



CHAOS KNIGHTS

FACTION PACK: VERSION 1.1

Legal for matched play from 1st April 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

- Helhunt Lance Detachment.

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HELHUNT LANCE

When the Chaos Knight houses ride out on the hunt, their prey endure a living nightmare. Eye lenses blaze in the gloom. Ion shields flicker like corouselight. The howl of brazen vox-horns announces the coming of the hunt. War Dogs lead the charge, loping beasts plunging into the densest terrain to flush warriors-turned-quarry into the open. Behind them come their masters, diabolical scions in monstrous steeds. They sneer in contempt, rune-locking choice prey upon their Knights' targeters before picking them off with the clinical precision of master hunters. All the while the War Dog packs continue to harry the enemy, snarling target triangulation data to their masters through neural uplinks, redoubling their efforts with every goading lash. Soon enough, the enemy are reduced to heaped corpses and burning wrecks. Pausing only long enough to select the finest trophies to be lashed and chained to their Knight suits' hulls, the hunt then moves on in search of new prey.

DETACHMENT RULE



MASTERS OF THE PACK

By bending their tyrannical will upon their War Dog underlings, the masters of the hunt goad them to provide a constant stream of sensor data. This influx of supplementary targeting, prey-seeking and omniscient analysis enhances the scions' ability to hunt alongside their snarling ironclad hounds.

If a **TITANIC CHAOS KNIGHTS** unit from your army has an Aura ability that affects friendly **WAR DOG** units, while two or more friendly **WAR DOG** models are within range of that **TITANIC CHAOS KNIGHTS** unit's Aura ability, that **TITANIC CHAOS KNIGHTS** unit is affected by that Aura ability as well.

Example: *Two friendly WAR DOG models are within 9" of a KNIGHT DESECRATOR when it is selected to shoot. As a result, the KNIGHT DESECRATOR's Taskmaster ability also affects itself, even though it does not have the WAR DOG keyword, so each time that KNIGHT DESECRATOR makes a ranged attack, Hit rolls of 1 are re-rolled.*

ENHANCEMENTS



HUNTER'S HELM

This infernal faceplate was forged by the cannibalistic Dark Magi of Ghanarkh. Affixed to a Chaos Knight, it infuses the steed with a carnivore's ferocious hunger.

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

OCTAGRAM OF CONJURATION

This Knight suit's cockpit incorporates a summoning octagram that drags warp gheists into reality and sends them screaming out to bedevil rune-marked prey.

KNIGHT ABOMINANT model only. The bearer has the following ability:

Octagram of Conjunction (Aura): 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

So dominant is the psychoneural signature of this Throne Mechanicum that it dominates even other scions and their steeds as they rule over War Dogs.

TITANIC CHAOS KNIGHTS model only. 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

Something predatory and monstrous from the depths of the Warp has possessed this Knight suit. Its terrifying presence spreads like a pall.

CHAOS KNIGHTS model only. 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.





1CP

FERAL ARROGANCE

HELHUNT LANCE – STRATEGIC PLOY STRATAGEM

This Chaos Knight shrugs off even the most dire hurts as though they are beneath such a mighty, warp-empowered predator.

WHEN: Any phase, just after a mortal wound is allocated to a **CHAOS KNIGHTS** unit from your army.

TARGET: That **CHAOS KNIGHTS** unit.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds.



1CP

MERCILESS FUSILLADE

HELHUNT LANCE – BATTLE TACTIC STRATAGEM

The scion slaves their servants' weapons to their own, forming an overwhelming firestorm.

WHEN: Start of your Shooting phase or the start of the Fight phase.

TARGET: One **TITANIC CHAOS KNIGHTS** unit from your army, and up to two friendly **WAR DOG** units, that have not been selected to shoot or fight this phase.

EFFECT: Select one enemy unit that is an eligible target for each of those **CHAOS KNIGHTS** units. Until the end of the phase, each time one of those **CHAOS KNIGHTS** units is selected to shoot or fight, if that enemy unit is an eligible target, you can only select that enemy unit as the target for all of those attacks and those attacks have the **[SUSTAINED HITS 1]** ability.



