

C O D E X

IMPERIUM - IMPERIAL KNIGHTS

newvision

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FRAKTIONSREGELN

BONDSMAN

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

CODE CHIVALRIC

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

DETACHMENT OVERVIEW

8 Detachments

Dominus Foebreakers

3 Stratagems · 2 Enhancements

Freeblade Company

6 Stratagems · 4 Enhancements

Gate Warden Lance

6 Stratagems · 4 Enhancements

Questor Forgepact

3 Stratagems · 2 Enhancements

Questoris Companions

6 Stratagems · 4 Enhancements

Spearhead-at-Arms

6 Stratagems · 4 Enhancements

Throne-bonded Outriders

3 Stratagems · 2 Enhancements

Valourstrike Lance

6 Stratagems · 4 Enhancements

DOMINUS FOEBREAKERS

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Blessed Plate

30 pts

IMPERIAL KNIGHTS DOMINUS model only. This model has +1 T.

Archeotech Autoloaders

25 pts

IMPERIAL KNIGHTS DOMINUS model only. This unit can re-roll rolls to determine the A of a weapon.

DETACHMENT RULE

Friendly IMPERIAL KNIGHTS DOMINUS units' attacks that target a unit in a terrain area have +1 to hit rolls.

STRATAGEMS (3/3)

1 CP

DOMINUS FOEBREAKERS STRATAGEM

MOVEMENT

GROUND-SHAKING STRIDES

When: Your Movement phase, when a friendly IMPERIAL KNIGHTS DOMINUS unit is selected to move.

Target: That IMPERIAL KNIGHTS DOMINUS unit.

Effect: Your unit has +2" M.

1 CP

DOMINUS FOEBREAKERS STRATAGEM

SHOOTING

FIRE SHOCKED

When: Your Shooting phase, when a friendly IMPERIAL KNIGHTS DOMINUS unit has shot.

Target: That IMPERIAL KNIGHTS DOMINUS unit.

Effect: Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

1 CP

DOMINUS FOEBREAKERS STRATAGEM

SHOOTING

FOEBREAKER FIRESTORM

When: Your Shooting phase, when a friendly engaged IMPERIAL KNIGHTS DOMINUS unit is selected to shoot.

Target: That IMPERIAL KNIGHTS DOMINUS unit.

Effect: Your unit's [BLAST] ranged attacks: Do not have [BLAST]. Have +1 A.

FREEBLADE COMPANY

6 Stratagems · 4 Enhancements



3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Sanctuary

20 pts

Imperial Knights model only. The bearer has a 5+ invulnerable save.

Mysterious Guardian

35 pts

Imperial Knights model only. (Once per battle, per army) At the end of your opponent's turn, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.
- This unit has Deep Strike until the start of your next Shooting phase.
- This unit must make an ingress move in your next Movement phase (including in your first turn).

Bringer of Justice

30 pts

Imperial Knights model only. Improve the Attacks characteristic of melee weapons equipped by the bearer by 2, and each time the bearer makes a melee attack, add 1 to the Hit roll.

Hunter's Eye

25 pts

Imperial Knights model only. Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

DETACHMENT RULE

Imperial Knights models from your army have the Feel No Pain 6+ ability. In addition, at the start of your Command phase, each Imperial Knights model from your army regains 1 lost wound.

STRATAGEMS (6/6)

1 CP FREEBLADE COMPANY – WARGEAR STRATAGEM **MOVEMENT**

FULL TILT

When: Your Movement phase.

Target: One Imperial Knights unit from your army.

Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit, or 9" instead if your unit is an Armiger or Destrier unit.

1 CP FREEBLADE COMPANY – STRATEGIC PLOY STRATAGEM **SHOOTING**

POINT-BLANK BARRAGE

When: Your Shooting phase.

Target: One Imperial Knights unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, when making ranged attacks with Blast weapons, models in your unit can target enemy units within Engagement Range of your unit (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, until the end of the phase, your unit does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units, but each time a model in your unit makes an attack with a Blast weapon that targets a unit within Engagement Range of your unit, on an unmodified Hit roll of 1, your unit suffers 1 mortal wound after all of its attacks have been resolved.

1 CP FREEBLADE COMPANY – BATTLE TACTIC STRATAGEM **SHOOTING**

STRENGTH FROM EXILE

When: Your Shooting phase or the Fight phase.

Target: One Imperial Knights unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, if there are no other friendly units within 9" of your unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

1 CP FREEBLADE COMPANY – EPIC DEED STRATAGEM **SHOOTING**

SURVIVOR OF STRIFE

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

Target: One Imperial 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, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

1 CP FREEBLADE COMPANY – STRATEGIC PLOY STRATAGEM **FIGHT**

FLANKING MANOEUVRES

When: End of your opponent's Fight phase.

Target: One Armiger unit from your army that is within 9" 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 FREEBLADE COMPANY – EPIC DEED STRATAGEM **ANY**

NOBLE SACRIFICE

When: Any phase.

Target: One Imperial Knights unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.

Effect: Your unit's Deadly Demise ability inflicts mortal wounds on a D6 roll of 4+, adding 1 to the result if it is an Armiger unit, instead of only a 6.

GATE WARDEN LANCE

6 Stratagems · 4 Enhancements



2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Vengeful Tread

15 pts

Imperial Knights model only. Once per turn, you can target the bearer with the Tank Shock Stratagem for OCP.

Acquisitor-at-Arms

15 pts

Imperial Knights model only. While the bearer is on your defensive line and there are no enemy units on your defensive line, add the bearer's Objective Control characteristic to that of each model affected by the bearer's Bondsman ability.

Purgation's Hand

20 pts

Imperial Knights model only. Each time the bearer makes a melee attack, if the bearer is on your defensive line, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Augury Halo

20 pts

Imperial Knights model only. Each time the bearer makes a ranged attack, while the bearer is on your defensive line, weapons equipped by the bearer have the [IGNORES COVER] ability.

