

C O D E X

IMPERIUM - IMPERIAL KNIGHTS - LIBRARY

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INHALTSVERZEICHNIS

FRAKTIONSREGELN	5
DETACHMENTS	7
Detachments — Übersicht	7
Dominus Foebreakers	9
Freeblade Company	11
Gate Warden Lance	13
Questor Forgepact	15
Questoris Companions	17
Spearhead-at-Arms	19
Throne-bonded Outriders	21
Valourstrike Lance	23
DATASHEETS	25
Acastus Knight Asterius	25
Acastus Knight Porphyryon	27
Armiger Helverin	29
Armiger Moirax	31
Armiger Warglaive	33
Canis Rex	35
Cerastus Knight Acheron	37
Cerastus Knight Atrapos	39
Cerastus Knight Castigator	41
Cerastus Knight Lancer	43
Knight Castellan	45
Knight Crusader	47
Knight Defender	51
Knight Destrier	53
Knight Errant	55
Knight Gallant	57
Knight Paladin	61
Knight Preceptor	65
Knight Valiant	69
Knight Warden	71
Questoris Knight Magaera	75
Questoris Knight Styrix	77
PUNKTELISTE	81

FRAKTIONSREGELN

BONDSMAN

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

UEBERSICHT

Dominus Foebreakers

Blessed Plate, Archeotech Autoloaders

Freeblade Company

Sanctuary, Mysterious Guardian, Bringer of Justice, Hunter's Eye

Gate Warden Lance

Vengeful Tread, Acquisitor-at-Arms, Purgation's Hand, Augury Halo

Questor Forgepact

Magos Questoris, Knight of the Opus Machina (Aura)

Questoris Companions

Crushing Condemnation, Herald of Triumph, Wyrmslayer Divination, Pennant of Silvered Fury

Spearhead-at-Arms

Martial Tuition, Mentor's Pride, Fables of Nightmare, Tales of Heroism

Throne-bonded Outriders

Gyro-optimised Actuators, Ancestral Overbleed

Valourstrike Lance

Bearer of the Iron Chalice, Bearer of the Evanescent Ion, Bearer of the Judicant's Helm, Bearer of the Lancer's Sigil

DOMINUS FOEBREAKERS

ENHANCEMENTS

Blessed Plate	30 pts
IMPERIAL KNIGHTS DOMINUS model only. This model has +1 T.	

Archeotech Autoloaders	25 pts
IMPERIAL KNIGHTS DOMINUS model only. This unit can re-roll rolls to determine the A of a weapon.	

DETACHMENT-REGEL

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

FREEBLADE COMPANY

ENHANCEMENTS

Sanctuary

20 pts

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

Mysterious Guardian

35 pts

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

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

Bringer of Justice

30 pts

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

Hunter's Eye

25 pts

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

DETACHMENT-REGEL

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

GATE WARDEN LANCE

ENHANCEMENTS

Vengeful Tread

15 pts

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

Acquisitor-at-Arms

15 pts

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

Purgation's Hand

20 pts

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

Augury Halo

20 pts

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

DETACHMENT-REGEL

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

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

QUESTOR FORGEPACT

ENHANCEMENTS

Magos Questoris

20 pts

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

Knight of the Opus Machina (Aura)

15 pts

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

DETACHMENT-REGEL

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

Friendly TECH-PRIEST models have the Sacristan Pledge ability:

QUESTORIS COMPANIONS

ENHANCEMENTS

Crushing Condemnation

10 pts

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

Herald of Triumph

15 pts

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

Wyrmslayer Divination

10 pts

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

Pennant of Silvered Fury

15 pts

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

DETACHMENT-REGEL

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

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

SPEARHEAD-AT-ARMS

ENHANCEMENTS

Martial Tuition

15 pts

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

Mentor's Pride

20 pts

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

Fables of Nightmare

10 pts

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

Tales of Heroism

10 pts

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

DETACHMENT-REGEL

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

THRONE-BONDED OUTRIDERS

ENHANCEMENTS

Gyro-optimised Actuators

15 pts

ARMIGER unit only. This unit has MOBILE.

