



IMPERIAL KNIGHTS

FACTION PACK: VERSION 1.2

Legal for matched play from 26th August 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?

- Changes to Rules Updates

CONTENTS

Detachments	2
Dominus Foebreakers.....	2
Questor Forgepact.....	3
Throne-bonded Outriders.....	4
Freeblade Company	5
Datasheets	7
Knight Destrier	7
Imperial Armour Datasheets	9
Rules Updates	26

DOMINUS FOEBREAKERS

THE FOE QUAIL IN THE SHADOW OF TOWERING DOMINUS-CLASS KNIGHTS CONQUERING THE BATTLEFIELD



DETACHMENT RULES

RAIN OF DEVASTATION

Packing together within the confines of cover might work against small arms, but in the face of Dominus-class Knights, it only serves to concentrate and magnify the fury of their firepower.

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

ENHANCEMENTS

BLESSED PLATE

Some of this Knight's hull plates are revered antiques, dating back millennia; their durability is a testament to the secrets of construction now lost to the mists of time.

IMPERIAL KNIGHTS DOMINUS model only. This model has +1 **T**.

ARCHEOTECH AUTOLOADERS

These ancient and precious components are installed with great reverence; their function is to keep the Dominus-class Knight's guns firing with ferocious efficiency.

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

GROUND-SHAKING STRIDES

1CP

DOMINUS FOEBREAKERS STRATAGEM

Making the most of their Knight-suit's twinned reactor cores, the pilot pushes its motivator-units to their limits to gain a burst of speed.

WHEN: Your Movement phase, when a friendly **IMPERIAL KNIGHTS DOMINUS** unit is **selected to move**.

TARGET: That **IMPERIAL KNIGHTS DOMINUS** unit.

EFFECT: Your unit has +2" **M**.



FOEBREAKER FIRESTORM

1CP

DOMINUS FOEBREAKERS STRATAGEM

It takes a skilled noble and a steady machine spirit to unleash such weaponry at point-blank range into closing enemy threats.

WHEN: Your Shooting phase, when a friendly **engaged IMPERIAL KNIGHTS DOMINUS** unit is **selected to shoot**.

TARGET: That **IMPERIAL KNIGHTS DOMINUS** unit.

EFFECT: Your unit's **[BLAST]** ranged attacks:

- Do not have **[BLAST]**.
- Have +1 **A**.



FIRE SHOCKED

1CP

DOMINUS FOEBREAKERS STRATAGEM

So thunderous is the fire of a Dominus-class Knight that even those who survive its salvos are often reduced to shattered remnants cowering and praying for their lives.

WHEN: Your Shooting phase, when a friendly **IMPERIAL KNIGHTS DOMINUS** unit has shot.

TARGET: That **IMPERIAL KNIGHTS DOMINUS** unit.

EFFECT: Select one enemy unit hit by those attacks. That enemy unit makes a **battle-shock roll**, with -1 to that **battle-shock roll**.



QUESTOR FORGEPACT

KNIGHTLY NOBLES ANSWER THE CALL TO FIGHT ALONGSIDE THE CLADES OF THE ADEPTUS MECHANICUS



DETACHMENT RULES

COGBOUND ALLIANCE

The Nobles of Questor Mechanicus houses commonly fight alongside the armies of forge worlds. They are bound together by their shared devotion to the Machine Cult.

Friendly **IMPERIAL KNIGHTS** models have the following ability:

Assisted Targeting (Aura): While a friendly **ADEPTUS MECHANICUS** unit is within 6" of this model, that **ADEPTUS MECHANICUS** unit's ranged attacks have:

- +1 BS.
- [HEAVY].

Friendly **TECH-PRIEST** models have the following ability:

Sacristan Pledge: In your Command phase, you can select one friendly **IMPERIAL KNIGHTS** model within 3" of this model that has not been selected by this ability this phase. If you do, that model **heals** D3 wounds.

Mechanicus Allies: You can include **TECH-PRIEST DOMINUS/TECH-PRIEST MANIPULUS/MARSHAL/RANGERS/VANGUARD** units in your army (see *Codex: Adeptus Mechanicus*). The combined points value of such units cannot exceed 500 points.

ENHANCEMENTS

MAGOS QUESTORIS

An expert in the intricate mechanisms and weapons systems of Imperial Knights, this Tech-Priest taught Sacristans their craft. They now walk in the shadow of these war machines and make field repairs in the midst of battle.