DETACHMENT RULE

At the start of the first battle round, select two objectives to be your foundations. Place a circular 40mm foundation marker in each one. When you draw a line from any part of one your foundation markers to any part of the other, if any part of a model's base (or any part of a model's hull, for a model without a base) crosses that line, that model's unit is said to be on your defensive line.

While an IMPERIAL KNIGHTS unit from your army is on your defensive line, that unit has the Against the Horde ability.

1 CP GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM

MOVEMENT

MARSHAL THE DEFENCE

When: Your Movement phase.

Target: Up to two Imperial Knights units from your army that have not been selected to move this phase.

Effect: Until the end of the phase, add 3" to the Move characteristic of models in your units.

1 CP GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM

SHOOTING

DRIVE THEM OUT!

When: Your Shooting phase or the Fight phase.

Target: One Imperial Knights unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit on your defensive line, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM

SHOOTING

TITANIC BOMBARDMENT

When: Your Shooting phase.

Target: One Imperial Knights Titanic unit from your army that Remained Stationary this turn, that is on your defensive line and 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 [SUSTAINED HITS 2] ability.

1 CP GATE WARDEN LANCE – EPIC DEED STRATAGEM

CHARGE

FORTRESS OF INTIMIDATION

When: Start of your opponent's Charge phase.

Target: One Imperial Knights Titanic unit from your army that is on your defensive line.

Effect: Until the end of the phase, each time an enemy unit selects your unit as a target of a charge, that unit must take a Battle-shock test, subtracting 1 from the result.

1 CP GATE WARDEN LANCE – STRATEGIC PLOY STRATAGEM

FIGHT

LANCEBREAKER

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

Target: One Imperial Knights unit from your army that was selected as the target of one or more of the attacking unit's attacks and is on your defensive line.

Effect: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll

1 CP GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM

FIGHT

STEADFAST SUPERIORITY

When: Fight phase.

Target: One Imperial Knights unit from your army that is within Engagement Range of one or more enemy units, that is on your defensive line and that has not already been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.

QUESTOR FORGEPACT

3 Stratagems · 2 Enhancements



1 DP · DISRUPTION

ENHANCEMENTS (2)

Magos Questoris

20 pts

TECH-PRIEST model only. When using this model's Sacristan Pledge ability, the selected IMPERIAL KNIGHTS model heals 2 additional wounds.

Knight of the Opus Machina (Aura)

15 pts

IMPERIAL KNIGHTS model only. While a friendly ADEPTUS MECHANICUS unit is within 6" of this model, that ADEPTUS MECHANICUS unit's melee attacks have +1 WS and AP.

DETACHMENT RULE

Friendly IMPERIAL KNIGHTS models have the Assisted Targeting (Aura) ability.

Friendly TECH-PRIEST models have the Sacristan Pledge ability:

STRATAGEMS (3/3)

1 CP

QUESTOR FORGEPACT STRATAGEM

MOVEMENT

IN THE SHADOW OF GIANTS

When: Your Movement phase, when a friendly ADEPTUS MECHANICUS unit is selected to make an advance/fall-back move.

Target: That ADEPTUS MECHANICUS unit.

Effect: That move does not prevent your unit from being eligible to start an action.

1 CP

QUESTOR FORGEPACT STRATAGEM

ANY

OMNISSIAH'S GRACE

When: Any phase, when a friendly IMPERIAL KNIGHTS unit suffers a mortal wound.

Target: That IMPERIAL KNIGHTS unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.

1 CP QUESTOR FORGEPACT STRATAGEM ANY

VENGEANCE OF THE MACHINE CULT

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

Target: One friendly ADEPTUS MECHANICUS unit.

Effect: That enemy unit is marked until the end of the battle: While a unit is marked, friendly ADEPTUS MECHANICUS units' attacks that target that unit can re-roll wound rolls.

QUESTORIS COMPANIONS

6 Stratagems · 4 Enhancements



3 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Crushing Condemnation

10 pts

Imperial Knights model only. When the bearer is selected to fight, after resolving its attacks, if one or more enemy units were destroyed by those attacks, the bearer can use this Enhancement. If it does, this Enhancement is expended, then select one enemy unit that is not within Engagement Range of any units from your army and is within 12" of and visible to the bearer. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

Wyrmslayer Divination

10 pts

Imperial Knights model only. In your Shooting phase, when the bearer is selected to shoot, it can use this Enhancement. If it does, this Enhancement is expended, then until the end of the phase, each time it makes an attack that targets a unit that can Fly, you can re-roll the Hit roll.

Herald of Triumph

15 pts

Imperial Knights model only. When the bearer ends a Charge move, it can use this Enhancement. If it does, this Enhancement is expended, the each enemy unit within Engagement Range of the bearer must take a Battle-shock test, subtracting 1 from the result.

Pennant of Silvered Fury

15 pts

Imperial Knights model only. When the bearer is selected to fight, it can use this Enhancement. If it does, this Enhancement is expended, then until the end of the phase, melee equipped by the bearer have the [SUSTAINED HITS 2] ability.

DETACHMENT RULE

At the start of your turn, if your current Oath is fulfilled, determine an additional Oath, with the exception that you cannot select a Deed or Quality you have already selected (if you are randomly selecting the Deed and/or Quality and roll any result that you have already selected, select a Deed or Quality you have not already selected instead). If you cannot determine an additional Oath because you have already selected each Deed and each Quality, do not determine an additional Oath.

The Qualities from Oaths you have fulfilled continue to apply to all models in your army with the Code Chivalric ability. When the Deed for an additional Oath is completed, you instead gain 1CP, regardless of how you selected the Deed or Quality.

