermal cannon.
- This model can replace its Warpstrike claw with Gatling cannon and flamer, Battle cannon and heavy stubber or Daemonbreath thermal cannon.
- This model can replace its Daemonbreath meltagun with Diabolus heavy stubber.

ABILITIES

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

Damaged: 1-9 wounds remaining
While this model has 1-9 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.

Dread Dominion (Aura)
While a friendly War Dog model is within 9" of this model, improve that War Dog model's Leadership and Objective Control characteristics by 1.

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

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.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Harbingers of Dread
If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

Super-Heavy Walker
Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS - CHAOS KNIGHTS

KNIGHT RAMPAGER

350 PTS

M	T	SV	W	LD	OC
12"	11	3+	26	6+	10

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Diabolus heavy stubber **RAPID FIRE 3**	36"	3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Reaper chainsword - strike **SUSTAINED HITS 1**	Melee	6	2+	14	-4	6
➤ Reaper chainsword - sweep **SUSTAINED HITS 1**	Melee	18	2+	9	-3	2
➤ Warpstrike claw - strike **SUSTAINED HITS 1**	Melee	6	2+	20	-3	8
➤ Warpstrike claw - sweep **SUSTAINED HITS 1**	Melee	12	2+	10	-2	3

AUFSTELLUNG

1x Knight Rampager (170x109mm Oval Base)

Equipped with: Diabolus heavy stubber, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Warpstrike claw - strike, ➤ Warpstrike claw - sweep

ABILITIES

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

Bloodlust
Each time this model makes a Charge move, until the end of the turn, its melee weapons have the [Devastating Wounds] ability.

Damaged: 1-9 wounds remaining
While this model has 1-9 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.

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.

WEAPON RULES

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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

CORE RULES

◈ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KNIGHT RUINATOR

325 PTS

M	T	SV	W	LD	OC
10"	11	3+	26	6+	10

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Darkflame lance IGNORES COVER TORRENT	18"	D6+6	N/A	8	-1	2
Terrorpulse missiles BLAST	36"	D6+6	3+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Fellbore - strike ANTI-MONSTER 2+ ANTI-VEHICLE 2+	Melee	4	3+	14	-3	6
➤ Fellbore - sweep	Melee	10	3+	9	-2	2

AUFSTELLUNG

1x Knight Ruinator (170x109mm Oval Base)

Equipped with: Darkflame lance, Terrorpulse missiles, ➤ Fellbore - strike, ➤ Fellbore - sweep

ABILITIES

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

Close-range Killers (Aura)
While a friendly War Dog model is within 9" of this model, each time that War Dog model makes an attack that targets the closest enemy unit, improve the Armour Penetration characteristic of that attack by 1.

Damaged: 1-9 wounds remaining
While this model has 1-9 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.

Methodical Destruction
At the start of the first battle round, select one unit from your opponent's army to be this model's victim. Each time this model makes an attack that targets its victim, you can re-roll the Wound roll. Each time this model's victim is destroyed, select one new enemy unit to be this model's victim.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CHAOS - CHAOS KNIGHTS

KNIGHT TYRANT

390 PTS

M	T	SV	W	LD	OC
8"	12	3+	28	6+	10

5+*

RANGED WEAPONS

WEAPON	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
Gheiststrike missile launcher [ANTI-TITANIC 4+] [DEVASTATING WOUNDS]	72"	1	3+	12	-6	D6+1
2x 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 [BLAST] [DEVASTATING WOUNDS]	12"	D3	3+	24	-6	12
➤ Ectoplasma decimator - standard [BLAST]	36"	D6+3	3+	8	-3	2
➤ Ectoplasma decimator - supercharge [BLAST] [HAZARDOUS]	36"	D6+3	3+	9	-4	3

MELEE WEAPONS

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

AUFSTELLUNG

1x Knight Tyrant (170x109mm Oval Base)

Equipped with: Brimstone volcano lance, Darkflame cannon, Gheiststrike missile launcher, 2x Twin daemonbreath meltagun, Twin desecrator cannon, Warpshock harpoon, ➤ Ectoplasma decimator - standard, ➤ Ectoplasma decimator - supercharge, Titanic feet

Wargear Options:

- This model can replace its 2 Gheiststrike missile launchers and 1 twin desecrator cannon with 2 twin desecrator cannons and 1 gheiststrike missile launcher.
- This model can replace its Brimstone volcano lance and ectoplasma decimator with Darkflame cannon and warpshock harpoon.