1CP

BEASTHIDE MANIFESTATION

HELHUNT LANCE – BATTLE TACTIC STRATAGEM

The raw and bestial power of the Warp causes this Chaos Knight to sprout thick mutant scales and layered hide in response to incoming attacks.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **CHAOS KNIGHTS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

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



1CP

FLUSH THE QUARRY

HELHUNT LANCE – BATTLE TACTIC STRATAGEM

Urged on by their masters, the War Dogs push hard through the densest terrain.

WHEN: Start of your Movement phase.

TARGET: One **TITANIC CHAOS KNIGHTS** unit from your army and up to three friendly **WAR DOG** units within 6" of that **TITANIC CHAOS KNIGHTS** unit.

EFFECT: Until the end of the phase, each time one of those **WAR DOG** units makes a Normal, Advance or Fall Back move, its models can move through models and terrain features. When doing so, they can move within Engagement Range of such models but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.



1CP

CONTEMPTUOUS VOLLEYS

HELHUNT LANCE – STRATEGIC PLOY STRATAGEM

No mere prey swirling about their steed's feet will prevent this scion from focusing their fire.

WHEN: Your Movement phase, just after a **CHAOS KNIGHTS** unit from your army Falls Back.

TARGET: That **CHAOS KNIGHTS** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.



1CP

GOADED BEAST

HELHUNT LANCE – STRATEGIC PLOY STRATAGEM

Firing upon adamantine monsters only goads them to greater wrath and more ferocious bloodshed.

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **CHAOS KNIGHTS** unit from your army that lost one or more wounds as a result of those attacks.

EFFECT: Your unit can make a Surge move. To do so, roll one D6: models in your unit move a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit [excluding **AIRCRAFT**]. When doing so, those models can be moved within Engagement Range of that enemy unit.





ICONOCLAST FIEFDOM

When the Fallen Nobles of Iconoclast houses go to war, they are often followed by teeming masses of mutants, cultists, and heretic soldiers. These awed mortals offer chanted prayers to these towering beacons of corruption, worshipping them as mechanical idols to the Dark Gods. Rushing forward around the clawed feet of these gigantic Knight suits, the cursed hordes scream battle cries and sing of their devotion as they hurl themselves into the foe. As the death count beneath them escalates, the Fallen Nobles rejoice in the bloodshed, the Warp-twisted mechanisms of their Thrones Mechanicum feeding vampirically upon the sacrifice of their thralls and infusing pilot and steed with ever-greater infernal might.

DETACHMENT RULE



DREADED MASTERS

Mortal thralls and foes alike are sacrificed to empower the fallen nobility.

TITANIC CHAOS KNIGHTS units from your army have the following abilities:

Dread Tyrants (Aura): While a friendly **DAMNED** unit is within 9" of this unit, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

CHAOS KNIGHTS units from your army have the following abilities:

Dark Sacrifice: Each time a **CHAOS KNIGHTS** unit with this ability is selected to shoot or fight, it can make a Dark Sacrifice. If it does, select one friendly **DAMNED** unit within 6". That **DAMNED** unit must take a Leadership test: if passed, destroy D3 models in that **DAMNED** unit; if failed, destroy D3+3 models in that **DAMNED** unit. In either case, then select one of the following abilities for your **CHAOS KNIGHTS** unit's weapons to have until the end of the phase: **[LETHAL HITS]**; **[SUSTAINED HITS 1]**.

WRETCHED THRALLS



You can include **DAMNED** units in your army (see *Codex: Chaos Space Marines*). The combined points cost of such units depends on your battle size:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 750 pts

No **DAMNED** models from your army can be your **WARLORD**.

ENHANCEMENTS



PROFANE ALTAR

This ancient and thoroughly corrupted Knight suit is a walking idol of the Dark Gods and a conduit for their malign powers. As servile thralls bleed and die, so do its weapons seethe with unholy power.

CHAOS KNIGHTS model only. Each time the bearer makes a Dark Sacrifice, the maximum number of models are destroyed in the selected **DAMNED** unit (i.e. 3 if the unit's Leadership test is passed, or 6 if it is failed) but, until the end of the phase, the bearer's weapons have both **[LETHAL HITS]** and **[SUSTAINED HITS 1]**.

PAVE THE WAY

This callous Noble dispatches teeming hordes of mutants and mortal devotees to map the path ahead and scout the battlefield for prey.