Ancestral Overbleed

10 pts

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

DETACHMENT-REGEL

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

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

VALOURSTRIKE LANCE

ENHANCEMENTS

Bearer of the Iron Chalice

20 pts

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

Bearer of the Evanescent Ion

15 pts

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

Bearer of the Judicant's Helm

25 pts

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

Bearer of the Lancer's Sigil

25 pts

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

DETACHMENT-REGEL

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

ACASTUS KNIGHT ASTERIUS - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

785 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Acastus Knight Asterius
Equipped with: Asterius volkite culverin, Karacnos mortar battery, Twin conversion beam cannon, Titanic feet

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

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

Damaged: 1-10 Wounds Remaining

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

Invulnerable Save (5+*)

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

Sunderer of Fortresses

Each time this model makes an attack that targets a VEHICLE, improve the Strength and Damage characteristics of that attack by 1. If that attack targets a FORTIFICATION, improve the Strength and Damage characteristics of that attack by 2 instead.

WEAPON 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.

ACASTUS KNIGHT ASTERIUS - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

785 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Acastus Knight Asterius

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

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

FACTION KEYWORDS: Imperial Knights

Ignores Cover

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

Indirect Fire

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

Sustained Hits

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

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

Twin-linked

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

CORE RULES

Deadly Demise 2D6

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

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).

ACASTUS KNIGHT PORPHYRION -
IMPERIUM - IMPERIAL KNIGHTS - LIBRARY

725 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Acastus Knight Porphyrior

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

Wargear Options:

- This model can replace its 2 Acastus autocannons with 1 Acastus autocannon and 1 lascannon or 2 Lascannons.
- This model can replace its Acastus ironstorm missile pod with Helios defence missiles.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Imperium, Acastus, Knight Porphyrior, Frame

FACTION KEYWORDS: Imperial Knights

RANGED WEAPONS

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

Bastion of Firepower

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

Damaged: 1-10 Wounds Remaining

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

Invulnerable Save (5+*)

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

WEAPON 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).*

ACASTUS KNIGHT PORPHYRION -
IMPERIUM - IMPERIAL KNIGHTS - LIBRARY 725 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Acastus Knight Porphyrior

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

Wargear Options:

- This model can replace its 2 Acastus autocannons with 1 Acastus autocannon and 1 lascannon or 2 Lascannons.
- This model can replace its Acastus ironstorm missile pod with Helios defence missiles.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Imperium, Acastus, Knight Porphyrior, Frame

FACTION KEYWORDS: Imperial Knights

Heavy

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

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

Indirect Fire

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

Lethal Hits

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

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

CORE RULES

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).

ARMIGER HELVERIN - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

140 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Armiger Helverin

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

KEYWORDS: Vehicle, Walker, Imperium, Helverin, Armiger

FACTION KEYWORDS: Imperial Knights

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Damaged: 1-5 Wounds Remaining

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

Invulnerable Save (5+*)

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

Suppression Protocols

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

WEAPON 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).

CORE RULES

ARMIGER HELVERIN - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

140 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Armiger Helverin
Equipped with: Armiger autocannon, Meltagun, Questoris heavy stubber, Armoured feet

KEYWORDS: Vehicle, Walker, Imperium, Helverin, Armiger
FACTION KEYWORDS: Imperial Knights

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.

ARMIGER MOIRAX - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

150 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Armiger 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, Graviton pulsar, Lightning lock, Conversion beam cannon, Siege claw and rad cleanser.

KEYWORDS: Vehicle, Walker, Imperium, Armiger, Moirax

FACTION KEYWORDS: Imperial Knights

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

Damaged: 1-5 Wounds Remaining

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

Invulnerable Save (5+*)

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

Protection Protocols

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

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

WEAPON 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+.

ARMIGER MOIRAX - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

150 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Armiger 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, Graviton pulsar, Lightning lock, Conversion beam cannon, Siege claw and rad cleanser.

KEYWORDS: Vehicle, Walker, Imperium, Armiger, Moirax

FACTION KEYWORDS: Imperial Knights

Blast

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

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

Devastating Wounds

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

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

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

Ignores Cover

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

Sustained Hits

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

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

Torrent

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

CORE RULES

Deadly Demise D3

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

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.