ABILITIES

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

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

Damaged: 1-10 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.

Infernal Aegis (Aura)
While a friendly War Dog model is within 6" of this model, that War Dog model has the Benefit of Cover.

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

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

◈ Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

WAR DOG BRIGAND

135 PTS

M	T	SV	W	LD	OC
12"	9	3+	14	7+	6

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	3+	6	-1	1
Daemonbreath spear MELTA 4	18"	2	3+	12	-4	D6
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

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

AUFSTELLUNG

1x War Dog Brigand (100mm)

Equipped with: Avenger chaincannon, Daemonbreath spear, Diabolus heavy stubber, Havoc multi-launcher, Armoured feet

Wargear Options:

■ This model can replace its Diabolus heavy stubber with Havoc multi-launcher.

ABILITIES

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

Brigand
Ranged weapons equipped by this model have the [Ignores Cover] ability while targeting enemy units in range of one or more objective markers.

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

WAR DOG EXECUTIONER

130 PTS

M	T	SV	W	LD	OC
12"	9	3+	14	7+	6

5+*

RANGED WEAPONS

WEAPON	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
2x War Dog autocannon	48"	4	3+	9	-1	3

MELEE WEAPONS

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

AUFSTELLUNG

1x War Dog Executioner (100mm)

Equipped with: Daemonbreath meltagun, Diabolus heavy stubber, 2x War Dog autocannon, Armoured feet

Wargear Options:

- This model can replace its Diabolus heavy stubber with Daemonbreath meltagun.

ABILITIES

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

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Executioner
Each time this model makes an attack that targets a unit Below Half-strength, add 1 to the Hit roll. Each time an enemy unit is destroyed as the result of this model's attacks, before removing the last model in that unit from the battlefield, each other unit from your opponent's army that is within 3" of it must take a Battle-shock test.

WEAPON RULES

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

CHAOS - CHAOS KNIGHTS

WAR DOG HUNTSMAN

135 PTS

M	T	SV	W	LD	OC
12"	9	3+	14	7+	6

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemonbreath meltagun MELTA 2	12"	1	3+	9	-4	D6
Daemonbreath spear MELTA 4	18"	2	3+	12	-4	D6
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Reaper chaintalon - strike	Melee	4	3+	10	-3	3
➤ Reaper chaintalon - sweep	Melee	8	3+	8	-2	1

AUFSTELLUNG

1x War Dog Huntsman (100mm)

Equipped with: Daemonbreath meltagun, Daemonbreath spear, Diabolus heavy stubber, ➤ Reaper chaintalon - strike, ➤ Reaper chaintalon - sweep

Wargear Options:

- This model can replace its Diabolus heavy stubber with Daemonbreath meltagun.

ABILITIES

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

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Huntsman
Each time this model makes an attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

WEAPON RULES

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

CHAOS - CHAOS KNIGHTS

WAR DOG KARNIVORE

145 PTS

M	T	SV	W	LD	OC
14"	9	3+	14	7+	6

5+*

RANGED WEAPONS

WEAPON	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

WEAPON	RANGE	A	WS	S	AP	D
Reaper chaintalon SUSTAINED HITS 1	Melee	12	3+	8	-2	1
Slaughterclaw SUSTAINED HITS 1	Melee	6	3+	12	-3	D6+2

AUFSTELLUNG

1x War Dog Karnivore (100mm)

Equipped with: Diabolus heavy stubber, Havoc multi-launcher, Reaper chaintalon, Slaughterclaw

Wargear Options:

■ This model can replace its Diabolus heavy stubber with Havoc multi-launcher.

ABILITIES

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

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

INDIRECT FIRE
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

CHAOS - CHAOS KNIGHTS

WAR DOG MOIRAX

150 PTS

M	T	SV	W	LD	OC
12"	9	3+	14	7+	6

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Conversion beam cannon CONVERSION SUSTAINED HITS D3	24"	1	3+	10	-2	3
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

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

AUFSTELLUNG

1x War Dog Moirax (100mm)

Equipped with: Conversion beam cannon, Graviton pulsar, Lightning lock, Rad cleanser, Volkite veuglaire, Armoured feet, Siege claw

Wargear Options:

- This model must be equipped with 2 of: Volkite veuglaire, Conversion beam cannon, Graviton pulsar, Lightning lock, Siege claw and rad cleanser.