1 CP QUESTORIS COMPANIONS – EPIC DEED STRATAGEM **COMMAND****HERO'S TREAD****When:** End of your Command phase.**Target:** One Imperial Knights Titanic model from your army that is within range of an objective marker you control.**Effect:** Your Level of Control over that objective marker is 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.

2 CP QUESTORIS COMPANIONS – EPIC DEED STRATAGEM

MOVEMENT**UNSTOPPABLE WARRIOR****When:** Your Movement phase, just after an Imperial Knights Titanic unit from your army Falls Back.**Target:** That IMPERIAL KNIGHTS TITANIC 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 QUESTORIS COMPANIONS – EPIC DEED STRATAGEM **SHOOTING****COURAGEOUS STAND****When:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.**Target:** One Imperial Knights Titanic 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.1 CP QUESTORIS COMPANIONS – EPIC DEED STRATAGEM **SHOOTING****TITANIC DUEL****When:** Your Shooting phase or the Fight phase.**Target:** One Imperial Knights Titanic model from your army that has not been selected to shoot or fight this phase.**Effect:** Until the end of the phase, each time your model makes an attack that targets a MONSTER, TITANIC or WALKER unit, add 1 to the Hit roll and add 1 to the Wound roll.1 CP QUESTORIS COMPANIONS – EPIC DEED STRATAGEM **CHARGE****DRIVEN BY THE PAST****When:** Your Charge phase.**Target:** One Imperial Knights Titanic unit from your army.**Effect:** Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.1 CP QUESTORIS COMPANIONS – EPIC DEED STRATAGEM **FIGHT****MOMENT OF GLORY****When:** Fight phase, just before an Imperial Knights Titanic unit from your army Consolidates.**Target:** That IMPERIAL KNIGHTS TITANIC unit.**Effect:** Until the end of the phase, each time your unit Consolidates, models in it can move an additional 3" provided your unit can end that move within Engagement Range of one or more enemy units.

SPEARHEAD-AT-ARMS

6 Stratagems · 4 Enhancements



2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Martial Tuition

15 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, once per turn, you can target one of those Armiger models with the Counter-offensive Stratagem for OCP.

Fables of Nightmare

10 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, melee weapons equipped by those Armiger models have the [PRECISION] ability.

Mentor's Pride

20 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, each time each of those Armiger models makes an attack, you can re-roll a Hit roll of 1.

Tales of Heroism

10 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, each time one of those Armiger models makes a melee attack, you can ignore any or all modifiers to the Hit roll and/or the Wound roll.

DETACHMENT RULE

Each time a model from your army uses its Bondsman ability, if no other model from your army has used that Bondsman ability that turn, you can select up to three friendly Armiger models (instead of one) within 12" of that model, or within 15" of that model while your army is Honoured (you still cannot select a model that is already being affected by a Bondsman ability). Until the start of your next Command phase, those models are affected by that Bondsman ability.

STRATAGEMS (6/6)

1 CP SPEARHEAD-AT-ARMS – BATTLE TACTIC STRATAGEM SHOOTING

EXEMPLAR'S WISDOM

When: Your Shooting phase, just after an Imperial Knights Titanic model from your army has shot.

Target: That IMPERIAL KNIGHTS TITANIC model, and one or more friendly Armiger models affected by that model's Bondsman ability.

Effect: Select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time one of your ARMIGER models makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

1 CP SPEARHEAD-AT-ARMS – EPIC DEED STRATAGEM SHOOTING

LET DUTY BE YOUR SHIELD

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

Target: One Armiger unit from your army that was selected as the target of one or more of the attacking units attacks.

Effect: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP SPEARHEAD-AT-ARMS – STRATEGIC PLOY STRATAGEM

SHOOTING

MANTLE OF THE MENTOR

When: Start of your Shooting phase.

Target: One Armiger model from your army, or one Imperial Knights Titanic model from your army, and one or more friendly ARMIGER models affected by that model's Bondsman ability.

Effect: Until the end of the phase, your ARMIGER models are eligible to shoot in a turn in which they Fell Back.

1 CP SPEARHEAD-AT-ARMS – BATTLE TACTIC STRATAGEM SHOOTING

THIN THEIR RANKS

When: Start of your Shooting phase.

Target: One Armiger model from your army, or one Imperial Knights Titanic model from your army, and one or more friendly ARMIGER models affected by that model's Bondsman ability.

Effect: Until the end of the phase, ranged weapons equipped by your ARMIGER models have the [RAPID FIRE 1] ability.

1 CP SPEARHEAD-AT-ARMS – STRATEGIC PLOY STRATAGEM FIGHT

SQUIRES OF THE HUNT

When: End of your opponent's Fight phase.

Target: One Armiger model from your army, or one Imperial Knights Titanic model from your army, and one or more friendly ARMIGER models affected by that model's Bondsman ability.

Effect: For each of your ARMIGER models that is within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units, remove that ARMIGER model from the battlefield and place it into Strategic Reserves.

1 CP SPEARHEAD-AT-ARMS – BATTLE TACTIC STRATAGEM FIGHT

VIRTUE OF COURAGE

When: Start of the Fight phase.

Target: One Armiger model from your army, or one Imperial Knights Titanic model from your army, and one or more friendly ARMIGER models affected by that model's Bondsman ability.

Effect: Select one enemy unit. Until the end of the phase, each time one of your ARMIGER models makes an attack that targets that enemy unit, add 1 to the Hit roll.

THRONE-BONDED OUTRIDERS

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Gyro-optimised Actuators

15 pts

ARMIGER unit only. This unit has MOBILE.

Ancestral Overbleed

10 pts

ARMIGER unit only. When you target this unit with the Fire Overwatch/Heroic Intervention stratagem, that use is -1 CP.

DETACHMENT RULE

While a friendly ARMIGER unit is affected by a Bondsman ability, that unit's ranged attacks have [IGNORES COVER].

