

C O D E X

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FRAKTIONSREGELN

HARBINGERS OF DREAD

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

UEBERSICHT

Bastions

Pterrorshade Rookery, Hate-filled Dominion

Helhunt Lance

Hunter's Helm, Octagram of Conjuraton, Throne Tyrannicus, Aspect of the Beast

Houndpack Lance

Loping Predator, Final Howl (Aura), Panoply of the Cursed Knights, Preyslayer's Mantle

Iconoclast Fiefdom

Cruel Lashmaster, Iconoclast Idol

Infernal Lance

Fleshmetal Fusion, Blasphemous Engine, Bestial Aspect, Knight Diabolus

Lords of Dread

Warp-borne Stalker, Blade of Celerity, Putrid Carapace, Mirror of Fates, Blessing of the Dark Master, Throne Mechanicum of Skulls

Traitoris Lance

Malevolent Heraldry, Veil of Medrengard, Tyrant's Shadow, Nightmare's Master

BASTIONS

ENHANCEMENTS

Pterrorshade Rookery

20 pts

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

Hate-filled Dominion

20 pts

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

HELHUNT LANCE

ENHANCEMENTS

Hunter's Helm

15 pts

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

Octagram of Conjuration

40 pts

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

Throne Tyrannicus

25 pts

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

Aspect of the Beast

30 pts

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

HOUNDPACK LANCE

ENHANCEMENTS

Loping Predator

10 pts

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

Final Howl (Aura)

20 pts

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

Panoply of the Cursed Knights

15 pts

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

Preyslayer's Mantle

15 pts

The bearer has the Super-Heavy Walker ability.

ICONOCLAST FIEFDOM

ENHANCEMENTS

Cruel Lashmaster

25 pts

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

Iconoclast Idol

20 pts

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

INFERNAL LANCE

ENHANCEMENTS

Fleshmetal Fusion

35 pts

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

Blasphemous Engine

35 pts

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

Bestial Aspect

30 pts

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

Knight Diabolus

25 pts

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

LORDS OF DREAD

ENHANCEMENTS

Warp-borne Stalker

25 pts

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

Blade of Celerity

35 pts

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

Putrid Carapace

30 pts

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

Mirror of Fates

30 pts

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

Blessing of the Dark Master

20 pts

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

Throne Mechanicum of Skulls

25 pts

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

TRAITORIS LANCE

ENHANCEMENTS

Malevolent Heraldry

30 pts

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

Veil of Medrengard

35 pts

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

Tyrant's Shadow

25 pts

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

Nightmare's Master

20 pts

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

CHAOS ACASTUS KNIGHT ASTERIUS

785 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-10 wounds remaining**
While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Sunderer of Fortresses**
Each time this model makes an attack that targets a Vehicle, improve the Strength and Damage characteristics of that attack by 1 (if that attack targets a Fortification, improve the Strength and Damage characteristics of that attack by 2 instead).

WEAPON ABILITIES

- 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.*

AUFSTELLUNG

1x Chaos Acastus Knight Asterius

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Chaos, Acastus, Knight Asterius, Frame

FACTION KEYWORDS: Chaos Knights

CHAOS ACASTUS KNIGHT
ASTERIUS

785 PTS

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

INVULNERABLE
SAVE

5+*

- 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.

FACTION RULES

- Harbingers of Dread
- If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.
- Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.
- N/A - Deathly Terror (Aura)
- While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.
- 1 - Despair (Aura)
- While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).
- 2 - Doom
- Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.
- 3 - Darkness
- This model has Stealth.
- 4 - Dismay (Aura)
- In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.
- 5 - Delirium (Aura)
- While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.
- 6 - Dominion
- Add 3" to the range of this model's Aura abilities.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Chaos, Acastus, Knight Asterius, Frame

FACTION KEYWORDS: Chaos Knights

CHAOS ACASTUS KNIGHT ASTERIUS

785 PTS

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

INVULNERABLE
SAVE



CORE RULES

Deadly Demise 2D6

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Chaos, Acastus, Knight Asterius, Frame
FACTION KEYWORDS: Chaos Knights

