



CHAOS KNIGHTS

FACTION PACK: VERSION 1.0

Legal for matched play from 20th June 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

This is the first iteration of this Faction Pack for this edition of Warhammer 40,000, combining some earlier updates with new revisions designed to smooth the transition. As such, all of the following content should be regarded as new, and individual changes are not highlighted. The next time this document is updated, this section will summarise what has been added or changed.

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BASTIONS OF TYRANNY

KNIGHTS TYRANT CRUELLY DEMONSTRATE THEIR ARROGANT SCORN FOR THE WEAK IN TAINTED SALVOES



DETACHMENT RULES

ANNIHILATE THE UNWORTHY

The withering arsenal of cursed weaponry available to a Knight Tyrant is turned with the cruellest focus upon those its scion despises for their weakness of spirit.

Friendly **KNIGHT TYRANT** units' attacks that target a **battle-shocked** unit have +1 to the **hit roll**.

ENHANCEMENTS

PTERRORSHADE ROOKERY

The gothic and mutated extrusions of this Knight Tyrant are the roost of a parasitic flock of pterrorshades. From their Throne, the Fallen Noble within has brokered a fragmented understanding of the maddening chorus they emit, enough to know when their unnatural senses have spotted fresh prey to be annihilated.

KNIGHT TYRANT model only. 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

This arrogant despot has yoked their weapon spirits to their will with a dominion forged of pure hate. Every maximised salvo is an expression of their malice and tyranny.

KNIGHT TYRANT model only. This unit can re-roll rolls to determine the **A** of a weapon.

RUNE-CURSED STRONGHOLD

1CP

BASTIONS OF TYRANNY STRATAGEM

The mightiest of the Chaos Knights are etched with malign wards capable of shielding them from powerful weapons and throwing back esoteric assaults.

WHEN: Any phase, when a friendly **KNIGHT TYRANT** unit suffers a **mortal wound**.

TARGET: That **KNIGHT TYRANT** unit.

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



PITILESS FOCUS

1CP

BASTIONS OF TYRANNY STRATAGEM

Eager to unleash the full power at their fingertips, the scion of a Knight Tyrant will allow nothing to impede their devastating arsenal.

WHEN: Your Movement phase, when a friendly **KNIGHT TYRANT** unit is selected to make a **fall-back move**.

TARGET: That **KNIGHT TYRANT** unit.

EFFECT: That move does not prevent your unit from being **eligible to shoot**.



INTIMIDATING REMINDER

1CP

BASTIONS OF TYRANNY STRATAGEM

With a spiteful lash of suppressive firepower, a Knight Tyrant reminds its foes of the deferent fear and awe that are the only acceptable attitudes in the presence of such power.

WHEN: Your Shooting phase, when a friendly **KNIGHT TYRANT** unit has shot.

TARGET: That **KNIGHT TYRANT** unit.

EFFECT: Select one enemy unit hit by those attacks. That enemy unit is **suppressed** until the start of your next Command phase:

- While a unit is **suppressed**, that unit's attacks have -1 to **hit rolls**.



UNIQUE: WAR DOGS

HUNTING WARPACK

WAR DOGS ROOT OUT PREY AND SOW RUINATION ON HIGH-SPEED HUNTS



DETACHMENT RULES

SCENTING FEAR

The corrupted pilots of War Dog suits despise fear and cowardice in the foe almost as much as they revel in hunting such prey and betraying their hiding places.

(Once per battle round, per army) In your Shooting phase, you can select one **visible** enemy unit within 12" of a friendly **WAR DOG** unit. That enemy unit has +6" **detection range**.

This **detachment** has the **WAR DOGS** tag and cannot be taken with another **WAR DOGS detachment**.

ENHANCEMENTS

SOUL-SPOOR AUSPICATOR **UPGRADE**

Those Huntsmen darkly blessed with a daemonic device sensitive to a worthy prey's spirits are capable of killing shots at greater effective ranges.

HUNTSMAN unit only. This unit's ranged attacks have +6" **R**.

SNARLING RIVALRY **UPGRADE**

The greatest Executioners are expert long-range killers. They viciously compete for tallies of slaughter and eagerly eviscerate dug-in foes to prove their skill.

EXECUTIONER unit only. This unit's ranged attacks have **[IGNORES COVER]**.

INSENSATE BLOODTHIRST

1CP

HUNTING WARPACK STRATAGEM

Gripped by a fever to kill and with prey within reach, whatever damage the prey inflicts is smothered by a War Dog's thrill of the hunt.

WHEN: Fight phase, when an enemy unit targets a friendly **WAR DOG** unit.

TARGET: That **WAR DOG** unit.

EFFECT: Your unit has **Feel No Pain 5+**.



LEASH OF THE MASTERS

1CP

HUNTING WARPACK STRATAGEM

Under the painful neural leash of a Helm Mechanicum, a War Dog pilot's gory instincts can be overridden to undertake vital operations prioritised by their larger masters.

WHEN: Your Shooting phase, when a friendly **WAR DOG** unit has shot.

TARGET: That **WAR DOG** unit.