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

STRATAGEMS (3/3)

1 CP

THRONE-BONDED OUTRIDERS STRATAGEM

COMMAND

HELM CONDITIONING

When: Your Command phase, when a friendly IMPERIAL KNIGHTS unit uses a Bondsman ability.

Target: That IMPERIAL KNIGHTS unit.

Effect: When selecting an ARMIGER model for that Bondsman ability, you can select one within 18" of your unit (excluding models already affected by a Bondsman ability).

1 CP

THRONE-BONDED OUTRIDERS STRATAGEM

COMMAND

NEURAL LASH

When: Command phase.

Target: One friendly IMPERIAL KNIGHTS TITANIC unit.

Effect: Select one friendly battle-shocked ARMIGER unit within 12" of your unit. That ARMIGER unit is no longer battle-shocked.

1 CP

THRONE-BONDED OUTRIDERS STRATAGEM

SHOOTING

HONOURED TO SERVE

When: Your Shooting phase, when a friendly ARMIGER unit has shot.

Target: That ARMIGER unit.

Effect: Those attacks do not prevent your unit from being eligible to start an action.

VALOURSTRIKE LANCE

6 Stratagems · 4 Enhancements



2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Bearer of the Iron Chalice

20 pts

Imperial Knights model only. At the end of your Movement phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. That selected model regains up to D3 lost wounds, or up to 3 lost wounds if your army is Honoured.

Bearer of the Evanescent Ion

15 pts

Imperial Knights model only. At the end of your Movement phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. Until the start of your next Movement phase, that selected model has the Stealth ability.

Bearer of the Judicant's Helm

25 pts

Imperial Knights model only. At the start of your Shooting phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. Until the end of the phase, ranged weapons equipped by that selected model have the [IGNORES COVER] ability.

Bearer of the Lancer's Sigil

25 pts

Imperial Knights model only. At the start of your Charge phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. Until the end of the phase, you can re-roll Charge rolls made for that selected model.

DETACHMENT RULE

Each time an IMPERIAL KNIGHTS unit from your army Advances, until the end of the turn, ranged weapons equipped by IMPERIAL KNIGHTS models from your army have the [ASSAULT] ability.

STRATAGEMS (6/6)

2 CP VALOURSTRIKE LANCE – BATTLE TACTIC STRATAGEM

MOVEMENT

FULL TILT

When: Your Movement phase.

Target: One Imperial Knights unit from your army that has not been selected to move this phase.

Effect: Until the end of the phase, add 2" to the Move characteristic of your models and add 2 to Advance rolls made for those model's units.

1 CP VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

TACTICAL FOIL

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Imperial Knights model from your army that is within 8" of that unit.

Effect: Your model can make a Normal move of up to D6".

1 CP VALOURSTRIKE LANCE – WARGEAR STRATAGEM

SHOOTING

ROTATE ION SHIELDS

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

Target: One Imperial 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 VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

SHOOTING

VOW OF RETRIBUTION

When: Your Shooting phase.

Target: One Imperial 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 your models have the [LETHAL HITS] ability.

1 CP VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

FIGHT

RUN THEM THROUGH!

When: Fight phase.

Target: One Imperial Knights unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by your models have the [LANCE] ability.

1 CP VALOURSTRIKE LANCE – BATTLE TACTIC STRATAGEM

FIGHT

THUNDERSTOMP

When: Fight phase.

Target: One Imperial Knights model from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, the Attacks characteristic of any armoured Feet melee weapons equipped by your model is 8, the Attacks characteristic of any titanic Feet melee weapons equipped by your model is 12, and improve the Armour Penetration characteristic of those weapons by 1.

IMPERIUM - IMPERIAL KNIGHTS

ACASTUS KNIGHT
ASTERIUS

785 PTS

M

8"

T

13

SV

2+

W

30

LD

6+

OC

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 Acastus Knight Asterius (Hull)

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

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.

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

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

◇ Code Chivalric

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To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◇ 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").

◇ 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).



IMPERIUM - IMPERIAL KNIGHTS

ACASTUS KNIGHT
PORPHYRION

725 PTS

M8"

T13

SV2+

W30

LD6+

OC10

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Acastus autocannon	48"	2	3+	9	-1	3
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 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 Acastus Knight Porphyrior (Hull)
- Equipped with:** 2x Acastus autocannon, Acastus autocannon, Acastus ironstorm missile pod, Helios defence missiles, Lascannon, 2x Lascannon, 2x Twin magna lascannon, Titanic feet
- Wargear Options:**
- This model can replace its 2 Acastus autocannons with 1 Acastus autocannon and 1 lascannon or 2 Lascannons.
 - This model can replace its Acastus ironstorm missile pod with Helios defence missiles.

ABILITIES

- 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.
- Invulnerable Save (5+*)**
This model has a 5+ invulnerable save against ranged 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).*

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).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

CORE RULES

◇ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◇ 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").

◇ 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).



ARMIGER HELVERIN

140 PTS

M12"

T9

SV3+

W14

LD7+

OC6

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Armiger autocannon	48"	4	3+	9	-1	3
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Questoris heavy stubber RAPID FIRE 3	36"	3	3+	4	-1	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Armiger Helverin (100mm)

Equipped with: 2x Armiger autocannon, Meltagun, Questoris heavy stubber, Armoured feet

ABILITIES

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.

Invulnerable Save (5+*)

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

Suppression Protocols

In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks made with an Armiger autocannon. Until the start of your next turn, that enemy unit is suppressed. While that unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit 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

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").