CHAOS ACASTUS KNIGHT PORPHYRION

725 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Acastus autocannon	48"	2	3+	9	-1	3
Acastus ironstorm missile pod BLAST HEAVY INDIRECT FIRE	48"	D6+6	3+	5	0	1
Helios defence missiles ANTI-FLY 2+ HEAVY	48"	3	3+	10	-2	D6
Lascannon	48"	1	3+	12	-3	D6+1
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

ABILITIES

*Invulnerable Save

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

Bastion of Firepower

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

Damaged: 1-10 wounds remaining

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

WEAPON ABILITIES

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).

AUFSTELLUNG

1x Chaos Acastus Knight Porphyron

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

Wargear Options:

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Chaos, Acastus, Knight Porphyron, Frame
FACTION KEYWORDS: Chaos Knights

CHAOS ACASTUS KNIGHT
PORPHYRION

725 PTS

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

INVULNERABLE
SAVE



FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise 2D6

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Chaos, Acastus, Knight Porphyryon, Frame
FACTION KEYWORDS: Chaos Knights

CHAOS CERASTUS KNIGHT
ACHERON

370 PTS

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

INVULNERABLE
SAVE

5+*

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-10 wounds remaining**
While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Searing Flames**
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with an Acheron flame cannon. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.
- Unrestrained Terror (Aura)**
While a friendly War Dog model is within 6" of this model, it is affected by this ability. At the start of the Fight phase, each enemy unit within Engagement Range of one or more War Dog units affected by this ability must take a Battle-shock test.

WEAPON ABILITIES

- 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.

AUFSTELLUNG

1x Chaos Cerastus Knight
Acheron

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

KEYWORDS: Vehicle, Walker,
Character, Titanic, Towering,
Cerastus, Knight Acheron, Knight
Character

FACTION KEYWORDS: Chaos
Knights

CHAOS CERASTUS KNIGHT
ACHERON

370 PTS

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

INVULNERABLE
SAVE

5+*

FACTION RULES

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

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

N/A - Deathly Terror (Aura)
While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

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

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

3 - Darkness
This model has Stealth.

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

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

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

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

KEYWORDS: Vehicle, Walker,
Character, Titanic, Towering,
Cerastus, Knight Acheron, Knight
Character

FACTION KEYWORDS: Chaos
Knights

CHAOS CERASTUS KNIGHT ATRAPOS

395 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Consumed with Hunger (Aura)

While a friendly War Dog model is within 6" of this model, each time that War Dog model makes an attack that targets a Titanic or Towering unit, you can re-roll the Hit roll.

Damaged: 1-10 wounds remaining

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

Macro-extinction Protocols

Each time this model makes an attack that targets a Monster or Vehicle unit, add 1 to the Hit roll. If that target is Titanic or Towering, add 1 to the Wound roll as well.

WEAPON ABILITIES

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.

AUFSTELLUNG

1x Chaos Cerastus Knight
Atrapos

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

KEYWORDS: Vehicle, Walker, Character, Titanic, Towering, Chaos, Cerastus, Knight Atrapos, Knight Character
FACTION KEYWORDS: Chaos Knights

CHAOS CERASTUS KNIGHT

ATRAPOS

395 PTS

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

INVULNERABLE
SAVE

5+

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).

FACTION RULES

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

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

N/A - Deathly Terror (Aura)
While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.

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

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

3 - Darkness
This model has Stealth.

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

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

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

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

KEYWORDS: Vehicle, Walker,
Character, Titanic, Towering, Chaos,
Cerastus, Knight Atrapos, Knight
Character

FACTION KEYWORDS: Chaos
Knights

CHAOS CERASTUS KNIGHT CASTIGATOR

370 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-10 wounds remaining**
While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Offerings for the Dark Gods (Aura)**
While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the [SUSTAINED HITS 1] ability.
- Storm of Bolts**
In your Shooting phase, after this model has shot, select one unit (excluding Monsters and Vehicles) hit by one or more of those attacks. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