CHAOS KNIGHTS model only. At the start of the Declare Battle Formations step, you can select up to three **DAMNED** units from your army. The selected units have the Scouts 6" ability.

TYRANT'S BANNER

A tyrannical butcher, this Noble's Knight suit bears their corrupted house's tattered and gore-flecked banner. This icon of depravity flutters overhead, inspiring mortal devotees to acts of sickening violence.

CHAOS KNIGHTS model only. Each time the bearer makes a Dark Sacrifice, select one visible friendly **DAMNED** unit to take a Leadership test instead of a friendly **DAMNED** unit within 6".

DIABOLICAL RESILIENCE

With its pilot consumed by imperious arrogance and its systems clotted with malefic corruption, this venerable war suit refuses to yield, contemptuously shrugging off the incoming fire.

CHAOS KNIGHTS model only. The bearer has the Feel No Pain 6+ ability and you can ignore any or all modifiers to its Move characteristic and/or to any Advance or Charge rolls made for it.



1CP

AVENGE THE MASTERS!

ICONOCLAST FIEFDOM – STRATEGIC PLOY STRATAGEM

As the object of their adulation is consumed by fire, mortal worshippers are roused to a desperate fury, seeking vengeance on behalf of their deceased master.

WHEN: Any phase.

TARGET: One **CHAOS KNIGHTS** unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Until the end of the battle, the enemy unit that destroyed your unit is Marked. Each time a **DAMNED** model from your army makes an attack that targets a Marked unit, that attack has the [LETHAL HITS] ability.



2CP

WRETCHED MASSES

ICONOCLAST FIEFDOM – BATTLE TACTIC STRATAGEM

In the wake of striding Knights are dragged tides of desperate zealots. No sooner has one horde of baying mortals fallen than another surges forth to take their place.

WHEN: Any phase.

TARGET: One **DAMNED** unit (excluding **ACCURSED CULTISTS**) from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength and with all of its wounds remaining.

RESTRICTIONS: You can only use this Stratagem once per battle. This Stratagem cannot be used to return destroyed **CHARACTER** units to Attached units.



1CP

SOUL HUNGER

ICONOCLAST FIEFDOM – BATTLE TACTIC STRATAGEM

Daemonic corruption, both physical and spiritual, has debased once noble machines. As the pilots of corrupted Knight suits slaughter mortal victims, their mechanical steed feeds upon stolen life forces and raw fear.

WHEN: Fight phase, just after a **CHAOS KNIGHTS** unit from your army has fought.

TARGET: That **CHAOS KNIGHTS** unit.

EFFECT: If one or more models were destroyed as a result of those attacks, your unit regains up to D3 lost wounds. If one or more models from Battle-shocked units were destroyed as a result of those attacks, your unit regains up to D3+2 lost wounds instead.



1CP

UNRESTRAINED RAGE

ICONOCLAST FIEFDOM – STRATEGIC PLOY STRATAGEM

When consumed with battlelust, Fallen Nobles pilot their Knight suits with instinctive skill, rampaging through the enemies with horrific speed and savagery.

WHEN: Your Movement phase, just after a **CHAOS KNIGHTS** unit from your army Advances or Falls Back.

TARGET: That unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.



1CP

WORTHLESS CHATTEL

ICONOCLAST FIEFDOM – STRATEGIC PLOY STRATAGEM

The callous nobility of Iconoclast houses care naught for their devotees, obliterating enemies and mortal thralls alike in furious barrages of infernal firepower.

WHEN: Your Shooting phase.

TARGET: One **DAMNED** unit from your army.

EFFECT: Until the end of the phase, enemy units are not considered to be within Engagement Range of your unit for the purposes of selecting targets of ranged weapons. Until the end of the phase, each time an enemy model loses a wound, while that model's unit is within Engagement Range of your unit, roll one D6: on a 4+, one model from your unit is destroyed after the attacking unit has finished making its attacks.



1CP

PRESERVE THE IDOLS

ICONOCLAST FIEFDOM – STRATEGIC PLOY STRATAGEM

Driven to preserve their Fallen Noble overlords, masses of mutants, cultists, and corrupted soldiers rush to interpose themselves between their knightly idols and the cursed foe.