ARMIGER WARGLAIVE - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

140 PTS

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

AUFSTELLUNG
1x Armiger Warglaive
Equipped with: Meltagun, Questoris heavy stubber, Thermal spear, ➤ Reaper chain-cleaver - strike, ➤ Reaper chain-cleaver - sweep

KEYWORDS: Vehicle, Walker, Imperium, Warglaive, Armiger
FACTION KEYWORDS: Imperial Knights

🎯 RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

ABILITIES

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

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

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

WEAPON 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).

CORE RULES

ARMIGER WARGLAIVE - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

140 PTS

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

AUFSTELLUNG

1x Armiger Warglaive

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

KEYWORDS:

Vehicle, Walker, Imperium, Warglaive, Armiger

FACTION KEYWORDS:

Imperial Knights

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.

CANIS REX - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

415 PTS

CANIS REX

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

INVULNERABLE
SAVE

5+*

SIR HEKHTUR

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

AUFSTELLUNG

1x Canis Rex - Equipped with: ▶ Las-impulsor - high intensity, ▶ Las-impulsor - low intensity, ▶ Freedom's Hand - strike, ▶ Freedom's Hand - sweep, Questoris multi-laser

1x Sir Hekhtur - Equipped with: Close combat weapon, Hekhtur's pistol

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

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

KEYWORDS: Epic Hero, Character, Imperium

FACTION KEYWORDS: Imperial Knights

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Chainbreaker

Once per battle, at the start of any phase, you can select one friendly Imperium unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Damaged: 1-9 Wounds Remaining

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

Invulnerable Save (5+*)

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

Legendary Freeblade

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

Using Sir Hekhtur

If your Canis Rex model is destroyed, this model is treated as a model disembarking from a destroyed Transport and must perform an Emergency Disembarkation. Sir Hekhtur cannot be selected as the target of any of your Stratagems other than Core Stratagems. Your Canis Rex unit is not considered to be destroyed until Sir Hekhtur is also destroyed.

CANIS REX - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

415 PTS

CANIS REX

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

INVULNERABLE
SAVE

5+*

SIR HEKHTUR

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

AUFSTELLUNG

1x Canis Rex - Equipped with: ▶ Las-impulsor - high intensity, ▶ Las-impulsor - low intensity, ▶ Freedom's Hand - strike, ▶ Freedom's Hand - sweep, Questoris multi-laser
1x Sir Hekhtur - Equipped with: Close combat weapon, Hekhtur's pistol

Canis Rex KEYWORDS: Vehicle, Walker, Titanic, Towering, Canis Rex, Questoris, Character, Epic Hero
Sir Hekhtur KEYWORDS: Infantry, Sir Hekhtur, Character, Epic Hero
KEYWORDS: Epic Hero, Character, Imperium
FACTION KEYWORDS: Imperial Knights

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

CORE RULES

- Deadly Demise D6**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
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.
- Lone Operative**
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.
If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Super-Heavy Walker**
Each time a unit with this ability makes a normal, advance or fall-back move:
- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.
Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

CERASTUS KNIGHT ACHERON - IMPERIUM
- IMPERIAL KNIGHTS - LIBRARY

380 PTS

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

INVULNERABLE
SAVE

5+*

AUFSTELLUNG

1x Cerastus Knight Acheron

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

KEYWORDS:

Character, Vehicle, Walker, Titanic, Towering, Imperium, Cerastus, Knight Acheron

FACTION KEYWORDS:

Imperial Knights

⦿ RANGED WEAPONS

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

⌘ MELEE WEAPONS

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

ABILITIES

Acheron's Duty (Bondsman)

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

Damaged: 1-10 Wounds Remaining

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

Invulnerable Save (5+*)

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

Searing Flames

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

WEAPON 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.

FACTION RULES

CERASTUS KNIGHT ACHERON - IMPERIUM
- IMPERIAL KNIGHTS - LIBRARY

380 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Cerastus Knight Acheron

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

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

FACTION KEYWORDS: Imperial Knights

Bondsman

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

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).