ABILITIES

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

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Protection Protocols
You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

WAR DOG STALKER

135 PTS

M	T	SV	W	LD	OC
12"	9	3+	14	7+	6

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	3+	6	-1	1
Daemonbreath spear MELTA 4	18"	2	3+	12	-4	D6
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

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

AUFSTELLUNG

1x War Dog Stalker (100mm)

Equipped with: Avenger chaincannon, Daemonbreath spear, Diabolus heavy stubber, Havoc multi-launcher, Slaughterclaw, ➤ Reaper chaintalon - strike, ➤ Reaper chaintalon - sweep

Wargear Options:

- This model can replace its Diabolus heavy stubber with Havoc multi-launcher.
- This model can replace its Avenger chaincannon with Daemonbreath spear.
- This model can replace its Slaughterclaw with Reaper chaintalon.

ABILITIES

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

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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.

WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Harbingers of Dread

If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

N/A - Deathly Terror (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

1 - Despair (Aura)

While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).

2 - Doom

Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.

5 - Delirium (Aura)

While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.

6 - Dominion

Add 3" to the range of this model's Aura abilities.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

PUNKTELISTE

EINHEIT	PUNKTE
Chaos Acastus Knight Asterius	785 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts
Chaos Acastus Knight Porphyrion	725 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts
Chaos Cerastus Knight Acheron	370 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Chaos Cerastus Knight Atrapos	385 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Chaos Cerastus Knight Castigator	370 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Chaos Cerastus Knight Lancer	385 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Chaos Questoris Knight Magaera	375 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Chaos Questoris Knight Styrix	365 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Knight Abominant	350 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Knight Desecrator	350 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Knight Despoiler	360 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Knight Rampager	350 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Knight Ruinator	325 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Knight Tyrant	390 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts

EINHEIT	PUNKTE
War Dog Brigand	135 pts
War Dog Executioner	130 pts
War Dog Huntsman	135 pts
War Dog Karnivore	145 pts
War Dog Moirax	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
War Dog Stalker	135 pts

ENHANCEMENTS — BASTIONS OF TYRANNY

ENHANCEMENT	PUNKTE
Pterrorshade Rookery	20 pts
Hate-filled Dominion	20 pts

ENHANCEMENTS — HELHUNT LANCE

ENHANCEMENT	PUNKTE
Hunter's Helm	15 pts
Octagram of Conjuration	40 pts
Throne Tyrannicus	25 pts

ENHANCEMENT	PUNKTE
Aspect of the Beast	30 pts

ENHANCEMENTS — HOUNDPACK LANCE

ENHANCEMENT	PUNKTE
Loping Predator	10 pts
Final Howl (Aura)	20 pts
Panoply of the Cursed Knights	15 pts
Preyslayer's Mantle	15 pts

ENHANCEMENTS — HUNTING WARPACK

ENHANCEMENT	PUNKTE
Snarling Rivalry	10 pts
Soul-spoor Auspicator	15 pts

ENHANCEMENTS — ICONOCLAST FIEFDOM

ENHANCEMENT	PUNKTE
Cruel Lashmaster	25 pts

ENHANCEMENT	PUNKTE
Iconoclast Idol	20 pts

ENHANCEMENTS — INFERNAL LANCE

ENHANCEMENT	PUNKTE
Fleshmetal Fusion	35 pts
Blasphemous Engine	35 pts
Bestial Aspect	30 pts
Knight Diabolus	25 pts

ENHANCEMENTS — LORDS OF DREAD

ENHANCEMENT	PUNKTE
Warp-borne Stalker	25 pts
Blade of Celerity	35 pts
Putrid Carapace	30 pts
Mirror of Fates	30 pts
Blessing of the Dark Master	20 pts
Throne Mechanicum of Skulls	25 pts

ENHANCEMENTS — TRAITORIS LANCE

ENHANCEMENT	PUNKTE
Malevolent Heraldry	30 pts
Veil of Medrengard	35 pts
Tyrant's Shadow	25 pts
Nightmare's Master	20 pts