ARMIGER MOIRAX

150 PTS

M12"

T9

SV3+

W14

LD7+

OC6

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Conversion beam cannon	24"	1	3+	10	-2	3
CONVERSION						
SUSTAINED HITS D3						
Graviton pulsar	24"	D6	3+	7	-1	2
ANTI-VEHICLE 2+ BLAST						
Lightning lock	36"	6	3+	8	0	1
SUSTAINED HITS 2						
Rad cleanser	12"	D6	N/A	2	0	1
ANTI-INFANTRY 2+ IGNORES COVER TORRENT						
Volkite veuglaire	36"	4	3+	8	0	2
DEVASTATING WOUNDS						

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 Armiger 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, Graviton pulsar, Lightning lock, Conversion beam cannon, Siege claw and rad cleanser.

ABILITIES

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.

Invulnerable Save (5+)

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

Protection Protocols

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units 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

◇ Code Chivalric

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To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◇ 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").

ARMIGER WARGLAIVE

140 PTS

M12"

T9

SV3+

W14

LD7+

OC6

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Questoris heavy stubber RAPID FIRE 3	36"	3	3+	4	-1	1
Thermal spear MELTA 4	18"	2	3+	12	-4	D6

MELEE WEAPONS

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

AUFSTELLUNG

1x Armiger Warglaive (100mm)

Equipped with: Meltagun, Questoris heavy stubber, Thermal spear, ➤ Reaper chain-cleaver - strike, ➤ Reaper chain-cleaver - sweep

ABILITIES

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.

Impetuous Glory

Each time this model makes a charge move, until the end of the turn, add 1 to the Attacks characteristic of this model's reaper chain-cleaver - strike profile, and add 2 to the Attacks characteristic of this model's reaper chain-cleaver - sweep profile.

Invulnerable Save (5+*)

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

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

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

CANIS REX

415 PTS

CANIS REX

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



SIR HEKHTUR

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hekhtur's pistol PISTOL	12"	1	2+	5	-1	2
Questoris multi-laser SUSTAINED HITS 1	36"	4	2+	6	0	1
► Las-impulsor - high intensity BLAST SUSTAINED HITS 1	24"	D6	2+	14	-3	4
► Las-impulsor - low intensity BLAST SUSTAINED HITS 1	36"	2D6	2+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	2+	3	0	1
► Freedom's Hand - strike SUSTAINED HITS 1	Melee	5	2+	20	-3	9
► Freedom's Hand - sweep SUSTAINED HITS 1	Melee	10	2+	10	-2	3

AUFSTELLUNG

1x Canis Rex - Equipped with: ► Las-impulsor - high intensity, ► Las-impulsor - low intensity, ► Freedom's Hand - strike, ► Freedom's Hand - sweep, Questoris multi-laser (170x109mm Oval Base)
1x Sir Hekhtur - Equipped with: Close combat weapon, Hekhtur's pistol (170x109mm Oval Base)

ABILITIES

- Chainbreaker**
Once per battle, at the start of any phase, you can select one friendly Imperium unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.
- 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.
- Invulnerable Save (5+*)**
This model has a 5+ invulnerable save against ranged attacks.
- Legendary Freeblade**
Once per turn, when you target this model with a stratagem, you may reduce the CP cost of that use of that stratagem by 1CP.
- Using Sir Hekhtur**
If your Canis Rex model is destroyed, this model is treated as a model disembarking from a destroyed Transport and must perform an Emergency Disembarkation. Sir Hekhtur cannot be selected as the target of any of your Stratagems other than Core Stratagems. Your Canis Rex unit is not considered to be destroyed until Sir Hekhtur is also destroyed.



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).

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

◇ Code Chivalric

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To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◇ 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").

◇ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◇ 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).

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

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

KEYWORDS: Epic Hero, Character, Imperium



FACTION: Imperial Knights **415 PTS**

IMPERIUM - IMPERIAL KNIGHTS

CERASTUS KNIGHT
ACHERON

380 PTS

M12"

T11

SV3+

W28

LD6+

OC10

5+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Acheron flame cannon	TORRENT IGNORES COVER	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 Cerastus Knight Acheron (170x109mm Oval Base)
Equipped with: Acheron flame cannon, Twin heavy bolter, ➤ Reaper chainfist - strike, ➤ Reaper chainfist - sweep

ABILITIES

- Acheron's Duty (Bondsmen)**
While a model is affected by this ability, at the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test, subtracting 1 from the result when they do.
- 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.

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

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.

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

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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).



IMPERIUM - IMPERIAL KNIGHTS

CERASTUS KNIGHT

ATRAPOS

420 PTS

M

12"

T

11

SV

3+

W

28

LD

6+

OC

10

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Atrapos lascutter - high intensity (ranged) SUSTAINED HITS 1	24"	D6	3+	14	-3	4
➤ Atrapos lascutter - low intensity (ranged) 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 (melee) SUSTAINED HITS 1	Melee	6	3+	14	-3	4
➤ Atrapos lascutter - low intensity (melee) SUSTAINED HITS 1	Melee	12	3+	7	-1	2

AUFSTELLUNG

1x Cerastus Knight Atrapos (170x109mm Oval Base)

Equipped with: ➤ Atrapos lascutter - high intensity (ranged), ➤ Atrapos lascutter - low intensity (ranged), ➤ Graviton singularity cannon - contained, ➤ Graviton singularity cannon - singularity, ➤ Atrapos lascutter - high intensity (melee), ➤ Atrapos lascutter - low intensity (melee)

ABILITIES

- Atrapos' Duty (Bondsmen)**
While a model is affected by this ability, each time that model makes an attack that targets a TITANIC or TOWERING model, you can re-roll the Hit roll and you can re-roll the Wound 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

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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).



IMPERIUM - IMPERIAL KNIGHTS

CERASTUS KNIGHT
CASTIGATOR

380 PTS

M12"

T11

SV3+

W28

LD6+

OC10

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castigator bolt cannon	TWIN-LINKED36"	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 Cerastus Knight Castigator (170x109mm Oval Base)

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

ABILITIES

Castigator's Duty (Bondsman)

While a model is affected by this ability, its ranged weapons have the [SUSTAINED HITS 1] ability and the Armour Penetration characteristic of its ranged weapons is improved by 1.