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

TARGET: One **CHAOS KNIGHTS** unit from your army that is within 9" of that enemy unit.

EFFECT: Select one **DAMNED** unit from your army that is not Battle-shocked, not within Engagement Range of one or more enemy units and is within 6" of your unit. That **DAMNED** unit can make a Normal move of up to 6", but it must end this move closer to that enemy unit than when it started the move.



CHAOS ACASTUS KNIGHT ASTERIUS

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

5+

INVULNERABLE SAVE* ** Against ranged attacks only*

RANGED WEAPONS

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

Conversion: Each time an attack is made with this weapon, if the target is more than 24" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise 2D6**

FACTION: Harbingers of Dread, Super-heavy Walker

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).

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.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, CHAOS, ACASTUS, KNIGHT ASTERIUS



FACTION KEYWORDS:
CHAOS KNIGHTS

CHAOS ACASTUS KNIGHT ASTERIUS

The appearance of a Chaos Knight Asterius on the battlefield is a portent of doom, a symbol of Chaos' ascendancy and the inevitable fall of Mankind – such is its incredible destructive potential and its formidable resilience. The pilots of these fell machines revel in their awesome power, levelling fortification after fortification.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chaos Acastus Knight Asterius

This model is equipped with: 2 Asterius volkite culverins; karacnos mortar battery; 2 twin conversion beam cannons; titanic feet.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, CHAOS, ACASTUS, KNIGHT ASTERIUS




FACTION KEYWORDS:
CHAOS KNIGHTS


CHAOS ACASTUS KNIGHT PORPHYRION

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

5+

INVULNERABLE SAVE* **Against ranged attacks only*

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Acastus Autocannon	48"	2	3+	9	-1	3
Acastus ironstorm missile pod [BLAST, HEAVY, INDIRECT FIRE]	48"	D6+6	3+	5	0	1
Helios defence missiles [ANTI-FLY 2+, HEAVY]	48"	3	3+	10	-2	D6
Lascannon	48"	1	3+	12	-3	D6+1
Twin magna lascannon [BLAST, TWIN-LINKED]	72"	D6	3+	18	-4	D6+6

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

ABILITIES

CORE: Deadly Demise 2D6

FACTION: Harbingers of Dread, Super-heavy Walker

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.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, CHAOS, ACASTUS, KNIGHT PORPHYRION



FACTION KEYWORDS: CHAOS KNIGHTS

CHAOS ACASTUS KNIGHT PORPHYRION

The Chaos Knight Porphyrion can fight toe to toe even with the mighty god-engines of the Collegia Titanica, and is amongst the most formidable machines in the arsenals of those who have turned against the Emperor. Few foes can stand up to the immense power of its devastating weapons, which make short work of some of the toughest armour ever designed in the galaxy.

WARGEAR OPTIONS

- This model's 2 Acastus autocannons can be replaced with one of the following:
 - 2 lascannons
 - 1 Acastus autocannon and 1 lascannon
- This model's Acastus ironstorm missile pod can be replaced with 1 helios defence missiles.

UNIT COMPOSITION

- **1 Chaos Acastus Knight Porphyrion**

This model is equipped with: 2 Acastus autocannons; Acastus ironstorm missile pod; 2 twin magna lascannons; titanic feet.





KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, CHAOS, ACASTUS, KNIGHT PORPHYRION




FACTION KEYWORDS: CHAOS KNIGHTS

CHAOS CERASTUS KNIGHT LANCER

M T SV W LD OC
14" 11 3+ 28 6+ 10
4+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cerastus shock lance [ASSAULT, SUSTAINED HITS 2]	12"	6	3+	6	0	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Cerastus shock lance – strike [LANCER]	Melee	5	2+	20	-3	8
 Cerastus shock lance – sweep	Melee	10	2+	10	-2	3

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT LANCER

ABILITIES

CORE: Deadly Demise D6+2

FACTION: Harbingers of Dread, Super-heavy Walker

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.

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.

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.



