

C O D E X

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newvision

# INHALTSVERZEICHNIS

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# FRAKTIONSREGELN

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## HARBINGERS OF DREAD

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

# DETACHMENT OVERVIEW

7 Detachments

## Bastions

0 Stratagems · 2 Enhancements

## Helhunt Lance

0 Stratagems · 4 Enhancements

## Houndpack Lance

0 Stratagems · 4 Enhancements

## Iconoclast Fiefdom

0 Stratagems · 2 Enhancements

## Infernal Lance

0 Stratagems · 4 Enhancements

## Lords of Dread

0 Stratagems · 6 Enhancements

## Traitoris Lance

0 Stratagems · 4 Enhancements

# BASTIONS

0 Stratagems · 2 Enhancements

## ENHANCEMENTS (2)

### Pterrorshade Rookery

20 pts

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

### Hate-filled Dominion

20 pts

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



# HElhunt Lance

0 Stratagems · 4 Enhancements

Enhancements (4)

Hunter's Helm

15 pts

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

Octagram of Conjunction

40 pts

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

Throne Tyrannicus

25 pts

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

Aspect of the Beast

30 pts

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

ENHANCEMENTS (4)

Loping Predator

10 pts

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

Final Howl (Aura)

20 pts

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

Panoply of the Cursed Knights

15 pts

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

Preyslayer's Mantle

15 pts

The bearer has the Super-Heavy Walker ability.

# ICONOCLAST FIEFDOM

0 Stratagems · 2 Enhancements

## ENHANCEMENTS (2)

### Cruel Lashmaster

25 pts

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

### Iconoclast Idol

20 pts

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

# INFERNAL LANCE

0 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Fleshmetal Fusion

35 pts

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

### Blasphemous Engine

35 pts

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

### Bestial Aspect

30 pts

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

### Knight Diabolus

25 pts

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

# LORDS OF DREAD

0 Stratagems · 6 Enhancements

## ENHANCEMENTS (6)

### Warp-borne Stalker

25 pts

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

### Blade of Celerity

35 pts

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

### Putrid Carapace

30 pts

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

### Mirror of Fates

30 pts

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

### Blessing of the Dark Master

20 pts

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

### Throne Mechanicum of Skulls

25 pts

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

# TRAITORIS LANCE

0 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Malevolent Heraldry

30 pts

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

### Veil of Medrengard

35 pts

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

### Tyrant's Shadow

25 pts

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

### Nightmare's Master

20 pts

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

# CHAOS ACASTUS KNIGHT ASTERIUS

785 PTS

M

8"

T

13

SV

2+

W

30

LD

6+

OC

10

5+\*

## RANGED WEAPONS

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

## MELEE WEAPONS

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

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

## ABILITIES

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

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

**Sunderer of Fortresses**  
Each time this model makes an attack that targets a Vehicle, improve the Strength and Damage characteristics of that attack by 1 (if that attack targets a Fortification, improve the Strength and Damage characteristics of that attack by 2 instead).



## WEAPON RULES

### ANTI

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

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

### BLAST

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

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

### DEVASTATING WOUNDS

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

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

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

### IGNORES COVER

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

### INDIRECT FIRE

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

### SUSTAINED HITS

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

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

### TWIN-LINKED

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

## CORE RULES

### ◆ Deadly Demise 2D6

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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





# CHAOS ACASTUS KNIGHT PORPHYRION

725 PTS

M8"

T13

SV2+

W30

LD6+

OC10

5+\*

## RANGED WEAPONS

| WEAPON                                                              | RANGE | A    | BS | S  | AP | D    |
|---------------------------------------------------------------------|-------|------|----|----|----|------|
| Acastus autocannon                                                  | 48"   | 2    | 3+ | 9  | -1 | 3    |
| Acastus ironstorm missile pod <span>BLAST</span> <span>HEAVY</span> | 48"   | D6+6 | 3+ | 5  | 0  | 1    |
| <span>INDIRECT FIRE</span>                                          |       |      |    |    |    |      |
| Helios defence missiles <span>ANTI-FLY 2+</span> <span>HEAVY</span> | 48"   | 3    | 3+ | 10 | -2 | D6   |
| Lascannon                                                           | 48"   | 1    | 3+ | 12 | -3 | D6+1 |
| Twin magna lascannon <span>BLAST</span>                             | 72"   | D6   | 3+ | 18 | -4 | D6+6 |
| TWIN-LINKED                                                         |       |      |    |    |    |      |

## MELEE WEAPONS

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

### AUFSTELLUNG

1x Chaos 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 Acastus ironstorm missile pod with Helios defence missiles.
- This model must be equipped with 2 of: Acastus autocannon, Lascannon.