CERASTUS KNIGHT ATRAPOS - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

405 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Cerastus Knight Atrapos

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

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

FACTION KEYWORDS: Imperial Knights

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Atrapos' Duty (Bondsman)

While a model is affected by this ability, each time that model makes an attack that targets a TITANIC or TOWERING model, you can re-roll the Hit roll and you can re-roll the Wound roll.

Damaged: 1-10 Wounds Remaining

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

Macro-extinction Protocols

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

WEAPON 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.

CERASTUS KNIGHT ATRAPOS - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

405 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Cerastus Knight Atrapos

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

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

Hazardous

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

Sustained Hits

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

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

FACTION RULES

Bondsman

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

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).

CERASTUS KNIGHT CASTIGATOR -
IMPERIUM - IMPERIAL KNIGHTS - LIBRARY

380 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Cerastus Knight Castigator

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

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

FACTION KEYWORDS: Imperial Knights

🎯 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

Castigator’s Duty (Bondsman)

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

Damaged: 1-10 Wounds Remaining

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

Invulnerable Save (5+*)

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

Storm of Bolts

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

WEAPON ABILITIES

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

Bondsman

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

CORE RULES

CERASTUS KNIGHT CASTIGATOR -
IMPERIUM - IMPERIAL KNIGHTS - LIBRARY 380 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Cerastus Knight Castigator

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

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

FACTION KEYWORDS: Imperial Knights

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).

CERASTUS KNIGHT LANCER - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

415 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Cerastus Knight Lancer

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

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

FACTION KEYWORDS: Imperial Knights

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.

Lancer's Duty (Bondsman)

While a model is affected by this ability, it is eligible to declare a charge in a turn in which it Advanced.

Shock Charge

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

WEAPON 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).

FACTION RULES

Bondsman

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

CORE RULES

CERASTUS KNIGHT LANCER - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

415 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Cerastus Knight Lancer

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

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

FACTION KEYWORDS: Imperial Knights

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).

KNIGHT CASTELLAN - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

425 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Castellan

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

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

FACTION KEYWORDS: Imperial Knights

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Damaged: 1-10 Wounds Remaining

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

Invulnerable Save (5+*)

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

Ion Aegis (Aura)

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

Titan Hunter

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

WEAPON 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).

KNIGHT CASTELLAN - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

425 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Castellan

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

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

FACTION KEYWORDS: Imperial Knights

Devastating Wounds

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

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

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

Hazardous

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

Melta

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

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

Twin-linked

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

CORE RULES

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).

KNIGHT CRUSADER - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

395 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Crusader

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

Wargear Options:

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

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

FACTION KEYWORDS: Imperial Knights

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Crusader's Duty (Bondsman)

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

Damaged: 1-9 Wounds Remaining

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

Invulnerable Save (5+*)

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

Punishing Salvoes

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

WEAPON ABILITIES

KNIGHT CRUSADER - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

395 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Crusader

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

Wargear Options:

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

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

FACTION KEYWORDS: Imperial Knights

Anti

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

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

Blast

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

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

Ignores Cover

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

Indirect Fire

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

Melta

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

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

Rapid Fire

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

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

Sustained Hits

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

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

Torrent

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

Twin-linked

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

FACTION RULES

Bondsman

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

CORE RULES

KNIGHT CRUSADER - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

395 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Crusader

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

Wargear Options:

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

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

FACTION KEYWORDS: Imperial Knights

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).

KNIGHT DEFENDER - IMPERIUM - IMPERIAL KNIGHTS - LIBRARY

400 PTS

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

INVULNERABLE
SAVE

4+*

AUFSTELLUNG

1x Knight Defender

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Questoris, Knight Defender

FACTION KEYWORDS: Imperial Knights

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Conversion beam obliterator CONVERSION, SUSTAINED HITS D3	36"	3	3+	12	-2	4
Phosphor blaster IGNORES COVER, RAPID FIRE 1	24"	1	3+	5	0	1
Twin incendine combustor IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6	N/A	6	-1	1
► Plasma executor - standard BLAST	36"	D6+3	3+	8	-2	2
► Plasma executor - supercharge BLAST, HAZARDOUS	36"	D6+3	3+	9	-3	3

⌘ MELEE WEAPONS

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

Invulnerable Save (4+*)

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

Selfless Protector

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

Warden's Duty (Bondsman)

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

WEAPON 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).