FACTION KEYWORDS: CHAOS KNIGHTS

CHAOS CERASTUS KNIGHT LANCER

Turning to the gods of Chaos has made Chaos Knights Lancer no less able duellists. They fight for their dark patrons with all the fervour they once served the Emperor, determined to prove their superior fighting skills with their shock lances before the gaze of their hideous deities.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chaos Cerastus Knight Lancer

This model is equipped with: Cerastus shock lance.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT LANCER







FACTION KEYWORDS:
CHAOS KNIGHTS


CHAOS CERASTUS KNIGHT CASTIGATOR

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

5+

INVULNERABLE SAVE* ** Against ranged attacks only*

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Castigator bolt cannon [TWIN-LINKED]	36"	18	3+	6	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Tempest warblade – strike	Melee	4	3+	14	-4	6
 Tempest warblade – sweep	Melee	12	3+	9	-3	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT CASTIGATOR

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Harbingers of Dread, Super-heavy Walker**

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.

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.

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.



FACTION KEYWORDS:
CHAOS KNIGHTS

CHAOS CERASTUS KNIGHT CASTIGATOR

Able to cut down innumerable foes in battle with their Castigator-pattern bolt cannons, they dedicate each death their dark patrons. They swear oaths to their gods as they stride through the oceans of blood and viscera they have spilled, and ready their warblades to hack down what little remains of the enemy.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chaos Cerastus Knight Castigator

This model is equipped with: Castigator bolt cannon; tempest warblade.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT CASTIGATOR



FACTION KEYWORDS: CHAOS KNIGHTS

CHAOS CERASTUS KNIGHT ACHERON

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



5+


INVULNERABLE SAVE* **Against ranged attacks only*

RANGED WEAPONS

	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

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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT ACHERON

ABILITIES

CORE: Deadly Demise D6+2

FACTION: Harbingers of Dread, Super-heavy Walker

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.

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.

FACTION KEYWORDS: CHAOS KNIGHTS

CHAOS CERASTUS KNIGHT ACHERON

Terror weapons even when fighting for the Imperium, Knights Acheron that have turned to Chaos take this trait to a new, horrifying level. As determined as they ever were to exterminate their foes, now they take on such tasks with unrestrained glee, relishing in the burning of swathes of the enemy or the carving of foes with their chainfists.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chaos Cerastus Knight Acheron

This model is equipped with: Acheron flame cannon; twin heavy bolter; reaper chainfist.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT ACHERON








FACTION KEYWORDS:
CHAOS KNIGHTS

CHAOS CERASTUS KNIGHT ATRAPOS


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

5+

INVULNERABLE SAVE

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

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Atrapos lascutter – low intensity [SUSTAINED HITS 1]	Melee	12	3+	7	-1	2
 Atrapos lascutter – high intensity [SUSTAINED HITS 1]	Melee	6	3+	14	-3	4

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT ATRAPOS

ABILITIES

CORE: Deadly Demise D6+2

FACTION: Harbingers of Dread, Super-heavy Walker

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.

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.



FACTION KEYWORDS: CHAOS KNIGHTS

CHAOS CERASTUS KNIGHT ATRAPOS

Where the Knight Atrapos was created to destroy traitor war machines, fallen engines of this type now turn their devastating weapons to the destruction of the engines of its creators. They are totally consumed by the hunger that they carry with them, embracing the madness they were always so close to before turning against the Emperor.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chaos Cerastus Knight Atrapos

This model is equipped with: Atrapos lascutter; graviton singularity cannon.


KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, CERASTUS, KNIGHT ATRAPOS









FACTION KEYWORDS:
CHAOS KNIGHTS

CHAOS QUESTORIS KNIGHT MAGAERA

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

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

 MELEE WEAPONS	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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, ABHORRENT, KNIGHT MAGAERA



ABILITIES

CORE: Deadly Demise D6

FACTION: Harbingers of Dread, Super-heavy Walker

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.

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.

FACTION KEYWORDS: CHAOS KNIGHTS

CHAOS QUESTORIS KNIGHT MAGAERA

The Knight Magaera is a marvel of lost technology, ranging from its repair autosimulacra to its almost impregnable ionic flare shield. These devices make the Magaera ideally suited to shock assaults and breaching actions, enabling it to surge through the most heavily defended positions unscathed and eradicate its foes with terrifying blasts from its lightning cannon.

WARGEAR OPTIONS

- This model's reaper chainsword can be replaced with 1 hekaton siege claw and 1 twin rad cleanser.