## ABILITIES

### \*Invulnerable Save

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

### Bastion of Firepower

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

### Damaged: 1-10 wounds remaining

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



## WEAPON RULES

### ANTI

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

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

### BLAST

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

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

### HEAVY

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

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

### INDIRECT FIRE

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

## CORE RULES

### ◇ Deadly Demise 2D6

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

### ◇ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◇ Super-Heavy Walker

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

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

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

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



# CHAOS CERASTUS KNIGHT ACHERON

370 PTS

M12"

T11

SV3+

W28

LD6+

OC10

5+\*

### RANGED WEAPONS

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

### MELEE WEAPONS

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

### AUFSTELLUNG

1x Chaos Cerastus Knight Acheron

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

### ABILITIES

#### \*Invulnerable Save

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

#### Damaged: 1-10 wounds remaining

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

### Searing Flames

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

### Unrestrained Terror (Aura)

While a friendly War Dog model is within 6" of this model, it is affected by this ability. At the start of the Fight phase, each enemy unit within Engagement Range of one or more War Dog units affected by this ability must take a Battle-shock test.

### WEAPON RULES

#### IGNORES COVER

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

#### SUSTAINED HITS

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

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

#### TORRENT

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

#### TWIN-LINKED

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



## CORE RULES

### ◆ Deadly Demise D6+2

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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



# CHAOS CERASTUS KNIGHT ATRAPOS

395 PTS

M

12"

T

11

SV

3+

W

28

LD

6+

OC

10

5+

## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x Chaos Cerastus Knight Atrapos

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

## ABILITIES

### Consumed with Hunger (Aura)

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

### Damaged: 1-10 wounds remaining

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

### Macro-extinction Protocols

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



## WEAPON RULES

### BLAST

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

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

### DEVASTATING WOUNDS

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

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

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

### HAZARDOUS

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

### SUSTAINED HITS

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

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

## CORE RULES

### ◆ Deadly Demise D6+2

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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



# CHAOS CERASTUS KNIGHT CASTIGATOR

370 PTS

M12"

T11

SV3+

W28

LD6+

OC10

5+\*

## RANGED WEAPONS

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

## MELEE WEAPONS

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

AUFSTELLUNG

1x Chaos Cerastus Knight Castigator

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

## ABILITIES

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

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

**Offerings for the Dark Gods (Aura)**  
While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the [SUSTAINED HITS 1] ability.

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

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



## CORE RULES

### ◆ Deadly Demise D6+2

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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





# CHAOS CERASTUS KNIGHT LANCER

395 PTS

M14"113+286+10

4+

## RANGED WEAPONS

| WEAPON                                                      | RANGE | A | BS | S | AP | D |
|-------------------------------------------------------------|-------|---|----|---|----|---|
| Cerastus shock lance <b>ASSAULT</b> <b>SUSTAINED HITS 2</b> | 12"   | 6 | 3+ | 6 | 0  | 2 |

## MELEE WEAPONS

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

## AUFSTELLUNG

1x Chaos Cerastus Knight Lancer  
**Equipped with:** Cerastus shock lance, ➤ Cerastus shock lance - strike, ➤ Cerastus shock lance - sweep

## ABILITIES

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

## WEAPON RULES

- ASSAULT**  
Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).
- LANCE**  
Each time an attack is made with a **LANCE** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- SUSTAINED HITS**  
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.  
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



## CORE RULES

### ◆ Deadly Demise D6+2

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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



# CHAOS QUESTORIS KNIGHT MAGAERA

375 PTS

M10"

T11

SV3+

W26

LD6+

OC10

5+

## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x Chaos Questoris Knight Magaera

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

#### Wargear Options:

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

## ABILITIES

### Damaged: 1-9 wounds remaining

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

### Huntmaster (Aura)

While a friendly War Dog model is within 6" of this model, ranged weapons equipped by that War Dog model have the [ASSAULT] ability.