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.

Invulnerable Save (5+*)

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

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

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

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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).



IMPERIUM - IMPERIAL KNIGHTS

CERASTUS KNIGHT
LANCER

415 PTS

M14"113+286+10

4+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Cerastus shock lance	ASSAULTSUSTAINED 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 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.
- Lancer's Duty (Bondsman)**
While a model is affected by this ability, it is eligible to declare a charge in a turn in which it Advanced.
- Shock Charge**
You can target this model with the Tank Shock Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

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

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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 CASTELLAN

425 PTS

M8"

T12

SV3+

W28

LD6+

OC10

5+*

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Knight Castellan (170x109mm Oval Base)

Equipped with: Shieldbreaker missile launcher, Twin meltagun, Twin siegebreaker cannon, Volcano lance, ► Plasma decimator - standard, ► Plasma decimator - supercharge, Titanic feet

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.
- Invulnerable Save (5+*)**

This model has a 5+ invulnerable save against ranged attacks.
- Ion Aegis (Aura)**

While a friendly Armiger model is within 6" of this model, each time a ranged attack targets that model, it has the Benefit of Cover against that attack.
- Titan Hunter**

Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, you can re-roll the Damage 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).*

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.

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.*

TWIN-LINKED

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

CORE RULES

◇ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◇ 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").

◇ 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 CRUSADER

395 PTS

M10"

T11

SV3+

W26

LD6+

OC10

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger gatling cannon	36"	18	3+	6	-2	2
Heavy flamer	12"	D6	N/A	5	-1	1
Icarus autocannons	48"	3	3+	7	-1	2
Ironstorm missile pod	48"	D6+1	3+	5	0	1
Meltagun	12"	1	3+	9	-4	D6
Questoris heavy stubber	36"	3	3+	4	-1	1
Rapid-fire battle cannon	72"	D6+3	3+	10	-1	3
Stormspear rocket pod	48"	3	3+	8	-2	D6
Thermal cannon	24"	2D3	3+	12	-4	D6

MELEE WEAPONS

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

AUFSTELLUNG

1x Knight Crusader (170x109mm Oval Base)

Equipped with: Avenger gatling cannon, Heavy flamer, Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Rapid-fire battle cannon, Stormspear rocket pod, Thermal cannon, Titanic feet

Wargear Options:

- This model can replace its Thermal cannon with Rapid-fire battlecannon and Questoris heavy stubber.

ABILITIES

Crusader's Duty (Bondsman)

While a model is affected by this ability, each time that model makes a ranged attack, add 1 to the Hit roll.

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.

Invulnerable Save (5+*)

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

Punishing Salvos

In your Movement phase, if this model Remains Stationary, until the end of the turn, ranged weapons equipped by this model have the [SUSTAINED HITS 1] 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).*

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).*

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

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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 DEFENDER

385 PTS

M10"

T11

SV3+

W26

LD6+

OC10

4+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Conversion beam obliterator	36"	3	3+	12	-2	4
CONVERSION						
SUSTAINED HITS D3						
Phosphor blaster	24"	1	3+	5	0	1
Twin incendine combustor						
TWIN-LINKED						
► Plasma executor - standard	36"	D6+3	3+	8	-2	2
► Plasma executor - supercharge	36"	D6+3	3+	9	-3	3

MELEE WEAPONS

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

AUFSTELLUNG

1x Knight Defender (170x109mm Oval Base)

Equipped with: Conversion beam obliterator, Phosphor blaster, Twin incendine combustor, ► Plasma executor - standard, ► Plasma executor - supercharge, Titanic feet

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.

Invulnerable Save (4+*)

This model has a 4+ invulnerable save against ranged attacks.

Selfless Protector

Each time a ranged attack is allocated to an Imperial Knights model from your army, if that model is not fully visible to every model in the attacking unit because of this Knight Defender model, that model has the Benefit of Cover and a 4+ invulnerable save against that attack.

Warden's Duty (Bondsman)

While a model is affected by this ability, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack.



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).*

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).

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

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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 DESTRIER

265 PTS

M12"

T10

SV3+

W18

LD6+

OC8

5+*

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Chastiser gatling cannon	ASSAULT	24"	12	3+	6	-1	2
Frag bombard	ASSAULTBLASTRAPID FIRE D6+3	24"	D6+3	3+	7	-1	2
Questoris heavy stubber	ASSAULTRAPID FIRE 3	36"	6	3+	4	-1	1

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Titanic feet		Melee	4	4+	7	-1	2
➤ Bellatus reaper chainsword - strike		Melee	5	3+	12	-3	D3+3
➤ Bellatus reaper chainsword - sweep		Melee	10	3+	8	-2	2
➤ Thundershock spear - strike	LANCE	Melee	4	3+	12	-3	D3+3
➤ Thundershock spear - sweep	LANCE	Melee	8	3+	6	-3	2

AUFSTELLUNG

1x Knight Destrier (150x95mm Oval Base)

Equipped with: Chastiser gatling cannon, Frag bombard, Questoris heavy stubber, Titanic feet, ➤ Bellatus reaper chainsword - strike, ➤ Bellatus reaper chainsword - sweep, ➤ Thundershock spear - strike, ➤ Thundershock spear - sweep

Wargear Options:

- This model can replace its Chastiser gatling cannon with Bellatus reaper chainsword or Thundershock spear.
- This model can replace its Frag bombard with Thundershock spear or Bellatus reaper chainsword.

ABILITIES

Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Invulnerable Save (5+*)

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

Ram Jets

Each time this unit is selected to make a Normal or Advance move, until the end of the phase, add D3" to the Move characteristic of this model.

Saturation Fire

Each time this model makes a ranged attack that targets a unit within range of one or more objective markers, that attack has the [IGNORES COVER] ability.