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).

KNIGHT DEFENDER - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

400 PTS

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

INVULNERABLE
SAVE

4+*

AUFSTELLUNG

1x Knight Defender

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Questoris, Knight Defender

FACTION KEYWORDS: Imperial Knights

Rapid Fire

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

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

Sustained Hits

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

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

Torrent

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

Twin-linked

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

FACTION RULES

Bondsman

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

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).

KNIGHT DESTRIER - IMPERIUM - IMPERIAL KNIGHTS - LIBRARY

265 PTS

M	T	Sv	W	LD	OC
12"	10	3+	18	6+	8

INVULNERABLE SAVE

5+*

AUFSTELLUNG
1x Knight Destrier
Equipped with: Chastiser gatling cannon, Frag bombard, Questoris heavy stubber, Titanic feet, ➤ Bellatus reaper chainsword - strike, ➤ Bellatus reaper chainsword - sweep, ➤ Thundershock spear - strike, ➤ Thundershock spear - sweep
Wargear Options:
■ This model can replace its Chastiser gatling cannon with Bellatus reaper chainsword or Thundershock spear.
■ This model can replace its Frag bombard with Thundershock spear or Bellatus reaper chainsword.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Bellatus, Knight Destrier
FACTION KEYWORDS: Imperial Knights

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

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

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

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

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

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

WEAPON ABILITIES

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

KNIGHT DESTRIER - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

265 PTS

M	T	Sv	W	LD	OC
12"	10	3+	18	6+	8

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Destrier

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

Wargear Options:

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Bellatus, Knight Destrier

FACTION KEYWORDS: Imperial Knights

Blast

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

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

Lance

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

Rapid Fire

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

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

CORE RULES

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).

KNIGHT ERRANT - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

355 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Errant

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

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

FACTION KEYWORDS: Imperial Knights

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Aggressive Assault

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

Damaged: 1-9 Wounds Remaining

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

Errant's Duty (Bondsman)

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

Invulnerable Save (5+*)

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

WEAPON 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+.*

Assault

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

KNIGHT ERRANT - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

355 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Errant

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

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

FACTION KEYWORDS: Imperial Knights

Blast

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

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

Indirect Fire

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

Melta

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

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

Rapid Fire

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

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

Twin-linked

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

FACTION RULES

Bondsman

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

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).

KNIGHT GALLANT - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

355 PTS

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

INVULNERABLE
SAVE

5+*

AUFSTELLUNG
1x Knight Gallant
Equipped with: Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Stormspear rocket pod, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Thunderstrike gauntlet - strike, ➤ Thunderstrike gauntlet - sweep

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Gallant, Questoris
FACTION KEYWORDS: Imperial Knights

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

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

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

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

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

WEAPON 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+.

KNIGHT GALLANT - IMPERIUM - IMPERIAL KNIGHTS - LIBRARY

355 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Gallant

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Gallant, Questoris
FACTION KEYWORDS: Imperial Knights

Blast

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

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

Devastating Wounds

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

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

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

Indirect Fire

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

Lethal Hits

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

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

Melta

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

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

Rapid Fire

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

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

Twin-linked

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

FACTION RULES

Bondsman

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

CORE RULES

KNIGHT GALLANT - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

355 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Gallant

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Gallant, Questoris
FACTION KEYWORDS: Imperial Knights

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).

KNIGHT PALADIN - IMPERIUM - IMPERIAL KNIGHTS - LIBRARY

375 PTS

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

INVULNERABLE SAVE

5+*

AUFSTELLUNG
1x Knight Paladin
Equipped with: Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Rapid-fire battle cannon, Stormspear rocket pod, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Thunderstrike gauntlet - strike, ➤ Thunderstrike gauntlet - sweep

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Paladin, Questoris
FACTION KEYWORDS: Imperial Knights

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

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

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

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

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

WEAPON 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+.