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

AUFSTELLUNG

1x Chaos Cerastus Knight Castigator

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

KEYWORDS: Vehicle, Walker, Character, Titanic, Towering, Chaos, Cerastus, Knight Castigator, Knight Character

FACTION KEYWORDS: Chaos Knights

CHAOS CERASTUS KNIGHT
CASTIGATOR

370 PTS

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

INVULNERABLE
SAVE

5+*

FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D6+2

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

KEYWORDS: Vehicle, Walker,
Character, Titanic, Towering, Chaos,
Cerastus, Knight Castigator, Knight
Character

FACTION KEYWORDS: Chaos
Knights

CHAOS CERASTUS KNIGHT LANCER

395 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Cerastus shock lance - strike LANCE	Melee	5	2+	20	-3	8
➤ Cerastus shock lance - sweep	Melee	10	2+	10	-2	3

ABILITIES

- Damaged: 1-10 wounds remaining**
While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Dark Fervour (Aura)**
While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the [ASSAULT] ability.
- Shock Charge**
You can target this model with the Tank Shock Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

WEAPON ABILITIES

- 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).

AUFSTELLUNG

1x Chaos Cerastus Knight Lancer

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

KEYWORDS: Vehicle, Walker, Character, Titanic, Towering, Chaos, Cerastus, Knight Lancer, Knight Character

FACTION KEYWORDS: Chaos Knights

CHAOS CERASTUS KNIGHT
LANCER

395 PTS

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

INVULNERABLE
SAVE

4+

FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D6+2

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

KEYWORDS: Vehicle, Walker,
Character, Titanic, Towering, Chaos,
Cerastus, Knight Lancer, Knight
Character

FACTION KEYWORDS: Chaos
Knights

CHAOS QUESTORIS
KNIGHT MAGAERA

375 PTS

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- Damaged: 1-9 wounds remaining**
While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Huntmaster (Aura)**
While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the [ASSAULT] ability.
- Repair Auto-simulacra**
At the end of your Command phase, this model regains up to D3 lost wounds.

WEAPON ABILITIES

- 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).

AUFSTELLUNG

- 1x Chaos Questoris Knight
Magaera
- 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.

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

CHAOS QUESTORIS

KNIGHT MAGAERA

375 PTS

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

INVULNERABLE
SAVE

5+

- 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.

FACTION RULES

- Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

- Deadly Demise D6

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Super-Heavy Walker

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

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

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

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

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

FACTION KEYWORDS: -

CHAOS QUESTORIS KNIGHT STYRIX

365 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Damaged: 1-9 wounds remaining

While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Grav-pinned

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

Preysight (Aura)

While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the **IGNORES COVER** ability.

WEAPON ABILITIES

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).

AUFSTELLUNG

1x Chaos Questoris Knight Styrix

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.

KEYWORDS: Vehicle, Walker, Character, Titanic, Towering, Chaos, Abhorrent, Knight Styrix, Knight Character, Frame
FACTION KEYWORDS: Chaos Knights

CHAOS QUESTORIS

KNIGHT STYRIX

365 PTS

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

INVULNERABLE
SAVE

5+

- 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.

FACTION RULES

- Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

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

FACTION KEYWORDS: Chaos Knights

CHAOS QUESTORIS

KNIGHT STYRIX

365 PTS

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

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D6

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

KEYWORDS: Vehicle, Walker, Character, Titanic, Towering, Chaos, Abhorrent, Knight Styrix, Knight Character, Frame
FACTION KEYWORDS: Chaos Knights

KNIGHT ABOMINANT

355 PTS

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

INVULNERABLE
SAVE

5+*



AUFSTELLUNG

1x Knight Abominant

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

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Balemace EXTRA ATTACKS	Melee	3	3+	8	-1	2
Electrocourge SUSTAINED HITS 1	Melee	9	3+	10	-2	3

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-9 wounds remaining**
While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Vortex Terrors (Psychic)**
At the start of your Shooting phase, select one enemy unit within 24" of and visible to this model. That enemy unit must take a Battle-shock test.
- Warp Storms (Psychic)**
At the end of your Movement phase, roll one D6 for each enemy unit within 9" of one or more models with this ability: on a 3+, that enemy unit suffers D3 mortal wounds.