### Repair Auto-simulacra

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



## WEAPON RULES

### ANTI

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

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

### IGNORES COVER

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

### RAPID FIRE

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

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

### SUSTAINED HITS

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

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

### TORRENT

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

### TWIN-LINKED

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

## CORE RULES

### ◆ Deadly Demise D6

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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



# CHAOS QUESTORIS KNIGHT STYRIX

365 PTS

M10"

T11

SV3+

W26

LD6+

OC10

5+

## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x Chaos Questoris Knight Styrix

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

#### Wargear Options:

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

## ABILITIES

### Damaged: 1-9 wounds remaining

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

### Grav-pinned

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

### Preysight (Aura)

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



## WEAPON RULES

### ANTI

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

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

### BLAST

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

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

### DEVASTATING WOUNDS

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

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

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

### IGNORES COVER

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

### TORRENT

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

### TWIN-LINKED

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

## CORE RULES

### ◆ Deadly Demise D6

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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



# KNIGHT ABOMINANT

355 PTS



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



## RANGED WEAPONS

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

## MELEE WEAPONS

| WEAPON                                 | RANGE | A | WS | S  | AP | D |
|----------------------------------------|-------|---|----|----|----|---|
| Balemace <b>EXTRA ATTACKS</b>          | Melee | 3 | 3+ | 8  | -1 | 2 |
| Electroscourge <b>SUSTAINED HITS 1</b> | Melee | 9 | 3+ | 10 | -2 | 3 |

### AUFSTELLUNG

1x Knight Abominant

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

## ABILITIES

### \*Invulnerable Save

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

### Damaged: 1-9 wounds remaining

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

### Vortex Terrors (Psychic)

At the start of your Shooting phase, select one enemy unit within 24" of and visible to this model. That enemy unit must take a Battle-shock test.

### Warp Storms (Psychic)

At the end of your Movement phase, roll one D6 for each enemy unit within 9" of one or more models with this ability: on a 3+, that enemy unit suffers D3 mortal wounds.



## WEAPON RULES

### DEVASTATING WOUNDS

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

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

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

### EXTRA ATTACKS

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

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

### IGNORES COVER

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

### RAPID FIRE

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

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

### SUSTAINED HITS

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

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

## CORE RULES

### ◆ Deadly Demise D6

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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





# KNIGHT DESECRATOR

355 PTS



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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x Knight Desecrator

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

#### Wargear Options:

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

## ABILITIES

### \*Invulnerable Save

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

### Damaged: 1-9 wounds remaining

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

### Obsessive Ruthlessness

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

- BS.
- Hit rolls and wound rolls.

### Taskmaster (Aura)

While a friendly War Dog model is within 9" of this model, each time that War Dog model makes a ranged attack, re-roll a Hit roll of 1.

## WEAPON RULES

### RAPID FIRE

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

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



## CORE RULES

### ◆ Deadly Demise D6

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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



# KNIGHT DESPOILER

380 PTS



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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## AUFSTELLUNG

1x Knight Despoiler

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

### Wargear Options:

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

## ABILITIES

### \*Invulnerable Save

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

### Damaged: 1-9 wounds remaining

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

### Dread Dominion (Aura)

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



## Seething Hatred

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

## WEAPON RULES

### ANTI

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

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

### BLAST

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

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

### IGNORES COVER

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

### INDIRECT FIRE

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

### MELTA

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

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

### RAPID FIRE

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

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

### TORRENT

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

### TWIN-LINKED

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

## CORE RULES

### ◆ Deadly Demise D6

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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



# KNIGHT RAMPAGER

365 PTS



M12"

T11

SV3+

W26

LD6+

OC10

5+\*

## RANGED WEAPONS

| WEAPON                                     | RANGE | A | BS | S | AP | D |
|--------------------------------------------|-------|---|----|---|----|---|
| Diabolus heavy stubber <b>RAPID FIRE 3</b> | 36"   | 3 | 3+ | 5 | 0  | 1 |

## MELEE WEAPONS

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

## AUFSTELLUNG

1x Knight Rampager

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

## ABILITIES

### \*Invulnerable Save

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

### Bloodlust

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

### Damaged: 1-9 wounds remaining

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

### Frenzied Rampage (Aura)

While a friendly War Dog model is within 9" of this model, each time that War Dog model makes a melee attack, re-roll a Hit roll of 1.