KNIGHT PALADIN - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

375 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Paladin

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

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

FACTION KEYWORDS: Imperial Knights

Blast

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

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

Indirect Fire

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

Lance

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

Lethal Hits

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

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

Melta

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

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

Rapid Fire

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

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

Twin-linked

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

FACTION RULES

Bondsman

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

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.

KNIGHT PALADIN - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

375 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Paladin

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Paladin, Questoris
FACTION KEYWORDS: Imperial Knights

Super-Heavy Walker

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

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

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

KNIGHT PRECEPTOR - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

365 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Preceptor

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

Wargear Options:

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

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

FACTION KEYWORDS: Imperial Knights

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Damaged: 1-9 Wounds Remaining

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

Exemplar of the Code

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

Invulnerable Save (5+*)

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

Mentor (Bondsman)

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

WEAPON ABILITIES

KNIGHT PRECEPTOR - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

365 PTS

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

INVULNERABLE
SAVE

5+*

AUFSTELLUNG

1x Knight Preceptor

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

Wargear Options:

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

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Preceptor, Questoris
FACTION KEYWORDS: Imperial Knights

Anti

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

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

Blast

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

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

Indirect Fire

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

Melta

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

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

Rapid Fire

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

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

Twin-linked

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

FACTION RULES

Bondsman

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

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.

KNIGHT PRECEPTOR - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

365 PTS

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

INVULNERABLE
SAVE

5+*

AUFSTELLUNG
1x Knight Preceptor
Equipped with: Icarus autocannons, Ironstorm missile pod, Meltagun, Preceptor multi-laser, Questoris heavy stubber, Stormspear rocket pod, ➤ Las-impulsor - high intensity, ➤ Las-impulsor - low intensity, ➤ Reaper chainsword - strike, ➤ Reaper chainsword - sweep, ➤ Thunderstrike gauntlet - strike, ➤ Thunderstrike gauntlet - sweep
Wargear Options:
■ This model can replace its Preceptor multi-laser with Questoris heavy stubber or Meltagun.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Preceptor, Questoris
FACTION KEYWORDS: Imperial Knights

Super-Heavy Walker
Each time a unit with this ability makes a normal, advance or fall-back move:
- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.
Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KNIGHT VALIANT - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

400 PTS

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

INVULNERABLE
SAVE

5+*

AUFSTELLUNG

1x Knight Valiant

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

KEYWORDS:

Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Valiant, Dominus

FACTION KEYWORDS:

Imperial Knights

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Damaged: 1-10 Wounds Remaining

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

Invulnerable Save (5+*)

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

Ion Aegis (Aura)

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

Thundershock

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

WEAPON 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).

KNIGHT VALIANT - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

400 PTS

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

INVULNERABLE
SAVE

5+*

AUFSTELLUNG

1x Knight Valiant

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

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

FACTION KEYWORDS: Imperial Knights

Devastating Wounds

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

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

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

Ignores Cover

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

Melta

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

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

Torrent

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

Twin-linked

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

CORE RULES

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).

KNIGHT WARDEN - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

375 PTS

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

INVULNERABLE
SAVE

5+*

AUFSTELLUNG
1x Knight Warden
Equipped with: Avenger gatling cannon, Heavy flamer, Icarus autocannons, Ironstorm missile pod, Meltagun, Questoris heavy stubber, Stormspear rocket pod, ► Reaper chainsword - strike, ► Reaper chainsword - sweep, ► Thunderstrike gauntlet - strike, ► Thunderstrike gauntlet - sweep

KEYWORDS: Vehicle, Walker, Titanic, Towering, Character, Imperium, Knight Warden, Questoris
FACTION KEYWORDS: Imperial Knights

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- Damaged: 1-9 Wounds Remaining**
While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Invulnerable Save (5+*)**
This model has a 5+ invulnerable save against ranged attacks.
- Thin Their Ranks**
Each time this model makes a ranged attack that targets an enemy unit (excluding Monsters and Vehicles), that attack has the [DEVASTATING WOUNDS] ability.
- Warden's Duty (Bondsman)**
While a model is affected by this ability, weapons equipped by that model have the [SUSTAINED HITS 1] ability, and ranged weapons equipped by that model have the [IGNORES COVER] ability.

WEAPON 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+.