Thundercharge

If this model is equipped with a thundershock spear and a bellatus reaper chainsword, add 2 to the Attacks characteristic of melee weapons equipped by this model.

WEAPON RULES

ASSAULT

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

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).*

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.

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

◇ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◇ 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").

◇ 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 ERRANT

355 PTS

M10"

T11

SV3+

W26

LD6+

OC10

5+*

RANGED WEAPONS

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

MELEE WEAPONS

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
➤ Thunderstrike gauntlet - strike	Melee	4	3+	20	-3	8
➤ Thunderstrike gauntlet - sweep	Melee	8	3+	10	-2	3

AUFSTELLUNG

1x Knight Errant (170x109mm Oval Base)

Equipped with: Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Stormspear rocket pod, Thermal cannon, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Thunderstrike gauntlet - strike, ➤ Thunderstrike gauntlet - sweep

ABILITIES

Aggressive Assault

Each time this model makes a ranged attack that targets the closest eligible target, add 1 to the Hit roll.

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.

Errant's Duty (Bondsman)

While a model is affected by this ability, you can re-roll Advance rolls made for that model and ranged weapons equipped by that model have the **[ASSAULT]** ability.

Invulnerable Save (5+*)

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

ASSAULT

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

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).

TWIN-LINKED

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

CORE RULES

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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 GALLANT

355 PTS

M12"

T11

SV3+

W26

LD6+

OC10

5+*

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Reaper chainsword - strike DEVASTATING WOUNDS	Melee	6	2+	14	-4	6
➤ Reaper chainsword - sweep LETHAL HITS	Melee	18	2+	9	-3	2
➤ Thunderstrike gauntlet - strike DEVASTATING WOUNDS	Melee	6	2+	20	-3	8
➤ Thunderstrike gauntlet - sweep LETHAL HITS	Melee	12	2+	10	-2	3

AUFSTELLUNG

1x Knight Gallant (170x109mm Oval Base)

Equipped with: Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Stormspear rocket pod, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Thunderstrike gauntlet - strike, ➤ Thunderstrike gauntlet - sweep

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.
- Gallant's Duty (Bondsman)**

While a model is affected by this ability, you can re-roll Charge rolls made for that model and each time that model makes a melee attack, you can re-roll the Hit roll.
- Invulnerable Save (5+*)**

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

Each time this unit Consolidates, models in it can move an additional 3" provided your unit can end that move within Engagement Range of one or more enemy units.

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.

INDIRECT FIRE

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

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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).

TWIN-LINKED

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

CORE RULES

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability. The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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 PALADIN

375 PTS

M

10"

T

11

SV

3+

W

26

LD

6+

OC

10

5+*

RANGED WEAPONS

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

MELEE WEAPONS

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
➤ Thunderstrike gauntlet - strike	Melee	4	3+	20	-3	8
➤ Thunderstrike gauntlet - sweep	Melee	8	3+	10	-2	3

AUFSTELLUNG

1x Knight Paladin (170x109mm Oval Base)

Equipped with: Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Rapid-fire battle cannon, Stormspear rocket pod, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Thunderstrike gauntlet - strike, ➤ Thunderstrike gauntlet - sweep

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.

Invulnerable Save (5+*)

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

Paladin's Duty (Bondsman)

While a model is affected by this ability, weapons equipped by that model have the [LETHAL HITS] ability, and melee weapons equipped by that model have the [LANCE] ability.

Seasoned Noble

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



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).*

INDIRECT FIRE

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

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.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

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).*

TWIN-LINKED

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

CORE RULES

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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 PRECEPTOR

365 PTS

M10"

T11

SV3+

W26

LD6+

OC10

5+

RANGED WEAPONS

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

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
► Thunderstrike gauntlet - strike	Melee	4	3+	20	-3	8
► Thunderstrike gauntlet - sweep	Melee	8	3+	10	-2	3

AUFSTELLUNG

1x Knight Preceptor (170x109mm Oval Base)

Equipped with: Icarus autocannons, Ironstorm missile pod, Meltagun, Preceptor multi-laser, Questoris heavy stubber, Stormspear rocket pod, ► Las-impulsor - high intensity, ► Las-impulsor - low intensity, ► Reaper chainsword - strike, ► Reaper chainsword - sweep, ► Thunderstrike gauntlet - strike, ► Thunderstrike gauntlet - sweep

Wargear Options:

- This model can replace its Preceptor multi-laser with Questoris heavy stubber or Meltagun.

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.

Exemplar of the Code

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

Invulnerable Save (5+*)

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

Mentor (Bondsmen)

Each time a model affected by this ability makes an attack that targets this model's quarry, you can re-roll the Wound 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).*

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).*

TWIN-LINKED

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

CORE RULES

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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 VALIANT

390 PTS

M8"

T12

SV3+

W28

LD6+

OC10

5+*

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Conflagration cannon	IGNORES COVER TORRENT	18"	3D6	N/A	8	-1	2
Shieldbreaker missile launcher	ANTI-TITANIC 4+ DEVASTATING WOUNDS	72"	1	3+	12	-6	D6+1
Thundercoil harpoon	BLAST DEVASTATING WOUNDS	12"	D3	3+	24	-6	10
Twin meltagun	MELTA 2 TWIN-LINKED	12"	1	3+	9	-4	D6
Twin siegebreaker cannon	BLAST TWIN-LINKED	36"	D6	3+	6	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Knight Valiant (170x109mm Oval Base)

Equipped with: Conflagration cannon, Shieldbreaker missile launcher, Thundercoil harpoon, Twin meltagun, Twin siegebreaker cannon, Titanic feet

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.
- Invulnerable Save (5+*)**

This model has a 5+ invulnerable save against ranged attacks.
- Ion Aegis (Aura)**

While a friendly Armiger model is within 6" of this model, each time a ranged attack targets that model, it has the Benefit of Cover against that attack.
- Thundershock**

In your Shooting phase, each time you select a target for this model's thundercoil harpoon, roll one D6 for the target unit and one D6 for each other enemy unit within 6" of the target unit. On a 4+, the unit being rolled for is struck by arcing energies; after resolving all of this model's attacks against the target unit, each unit struck by arcing energies suffers D3 mortal 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+.*

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).