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

KNIGHT OF THE OPUS MACHINA (AURA)

A devotee of the Omnissiah creed, this Noble is inspired by the presence of the Adeptus Mechanicus, fighting with greater zeal and vigour in their holy presence.

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

OMNISSIAH'S GRACE

1CP

QUESTOR FORGEPACT STRATAGEM

So resolute is their faith that the Machine God's worshippers brave storms of killing fire, trusting in the Omnissiah to shield them from harm.

WHEN: Any phase, when a friendly **IMPERIAL KNIGHTS** unit suffers a **mortal wound**.

TARGET: That **IMPERIAL KNIGHTS** unit.

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



VENGEANCE OF THE MACHINE CULT

1CP

QUESTOR FORGEPACT STRATAGEM

Those who dare to fell the Machine God's creations find themselves subject to the vengeance of the Adeptus Mechanicus.

WHEN: Any phase, when a friendly **IMPERIAL KNIGHTS TITANIC** unit is **destroyed** by an enemy unit.

TARGET: One friendly **ADEPTUS MECHANICUS** unit.

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

- While a unit is **marked**, friendly **ADEPTUS MECHANICUS** units' attacks that target that unit can re-roll **wound rolls**.



IN THE SHADOW OF GIANTS

1CP

QUESTOR FORGEPACT STRATAGEM

With the enemy distracted by battling the mighty Knights, the servants of the Omnissiah are free to complete crucial missions unimpeded.

WHEN: Your Movement phase, when a friendly **ADEPTUS MECHANICUS** unit is selected to make an **advance/fall-back move**.

TARGET: That **ADEPTUS MECHANICUS** unit.

EFFECT: That move does not prevent your unit from being **eligible to start an action**.



UNIQUE: ARMIGERS

THRONE-BONDED OUTRIDERS

ARMIGERS STRIDE OUT LIKE THE HUNTING HOUNDS OF THEIR MIGHTY NOBLE MASTERS



DETACHMENT RULES

DRIVEN FROM THEIR LAIRS

The moment the loyal bondsmen locate and identify the foe, they share targeting data-choristry with their ruling lords and ladies.

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

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

ENHANCEMENTS

GYRO-OPTIMISED ACTUATORS **UPGRADE**

Flowing down the neural tether between Thrones and Helms Mechanicum, the faint whispering of ancestral gheists drives bondsmen on to greater urgency.

ARMIGER unit only. This unit has **MOBILE**.

ANCESTRAL OVERBLEED **UPGRADE**

Though it requires additional work by the Sacristans, when Armigers are to be used like hunting hounds amidst dense terrain, it is considered worthwhile to enhance their steeds' agility.

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

NEURAL LASH

1CP

THRONE-BONDED OUTRIDERS STRATAGEM

Noble pilots have little time for panicked or despairing bondsmen, and think nothing of enforcing stoic obedience by way of stinging neural compulsion.

WHEN: Command phase.

TARGET: One friendly **IMPERIAL KNIGHTS TITANIC** unit.

EFFECT: Select one friendly **battle-shocked ARMIGER** unit within 12" of your unit. That **ARMIGER** unit is no longer **battle-shocked**.



HELM CONDITIONING

1CP

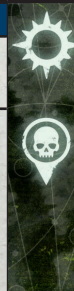
THRONE-BONDED OUTRIDERS STRATAGEM

Some longer-serving bondsmen become so conditioned to efficient obedience by their Helm Mechanicum that they can be issued neural commands from ever-greater distances.

WHEN: Your Command phase, when a friendly **IMPERIAL KNIGHTS** unit uses a **Bondsman** ability.

TARGET: That **IMPERIAL KNIGHTS** unit.

EFFECT: When selecting an **ARMIGER** model for that **Bondsman** ability, you can select one within 18" of your unit (excluding models already affected by a **Bondsman** ability).



HONOURED TO SERVE

1CP

THRONE-BONDED OUTRIDERS STRATAGEM

Determined to prove worthy of a place in battle alongside their supposed betters, bondsmen jump to obey every command issued by their rulers.

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

TARGET: That **ARMIGER** unit.