UNIT COMPOSITION

- 1 Chaos Questoris Knight Magaera

This model is equipped with: lightning cannon; phased plasma-fusil; reaper chainsword.


KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, ABHORRENT, KNIGHT MAGAERA








FACTION KEYWORDS: CHAOS KNIGHTS

CHAOS QUESTORIS KNIGHT STYRIX


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

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

 MELEE WEAPONS	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

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.

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, ABHORRENT, KNIGHT STYRIX

ABILITIES

CORE: Deadly Demise D6

FACTION: Harbingers of Dread, Super-heavy Walker

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.

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



FACTION KEYWORDS: CHAOS KNIGHTS

CHAOS QUESTORIS KNIGHT STYRIX

Armed with a devastating combination of graviton, volkite and rad-cleanser weapons, the Chaos Knight Styrix is devastating in battle against infantry and supporting vehicles. The pilots of these walkers are fully aware of the sophistication of their war machines and the power of their weaponry. With the malign power of the Dark Gods behind them, their self-assuredness is total.

WARGEAR OPTIONS

- This model's reaper chainsword can be replaced with 1 hekaton siege claw and 1 twin rad cleanser.

UNIT COMPOSITION

- 1 Chaos Questoris Knight Styrix

This model is equipped with: graviton crusher; volkite chierovile; reaper chainsword.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, CHAOS, ABHORRENT, KNIGHT STYRIX




FACTION KEYWORDS: CHAOS KNIGHTS

WAR DOG MOIRAX

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

5+

INVULNERABLE SAVE* *Against ranged attacks only

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Conversion beam cannon [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	10	-2	3
Conversion: Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Graviton pulsar [ANTI-VEHICLE 2+, BLAST]	24"	D6	3+	7	-1	2
Lightning lock [SUSTAINED HITS 2]	36"	6	3+	8	0	1
Rad cleanser [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	12"	D6	N/A	2	0	1
Volkite veuglaire [DEVASTATING WOUNDS]	36"	4	3+	8	0	2

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

ABILITIES

CORE: Deadly Demise D3

FACTION: Harbingers of Dread

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.

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.

KEYWORDS: VEHICLE, WALKER, CHAOS, WAR DOG, MOIRAX



FACTION KEYWORDS:
CHAOS KNIGHTS

WAR DOG MOIRAX

Moirax-pattern Armigers excel in speeding ahead of their larger brethren, hunting down targets of opportunity and cutting down the vulnerable. They relish the slaughter of the weak, each slain only proving the War Dogs' superiority as well as that of the monstrous deity or deities they have elected to follow in the Emperor's stead.

WARGEAR OPTIONS

- This model's volkite veuglaire can be replaced with one of the following:
 - 1 siege claw and 1 rad cleanser
 - 1 graviton pulsar
 - 1 lightning lock
 - 1 conversion beam cannon
 - This model's graviton pulsar can be replaced with one of the following:
 - 1 siege claw and 1 rad cleanser
 - 1 lightning lock
 - 1 conversion beam cannon
 - 1 volkite veuglaire
-

UNIT COMPOSITION

- 1 War Dog Moirax

This model is equipped with: graviton pulsar; volkite veuglaire; armoured feet.

KEYWORDS: VEHICLE, WALKER, CHAOS, WAR DOG, MOIRAX



FACTION KEYWORDS:
CHAOS KNIGHTS



CHAOS KNIGHTS

UPDATES & ERRATA

Page 69 – Traitoris Lance, Imperious Advance, Effect

Change to:

'EFFECT: Until the end of the phase, each time a model in one of your units makes a **Normal, Advance, Fall Back or Charge** move, it can move through models and terrain features. When doing so, it can move within Engagement Range of such models but, **unless it made a Charge move**, cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed (the Super-heavy Walker ability does not apply while using this Stratagem).'

Page 74 – Houndpack Lance, Animalistic Rage, When

Change to:

'WHEN: Your opponent's Shooting phase or the Fight phase, just after a **WAR DOG** unit from your army **that has not yet fought** is destroyed.'

FAQS

Q: *In the Lords of Dread detachment, does the enhancement Mirror of Fates give the unit the Lord of Deceit (Aura), as outlined in the Balance Dataslate, and can they still use the once per battle round CP reduction on the Command Re-roll stratagem?*

A: Yes, in both cases.