WEAPON ABILITIES

- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
- Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
- Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
- Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



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

FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE



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).

FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D6

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Abhorrent, Character, Chaos, Knight Abominant, Psyker, Knight Character
FACTION KEYWORDS: Chaos Knights

KNIGHT DESECRATOR

355 PTS

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

INVULNERABLE
SAVE

5+*



AUFSTELLUNG

1x Knight Desecrator

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

Wargear Options:

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-9 wounds remaining**
While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Obsessive Ruthlessness**
This unit's ranged attacks that target a MONSTER/VEHICLE unit can ignore modifiers to this unit's:
- BS.
- Hit rolls and wound rolls.
- Taskmaster (Aura)**
While a friendly War Dog model is within 9" of this model, each time that War Dog model makes a ranged attack, re-roll a Hit roll of 1.

WEAPON ABILITIES

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



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

FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE



FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D6

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

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

FACTION KEYWORDS: Chaos
Knights

KNIGHT DESPOILER

380 PTS

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

INVULNERABLE
SAVE

5+*



AUFSTELLUNG

1x Knight Despoiler

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

Wargear Options:

- This model can be equipped with one of: Havoc missile pod, Ruinspear rocket pod, Hellstorm autocannons.
- This model can replace its Reaper chainsword with Gatling cannon, Battle cannon or Despoiler battle cannon.



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

FACTION KEYWORDS: Chaos Knights

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-9 wounds remaining**
While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Dread Dominion (Aura)**
While a friendly War Dog model is within 9" of this model, improve that War Dog model's Leadership and Objective Control characteristics by 1.
- Seething Hatred**
Each time this model is selected to shoot or fight, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.

WEAPON ABILITIES

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+.

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

INVULNERABLE
SAVE



Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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

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

Melta
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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

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

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

FACTION RULES

Harbingers of Dread
If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.
Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.
N/A - Deathly Terror (Aura)
While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.
1 - Despair (Aura)
While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).
2 - Doom
Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.
3 - Darkness
This model has Stealth.
4 - Dismay (Aura)
In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.
5 - Delirium (Aura)
While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.
6 - Dominion
Add 3" to the range of this model's Aura abilities.

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

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

INVULNERABLE
SAVE

5+*

CORE RULES

Deadly Demise D6

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

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

FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE

5+*

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Bloodlust**
Each time this model makes a Charge move, until the end of the turn, its melee weapons have the [Devastating Wounds] ability.
- Damaged: 1-9 wounds remaining**
While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Frenzied Rampage (Aura)**
While a friendly War Dog model is within 9" of this model, each time that War Dog model makes a melee attack, re-roll a Hit roll of 1.

WEAPON ABILITIES

- 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).



- AUFSTELLUNG
- 1x Knight Rampager
- Equipped with: Diabolus heavy stubber, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Warpstrike claw - strike, ➤ Warpstrike claw - sweep



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

FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE



FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D6

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

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

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

INVULNERABLE
SAVE

5+*

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Close-range Killers (Aura)**
While a friendly War Dog model is within 9" of this model, each time that War Dog model makes an attack that targets the closest enemy unit, improve the Armour Penetration characteristic of that attack by 1.
- Damaged: 1-9 wounds remaining**
While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Methodical Destruction**
At the start of the first battle round, select one unit from your opponent's army to be this model's victim. Each time this model makes an attack that targets its victim, you can re-roll the Wound roll. Each time this model's victim is destroyed, select one new enemy unit to be this model's victim.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



AUFSTELLUNG

1x Knight Ruinator

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



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

FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE



FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D6

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

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

KNIGHT TYRANT

400 PTS

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

INVULNERABLE
SAVE

5+*



AUFSTELLUNG

- 1x Knight Tyrant
- Equipped with:** Brimstone volcano lance, Darkflame cannon, Gheiststrike missile launcher, Twin daemonbreath meltagun, Twin desecrator cannon, Warpshock harpoon, ➤ Ectoplasma decimator - standard, ➤ Ectoplasma decimator - supercharge, Titanic feet
- Wargear Options:**
- This model can replace its 2 Gheiststrike missile launchers and 1 twin desecrator cannon with 2 twin desecrator cannons and 1 gheiststrike missile launcher.
 - This model can replace its Brimstone volcano lance and Ectoplasma decimator with 2 Ectoplasma cannons and 1 Gheiststrike missile launcher.