## WEAPON RULES

### RAPID FIRE

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

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

### SUSTAINED HITS

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

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



## CORE RULES

### ◆ Deadly Demise D6

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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



# KNIGHT RUINATOR

340 PTS



M

10"

T

11

SV

3+

W

26

LD

6+

OC

10

5+\*

## RANGED WEAPONS

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

## MELEE WEAPONS

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

**AUFSTELLUNG**  
1x Knight Ruinator  
**Equipped with:** Darkflame lance, Terrorpulse missiles, ► Fellbore - strike, ► Fellbore - sweep

## ABILITIES

- \*Invulnerable Save**  
This model has a 5+ invulnerable save against ranged attacks.
- Close-range Killers (Aura)**  
While a friendly War Dog model is within 9" of this model, each time that War Dog model makes an attack that targets the closest enemy unit, improve the Armour Penetration characteristic of that attack by 1.

- Damaged: 1-9 wounds remaining**  
While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Methodical Destruction**  
At the start of the first battle round, select one unit from your opponent's army to be this model's victim. Each time this model makes an attack that targets its victim, you can re-roll the Wound roll. Each time this model's victim is destroyed, select one new enemy unit to be this model's victim.



## WEAPON RULES

### BLAST

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

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

### IGNORES COVER

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

### SUSTAINED HITS

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

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

### TORRENT

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

## CORE RULES

### ◆ Deadly Demise D6

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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





# KNIGHT TYRANT

400 PTS



| M  | T  | SV | W  | LD | OC |     |
|----|----|----|----|----|----|-----|
| 8" | 12 | 3+ | 28 | 6+ | 10 | 5+* |

## RANGED WEAPONS

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

## MELEE WEAPONS

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

## AUFSTELLUNG

1x Knight Tyrant

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

### Wargear Options:

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

## ABILITIES

### \*Invulnerable Save

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

### Bastion of Corruption

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

### Damaged: 1-10 wounds remaining

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

### Infernal Aegis (Aura)

While a friendly War Dog model is within 6" of this model, that War Dog model has the Benefit of Cover.



## WEAPON RULES

### ANTI

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

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

### BLAST

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

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

### DEVASTATING WOUNDS

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

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

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

### HAZARDOUS

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

### IGNORES COVER

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

### MELTA

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

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

### TORRENT

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

### TWIN-LINKED

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



## CORE RULES

### ◆ Deadly Demise D6+2

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◆ Super-Heavy Walker

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

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

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

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



# WAR DOG BRIGAND

140 PTS



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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x War Dog Brigand

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

#### Wargear Options:

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

## ABILITIES

### \*Invulnerable Save

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

### Brigand

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

### Damaged: 1-5 wounds remaining

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



## WEAPON RULES

### BLAST

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

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

### INDIRECT FIRE

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

### MELTA

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

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

### RAPID FIRE

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

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

## CORE RULES

### ◇ Deadly Demise D3

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

### ◇ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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



# WAR DOG EXECUTIONER

130 PTS



| M   | T | SV | W  | LD | OC |     |
|-----|---|----|----|----|----|-----|
| 12" | 9 | 3+ | 14 | 7+ | 6  | 5+* |

## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x War Dog Executioner

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

#### Wargear Options:

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

## ABILITIES

### \*Invulnerable Save

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

### Damaged: 1-5 wounds remaining

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

### Executioner

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

## WEAPON RULES

### MELTA

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

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

### RAPID FIRE

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

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



## CORE RULES

### ◆ Deadly Demise D3

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

# WAR DOG HUNTSMAN

135 PTS



M12"

T9

SV3+

W14

LD7+

OC6

5+

## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x War Dog Huntsman

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

#### Wargear Options:

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

## ABILITIES

### \*Invulnerable Save

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

### Damaged: 1-5 wounds remaining

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

### Huntsman

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

## WEAPON RULES

### MELTA

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

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

### RAPID FIRE

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

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





## CORE RULES

### ◆ Deadly Demise D3

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

# WAR DOG KARNIVORE

155 PTS



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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x War Dog Karnivore

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

#### Wargear Options:

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

## ABILITIES

### \*Invulnerable Save

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

### Damaged: 1-5 wounds remaining

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

### Karnivore

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

## WEAPON RULES

### BLAST

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

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

### INDIRECT FIRE

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

### RAPID FIRE

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

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

### SUSTAINED HITS

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

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



## CORE RULES

### ◆ Deadly Demise D3

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

### ◆ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

# WAR DOG MOIRAX

150 PTS



M

12"