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



STALKING FOCUS

1CP

HUNTING WARPACK STRATAGEM

With a prize under their talons, War Dogs are adept at evading the prey's sight by loping low through cover.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **WAR DOG** unit within range of an **objective**.

TARGET: That **WAR DOG** unit.

EFFECT: Ranged attacks that target your unit have -1 **AP** until that enemy unit has attacked.



ICONOCLAST FIEFDOM

DEBASED HERETICS SERVE TOWERING MASTERS AS IDOLISING THRALLS AND SACRIFICIAL PAWNS ALIKE



DETACHMENT RULES

WRETCHED THRALLS

Devoted mortal thralls flock to fight in the titanic shadow of their mechanical idols with chanted prayers and brayed challenges.

- You can include **DAMNED** units in your army (see *Codex: Chaos Space Marines*). The combined points cost of such units cannot exceed 500 points.
- Friendly **DAMNED** units can re-roll **leadership rolls**.

ENHANCEMENTS

CRUEL LASHMASTER (AURA)

This callous Fallen Noble drives teeming hordes of their twisted serfs at a desperate pace to overwhelm their prey with lesser targets.

CHAOS KNIGHTS model only. 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 (AURA)

Chanting mortal thralls have pledged their lives and souls to this Chaos Knight's defence, and throw themselves at any who dare threaten the object of their idolatry.

CHAOS KNIGHTS model only. 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**.

AVENGE THE MASTERS!

1CP

ICONOCLAST FIEFDOM 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, when a friendly **CHAOS KNIGHTS** unit is **destroyed** by an enemy unit.

TARGET: That enemy unit.

EFFECT: That enemy unit is **marked** until the end of the battle.

- Friendly **DAMNED** units' attacks that target a **marked** unit have **[LETHAL HITS]**.



DARK SACRIFICE

1CP

ICONOCLAST FIEFDOM STRATAGEM

The pilots of corrupted Knight suits demand a ritual offering of their serfs, and their mechanical steed feeds upon the victims' life forces and raw fear.

WHEN: Your Command phase.

TARGET: One friendly **DAMNED** unit (excluding **ACCURSED CULTISTS** units) within 9" of a friendly **CHAOS KNIGHTS** model.

EFFECT: Select one **CHAOS KNIGHTS** model within 9" of your unit and roll D3+3:

- Your **DAMNED** unit suffers that number of **mortal wounds**.
- That **CHAOS KNIGHTS** model **heals** that number of wounds.



COURSING THRALLS

1CP

ICONOCLAST FIEFDOM STRATAGEM

With blaring hunting horns and bellowed calls to their towering masters, mortal thralls signal the location of hiding prey.

WHEN: Start of your Shooting phase.

TARGET: One friendly **DAMNED** unit.

EFFECT: Select one **visible** enemy unit within 12" of your unit. That enemy unit is **hunted**:

- While a unit is **hunted**, that unit has +6" **detection range**.





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.





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.



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.



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 attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



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.



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.



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** of up to D6".



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, FRAME, 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, FRAME, 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, FRAME, CHAOS, ACASTUS, KNIGHT PORPHYRION



FACTION KEYWORDS:
CHAOS KNIGHTS

CHAOS ACASTUS KNIGHT PORPHYRION

The Chaos Knight Porphyrior 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 Porphyrior

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

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, FRAME, CHAOS, ACASTUS, KNIGHT PORPHYRIOR



FACTION KEYWORDS: CHAOS KNIGHTS

CHAOS CERASTUS KNIGHT LANCER

M

14"

T

11

SV

3+

W

28

LD

6+

OC

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 [LANCE]	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 12" **T** 11 **SV** 3+ **W** 28 **LD** 6+ **OC** 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 10" **T** 11 **SV** 3+ **W** 26 **LD** 6+ **OC** 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 10" **T** 11 **SV** 3+ **W** 26 **LD** 6+ **OC** 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**, regardless of any other uses of that **stratagem** this phase. If you do:

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

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

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Harbingers of Dread, 'Darkness' Dread ability

Change to:

'This model has **Stealth**.'

HOUNDBACK LANCE DETACHMENT

Animalistic Rage Stratagem, WhenSection

Change to:

'Your opponent's Shooting phase or the Fight phase, just after a **WAR DOG** unit from your army that has not been **selected to attack** this phase is destroyed.'

Harrying Hounds Stratagem, Target Section

Change 9" to 8".

INFERNAL LANCE DETACHMENT

Malefic Surge Detachment Rule

Change Unnatural Fortitude to:

'When this unit is selected as the target of an attack, select one of the following to apply until the end of the phase:

- Models in this unit have a 5+ invulnerable save.
- Models in this unit have the Feel No Pain 6+ ability.'

Hellforged Construction Stratagem, Effect Section

Change to:

'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

LORDS OF DREAD DETACHMENT

Claimed for the Dark Gods Stratagem, When Section

Change to:

'Start of your Command phase.'

Mirror of Fates Enhancement

Change to:

'**CHAOS KNIGHTS** model only. 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.'

TRAITORIS LANCE DETACHMENT

Imperious Advance Stratagem, EffectSection

Change to:

'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).'

DATASHEETS

Knight Abominant, Warp Storms ability

Change to:

'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.'