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

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Bastion of Corruption**
Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.
- Damaged: 1-10 wounds remaining**
While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Infernal Aegis (Aura)**
While a friendly War Dog model is within 6" of this model, that War Dog model has the Benefit of Cover.

WEAPON ABILITIES

- 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).



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

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

INVULNERABLE
SAVE

5+*

- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Harbingers of Dread**
If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.
Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.
- N/A - Deathly Terror (Aura)
While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.
- 1 - Despair (Aura)
While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).
- 2 - Doom
Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.
- 3 - Darkness
This model has Stealth.
- 4 - Dismay (Aura)
In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.
- 5 - Delirium (Aura)
While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.
- 6 - Dominion
Add 3" to the range of this model's Aura abilities.

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

FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D6+2

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

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

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

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

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

WAR DOG BRIGAND140 PTS

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

INVULNERABLE
SAVE

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	3+	6	-1	1
Daemonbreath spear MELTA 4	18"	2	3+	12	-4	D6
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1
Havoc multi-launcher BLAST INDIRECT FIRE	48"	D6	3+	5	0	1

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Brigand**
Ranged weapons equipped by this model have the [Ignores Cover] ability while targeting enemy units in range of one or more objective markers.
- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- 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).



- AUFSTELLUNG
- 1x War Dog Brigand
- Equipped with:** Avenger chaincannon, Daemonbreath spear, Diabolus heavy stubber, Havoc multi-launcher, Armoured feet
- Wargear Options:**
 - This model can replace its Diabolus heavy stubber with Havoc multi-launcher.



KEYWORDS: Vehicle, Walker,
Chaos, War Dog, Brigand
FACTION KEYWORDS: Chaos
Knights

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

INVULNERABLE
SAVE



FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D3

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker,
Chaos, War Dog, Brigand
FACTION KEYWORDS: Chaos
Knights

WAR DOG EXECUTIONER130 PTS

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

INVULNERABLE
SAVE

5+*

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save

This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-5 wounds remaining

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

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

WEAPON ABILITIES

- 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).



- AUFSTELLUNG
- 1x War Dog Executioner
- Equipped with: Daemonbreath meltagun, Diabolus heavy stubber, War Dog autocannon, Armoured feet
- Wargear Options:
- This model can replace its Diabolus heavy stubber with Daemonbreath meltagun.



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

FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE

5+*

FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D3

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker,
Chaos, War Dog, Executioner
FACTION KEYWORDS: Chaos
Knights

WAR DOG HUNTSMAN135 PTS

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

INVULNERABLE
SAVE

5+*



AUFSTELLUNG

1x War Dog Huntsman

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

Wargear Options:

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**

This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-5 wounds remaining**

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

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

WEAPON ABILITIES

- 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).



KEYWORDS: Vehicle, Walker, Chaos, War Dog, Huntsman
FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE



FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D3

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker,
Chaos, War Dog, Huntsman
FACTION KEYWORDS: Chaos
Knights

WAR DOG KARNIVORE

155 PTS

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

INVULNERABLE
SAVE

5+*



AUFSTELLUNG

1x War Dog Karnivore

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

Wargear Options:

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Karnivore**
You can re-roll Advance and Charge rolls made for this model.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Indirect Fire**
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



KEYWORDS: Vehicle, Walker, Chaos, War Dog, Karnivore
FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE

5+*

FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D3

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker,
Chaos, War Dog, Karnivore
FACTION KEYWORDS: Chaos
Knights

WAR DOG MOIRAX

150 PTS

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

INVULNERABLE
SAVE

5+*

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Protection Protocols**
You can target this unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

WEAPON ABILITIES

- 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.*



- AUFSTELLUNG
- 1x War Dog Moirax
- Equipped with:** Conversion beam cannon, Graviton pulsar, Lightning lock, Rad cleanser, Volkite veuglaire, Armoured feet, Siege claw
- Wargear Options:**
 - This model must be equipped with 2 of: Volkite veuglaire, Conversion beam cannon, Graviton pulsar, Lightning lock, Siege claw and rad cleanser.