KNIGHT WARDEN - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

375 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Warden

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

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

FACTION KEYWORDS: Imperial Knights

Blast

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

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

Devastating Wounds

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

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

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

Ignores Cover

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

Indirect Fire

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

Melta

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

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

Rapid Fire

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

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

Sustained Hits

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

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

Torrent

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

Twin-linked

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

FACTION RULES

Bondsman

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

KNIGHT WARDEN - IMPERIUM - IMPERIAL
KNIGHTS - LIBRARY

375 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Knight Warden

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

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

FACTION KEYWORDS: Imperial Knights

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).

QUESTORIS KNIGHT MAGAERA - IMPERIUM

- IMPERIAL KNIGHTS - LIBRARY

385 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x 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: Character, Vehicle, Walker, Titanic, Towering, Imperium, Questoris, Knight Magaera
FACTION KEYWORDS: Imperial Knights

⚙ RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

ABILITIES

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

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

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

WEAPON 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).

QUESTORIS KNIGHT MAGAERA - IMPERIUM
- IMPERIAL KNIGHTS - LIBRARY

385 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x 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: Character, Vehicle, Walker, Titanic, Towering, Imperium, Questoris, Knight Magaera
FACTION KEYWORDS: Imperial Knights

Rapid Fire

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

Sustained Hits

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

Torrent

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

Twin-linked

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

FACTION RULES

Bondsman

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

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).

QUESTORIS KNIGHT STYRIX - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

375 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x 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: Character, Vehicle, Walker, Titanic, Towering, Imperium, Questoris, Knight Styrix
FACTION KEYWORDS: Imperial Knights

⦿ RANGED WEAPONS

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

⌘ MELEE WEAPONS

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

ABILITIES

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

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

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

WEAPON 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+.

QUESTORIS KNIGHT STYRIX - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

375 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x 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: Character, Vehicle, Walker, Titanic, Towering, Imperium, Questoris, Knight Styrix

FACTION KEYWORDS: Imperial Knights

Blast

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

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

Devastating Wounds

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

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

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

Ignores Cover

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

Torrent

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

Twin-linked

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

FACTION RULES

Bondsman

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

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.

QUESTORIS KNIGHT STYRIX - IMPERIUM -
IMPERIAL KNIGHTS - LIBRARY

375 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x 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: Character, Vehicle, Walker, Titanic, Towering, Imperium, Questoris, Knight Styrix

FACTION KEYWORDS: Imperial Knights

Super-Heavy Walker

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

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

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

PUNKTELISTE

EINHEIT	PUNKTE
Acastus Knight Asterius	785 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts
Acastus Knight Porphyron	725 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts
Armiger Helverin	140 pts
Armiger Moirax	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Armiger Warglaive	140 pts
Canis Rex	415 pts
Cerastus Knight Acheron	380 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Cerastus Knight Atrapos	405 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Cerastus Knight Castigator	380 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Cerastus Knight Lancer	415 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Knight Castellan	425 pts · ab der 2. gleichnamigen Einheit im Heer: +25 pts
Knight Crusader	395 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Knight Defender	400 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Knight Destrier	265 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Errant	355 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Gallant	355 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Paladin	375 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Preceptor	365 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Valiant	400 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Knight Warden	375 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Questoris Knight Magaera	385 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Questoris Knight Styrix	375 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts

ENHANCEMENTS — DOMINUS FOEBREAKERS

ENHANCEMENT	PUNKTE
Blessed Plate	30 pts
Archeotech Autoloaders	25 pts

ENHANCEMENTS — FREEBLADE COMPANY

ENHANCEMENT	PUNKTE
Sanctuary	20 pts
Mysterious Guardian	35 pts
Bringer of Justice	30 pts
Hunter's Eye	25 pts

ENHANCEMENTS — GATE WARDEN LANCE

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

ENHANCEMENTS — QUESTOR FORGEPACT

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

ENHANCEMENTS — QUESTORIS COMPANIONS

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

ENHANCEMENTS — SPEARHEAD-AT-ARMS

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

ENHANCEMENTS — THRONE-BONDED OUTRIDERS

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

ENHANCEMENTS — VALOURSTRIKE LANCE

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