T

9

SV

3+

W

14

LD

7+

OC

6

5+\*

## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x War Dog Moirax

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

#### Wargear Options:

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

## ABILITIES

### \*Invulnerable Save

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

### Damaged: 1-5 wounds remaining

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

### Protection Protocols

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



## WEAPON RULES

### ANTI

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

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

### BLAST

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

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

### DEVASTATING WOUNDS

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

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

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

### IGNORES COVER

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

### SUSTAINED HITS

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

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

### TORRENT

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

## CORE RULES

### ◇ Deadly Demise D3

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

### ◇ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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



# WAR DOG STALKER

135 PTS



M12"

T9

SV3+

W14

LD7+

OC6

5+\*

## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x War Dog Stalker

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

## ABILITIES

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

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

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



## WEAPON RULES

### BLAST

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

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

### INDIRECT FIRE

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

### MELTA

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

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

### RAPID FIRE

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

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

## CORE RULES

### ◇ Deadly Demise D3

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

### ◇ Harbingers of Dread

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

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

N/A - Deathly Terror (Aura)

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

1 - Despair (Aura)

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

2 - Doom

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

3 - Darkness

This model has Stealth.

4 - Dismay (Aura)

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

5 - Delirium (Aura)

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

6 - Dominion

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

### ◇ Scouts 6"

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

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



# PUNKTELISTE

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| EINHEIT                                 | PUNKTE                                                     |
|-----------------------------------------|------------------------------------------------------------|
| <b>Chaos Acastus Knight Asterius</b>    | 785 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts |
| <b>Chaos Acastus Knight Porphyron</b>   | 725 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts |
| <b>Chaos Cerastus Knight Acheron</b>    | 370 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts |
| <b>Chaos Cerastus Knight Atrapos</b>    | 395 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts |
| <b>Chaos Cerastus Knight Castigator</b> | 370 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts |
| <b>Chaos Cerastus Knight Lancer</b>     | 395 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts |
| <b>Chaos Questoris Knight Magaera</b>   | 375 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts |
| <b>Chaos Questoris Knight Styrix</b>    | 365 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts |
| <b>Knight Abominant</b>                 | 355 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts |
| <b>Knight Desecrator</b>                | 355 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts |
| <b>Knight Despoiler</b>                 | 380 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts |
| <b>Knight Rampager</b>                  | 365 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts |
| <b>Knight Ruinator</b>                  | 340 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts |
| <b>Knight Tyrant</b>                    | 400 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts |



| EINHEIT             | PUNKTE  |
|---------------------|---------|
| War Dog Brigand     | 140 pts |
| War Dog Executioner | 130 pts |
| War Dog Huntsman    | 135 pts |
| War Dog Karnivore   | 155 pts |
| War Dog Moirax      | 150 pts |
| War Dog Stalker     | 135 pts |

## ENHANCEMENTS — BASTIONS

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

## ENHANCEMENTS — HELHUNT LANCE

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

| ENHANCEMENT         | PUNKTE |
|---------------------|--------|
| Aspect of the Beast | 30 pts |

## ENHANCEMENTS — HOUNDPACK LANCE

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

## ENHANCEMENTS — ICONOCLAST FIEFDOM

| ENHANCEMENT      | PUNKTE |
|------------------|--------|
| Cruel Lashmaster | 25 pts |
| Iconoclast Idol  | 20 pts |

## ENHANCEMENTS — INFERNAL LANCE

| ENHANCEMENT       | PUNKTE |
|-------------------|--------|
| Fleshmetal Fusion | 35 pts |

| ENHANCEMENT        | PUNKTE |
|--------------------|--------|
| Blasphemous Engine | 35 pts |
| Bestial Aspect     | 30 pts |
| Knight Diabolus    | 25 pts |

## ENHANCEMENTS — LORDS OF DREAD

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

## ENHANCEMENTS — TRAITORIS LANCE

| ENHANCEMENT         | PUNKTE |
|---------------------|--------|
| Malevolent Heraldry | 30 pts |
| Veil of Medrengard  | 35 pts |

| ENHANCEMENT               | PUNKTE |
|---------------------------|--------|
| <b>Tyrant's Shadow</b>    | 25 pts |
| <b>Nightmare's Master</b> | 20 pts |