KEYWORDS: Vehicle, Walker, Chaos, War Dog, Moirax

FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE

5+*

- 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.

FACTION RULES

- Harbingers of Dread**
If your Army Faction is Chaos Knights, each model from your army with this ability gains Dread abilities, depending which are active for your army. The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 below.
Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.
N/A - Deathly Terror (Aura)
While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.
1 - Despair (Aura)
While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).
2 - Doom
Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.
3 - Darkness
This model has Stealth.
4 - Dismay (Aura)
In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.
5 - Delirium (Aura)
While an enemy unit that is Below Half-strength is within 9" of this model, each time that model fails a Battle-shock test, it suffers D3 mortal wounds.
6 - Dominion
Add 3" to the range of this model's Aura abilities.

CORE RULES

- Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker,
Chaos, War Dog, Moirax
FACTION KEYWORDS: Chaos
Knights

WAR DOG STALKER

135 PTS

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

INVULNERABLE
SAVE

5+*



AUFSTELLUNG

1x War Dog Stalker

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

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	3+	6	-1	1
Daemonbreath spear MELTA 4	18"	2	3+	12	-4	D6
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1
Havoc multi-launcher BLAST INDIRECT FIRE	48"	D6	3+	5	0	1

MELEE WEAPONS

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

ABILITIES

- *Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.
- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Stalker**
Each time this model makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.

WEAPON ABILITIES

- 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).



KEYWORDS: Vehicle, Walker, Chaos, War Dog, Stalker
FACTION KEYWORDS: Chaos Knights

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

INVULNERABLE
SAVE

5+*

FACTION RULES

Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

CORE RULES

Deadly Demise D3

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

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Scouts 6"

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

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Vehicle, Walker,
Chaos, War Dog, Stalker

FACTION KEYWORDS: Chaos
Knights

PUNKTELISTE

EINHEIT	PUNKTE
Chaos Acastus Knight Asterius	785 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts
Chaos Acastus Knight Porphyryon	725 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts
Chaos Cerastus Knight Acheron	370 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Chaos Cerastus Knight Atrapos	395 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Chaos Cerastus Knight Castigator	370 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Chaos Cerastus Knight Lancer	395 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Chaos Questoris Knight Magaera	375 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Chaos Questoris Knight Styrix	365 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Knight Abominant	355 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Desecrator	355 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Despoiler	380 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Knight Rampager	365 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Ruinator	340 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Tyrant	400 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
War Dog Brigand	140 pts
War Dog Executioner	130 pts
War Dog Huntsman	135 pts
War Dog Karnivore	155 pts
War Dog Moirax	150 pts
War Dog Stalker	135 pts

ENHANCEMENTS — BASTIONS

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

ENHANCEMENTS — HELHUNT LANCE

ENHANCEMENT	PUNKTE
Hunter's Helm	15 pts
Octagram of Conjuraton	40 pts
Throne Tyrannicus	25 pts
Aspect of the Beast	30 pts

ENHANCEMENTS — HOUNDPACK LANCE

ENHANCEMENT	PUNKTE
Loping Predator	10 pts
Final Howl (Aura)	20 pts

ENHANCEMENT	PUNKTE
Panoply of the Cursed Knights	15 pts
Preyslayer's Mantle	15 pts

ENHANCEMENTS — ICONOCLAST FIEFDOM

ENHANCEMENT	PUNKTE
Cruel Lashmaster	25 pts
Iconoclast Idol	20 pts

ENHANCEMENTS — INFERNAL LANCE

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

ENHANCEMENTS — LORDS OF DREAD

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

ENHANCEMENTS — TRAITORIS LANCE

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