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

◇ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◇ 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").

◇ 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 WARDEN

365 PTS

M

10"

T

11

SV

3+

W

26

LD

6+

OC

10

5+*

RANGED WEAPONS

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

MELEE WEAPONS

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
➤ Thunderstrike gauntlet - strike	Melee	4	3+	20	-3	8
➤ Thunderstrike gauntlet - sweep	Melee	8	3+	10	-2	3

AUFSTELLUNG

1x Knight Warden (170x109mm Oval Base)

Equipped with: Avenger gatling cannon, Heavy flamer, Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Stormspear rocket pod, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Thunderstrike gauntlet - strike, ➤ Thunderstrike gauntlet - sweep

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.

Invulnerable Save (5+*)

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

Thin Their Ranks

Each time this model makes a ranged attack that targets an enemy unit (excluding Monsters and Vehicles), that attack has the DEVASTATING WOUNDS ability.

Warden's Duty (Bondsmen)

While a model is affected by this ability, weapons equipped by that model have the SUSTAINED HITS 1 ability, and ranged weapons equipped by that 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).

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).*

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

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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).



IMPERIUM - IMPERIAL KNIGHTS

QUESTORIS KNIGHT
MAGAERA

385 PTS

M10"

T11

SV3+

W26

LD6+

OC10

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	TORRENT IGNORES COVER ANTI-INFANTRY 2+ 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 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.
- Magaera's Duty (Bondsman)**
While a model is affected by this ability, each time that model makes a ranged attack that targets the closest eligible target, improve the Strength and Armour Penetration characteristics of that attack by 1.
- 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

◆ Bondsman

Some Imperial Knights models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly Armiger model within 12" of that model (you cannot select an Armiger model that is already being affected by a Bondsman ability). Until the start of your next Command phase, that Armiger model is affected by that Bondsman ability.

◆ Code Chivalric

If your Army Faction is Imperial Knights, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts - one Deed and one Quality. There are three options for each part.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

◆ 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").

◆ 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).



IMPERIUM - IMPERIAL KNIGHTS

QUESTORIS KNIGHT

STYRIX

375 PTS

M10"

T11

SV3+

W26

LD6+

OC10

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	TORRENT IGNORES COVER ANTI-INFANTRY 2+ 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 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 Charge rolls made for that unit.

Styrix's Duty (Bondsmen)

While a model is affected by this ability, each time that model is selected to shoot or fight, after it has resolved all of its attacks, select one enemy unit hit by one or more of those attacks; that unit must take a Battle-shock test, subtracting one from the test when doing so.



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

◆ Bondsman

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◆ 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").

◆ 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).



PUNKTELISTE

EINHEIT	PUNKTE
Acastus Knight Asterius	785 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts
Acastus Knight Porphyron	725 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts
Armiger Helverin	140 pts
Armiger Moirax	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Armiger Warglaive	140 pts
Canis Rex	415 pts
Cerastus Knight Acheron	380 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Cerastus Knight Atrapos	420 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Cerastus Knight Castigator	380 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Cerastus Knight Lancer	415 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Knight Castellan	425 pts · ab der 2. gleichnamigen Einheit im Heer: +25 pts
Knight Crusader	395 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Knight Defender	385 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Knight Destrier	265 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts

EINHEIT	PUNKTE
Knight Errant	355 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Gallant	355 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Paladin	375 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Preceptor	365 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Valiant	390 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Warden	365 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Questoris Knight Magaera	385 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Questoris Knight Styrix	375 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts

ENHANCEMENTS — DOMINUS FOEBREAKERS

ENHANCEMENT	PUNKTE
Blessed Plate	30 pts
Archeotech Autoloaders	25 pts

ENHANCEMENTS — FREEBLADE COMPANY

ENHANCEMENT	PUNKTE
Sanctuary	20 pts

ENHANCEMENT	PUNKTE
Mysterious Guardian	35 pts
Bringer of Justice	30 pts
Hunter's Eye	25 pts

ENHANCEMENTS — GATE WARDEN LANCE

ENHANCEMENT	PUNKTE
Vengeful Tread	15 pts
Acquisitor-at-Arms	15 pts
Purgation's Hand	20 pts
Augury Halo	20 pts

ENHANCEMENTS — QUESTOR FORGEPACT

ENHANCEMENT	PUNKTE
Magos Questoris	20 pts
Knight of the Opus Machina (Aura)	15 pts

ENHANCEMENTS — QUESTORIS COMPANIONS

ENHANCEMENT	PUNKTE
Crushing Condemnation	10 pts
Herald of Triumph	15 pts
Wyrmslayer Divination	10 pts
Pennant of Silvered Fury	15 pts

ENHANCEMENTS — SPEARHEAD-AT-ARMS

ENHANCEMENT	PUNKTE
Martial Tuition	15 pts
Mentor's Pride	20 pts
Fables of Nightmare	10 pts
Tales of Heroism	10 pts

ENHANCEMENTS — THRONE-BONDED OUTRIDERS

ENHANCEMENT	PUNKTE
Gyro-optimised Actuators	15 pts
Ancestral Overbleed	10 pts

ENHANCEMENTS — VALOURSTRIKE LANCE

ENHANCEMENT	PUNKTE
Bearer of the Iron Chalice	20 pts
Bearer of the Evanescent Ion	15 pts
Bearer of the Judicant's Helm	25 pts
Bearer of the Lancer's Sigil	25 pts