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





FREEBLADE COMPANY

Many Freeblades become figures of legend, whether for their mighty deeds or thanks to their strange and supernatural natures. Often they fight alone. However, when fate brings several such wanderers together they are capable of defeating entire armies, and of carving out names for themselves that echo through the ages. Each brings unique skills and experiences to the muster. Some wield ancient relic weapons from the Dark Age of Technology. Others are masters of battling a particular foe, exemplars of an unusual way of war, or have been turned fey and dangerous by the touch of sorcery or strange cosmic phenomena. Combining such unusual abilities and tactics, Freeblades can surprise their enemies at every turn by attacking in unorthodox ways and unleashing unexpected weapons and powers. Each scion amongst them is a storied veteran who knows just where to place their shots and land their blows to inflict maximum devastation. Against such titanic and canny foes, few enemies can stand for long.

DETACHMENT RULE



KNIGHTS OF LEGEND

Warriors such as these are truly indomitable. Driven on by deadly oaths, bolstered by ancient technology or shimmering with supernatural energies, they stride through the most punishing firestorms to emerge victorious on the other side.

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

ENHANCEMENTS



MYSTERIOUS GUARDIAN

Manifesting as though from nowhere, this Knight is an elemental force of vengeance against the Emperor of Mankind's foes. At battle's end, it disappears as mysteriously as it arrived.

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

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

SANCTUARY

Through the projection of rapidly modulating ion fields, this unique generator's effects wreath the suit in an all encompassing fog of protective energies that defend it from close-quarters attacks.

IMPERIAL KNIGHTS model only. The bearer has a 5+ invulnerable save.

BRINGER OF JUSTICE

It is said that whenever this famed weapon is brought to life, it shall not fall silent until it has slaked its thirst for justice.

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

HUNTER'S EYE

This remarkable data-manifold surrounds a scion with holo-projected bioscans and engine-signature readouts, whose gaze penetrates the densest terrain as though it was not there.

IMPERIAL KNIGHTS model only. Ranged weapons equipped by the bearer have the **[IGNORES COVER]** ability.



NOBLE SACRIFICE

FREEBLADE COMPANY – EPIC DEED STRATAGEM

Sensing their end drawing close, the scion overloads their Knight's plasma core to take the enemy with them.

WHEN: Any phase.

TARGET: One **IMPERIAL KNIGHTS** unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.

EFFECT: Your unit's Deadly Demise ability inflicts mortal wounds on a D6 roll of 4+, adding 1 to the result if it is an **ARMIGER** unit, instead of only a 6.



STRENGTH FROM EXILE

FREEBLADE COMPANY – BATTLE TACTIC STRATAGEM

Well used to a life without allies or fire support, Freeblades operate more effectively alone.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **IMPERIAL KNIGHTS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, if there are no other friendly units within 9" of your unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.



FULL TILT

FREEBLADE COMPANY – WARGEAR STRATAGEM

With the enemy before them, their Knight's machine spirit snarling, and the rush of battle coursing through their veins, this scion pours power into their motive actuators and thunders forward.

WHEN: Your Movement phase.

TARGET: One **IMPERIAL KNIGHTS** unit from your army.

EFFECT: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit, or 9" instead if your unit is an **ARMIGER** or **DESTRIER** unit.



POINT-BLANK BARRAGE

FREEBLADE COMPANY – STRATEGIC PLOY STRATAGEM

Few can withstand the point-blank fury of a Knight.

WHEN: Your Shooting phase.

TARGET: One **IMPERIAL KNIGHTS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, when making ranged attacks with Blast weapons, models in your unit can target enemy units within Engagement Range of your unit (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, until the end of the phase, your unit does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units, but each time a model in your unit makes an attack with a Blast weapon that targets a unit within Engagement Range of your unit, on an unmodified Hit roll of 1, your unit suffers 1 mortal wound after all of its attacks have been resolved.



SURVIVOR OF STRIFE

FREEBLADE COMPANY – EPIC DEED STRATAGEM

The fires of war have steeled this Freeblade's resolve.

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

TARGET: One **IMPERIAL 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, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.



FLANKING MANOEUVRES

FREEBLADE COMPANY – STRATEGIC PLOY STRATAGEM

Eager to earn glory, Knight Armigers focus on swiftly redeploying mid-battle to flank the foe.

WHEN: End of your opponent's Fight phase.

TARGET: One **ARMIGER** unit from your army that is within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

KNIGHT DESTRIER

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

5+

INVULNERABLE SAVE*

* Against ranged attacks only



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Chastiser gatling cannon [ASSAULT]	24"	12	3+	6	-1	2
Frag bombard [ASSAULT, BLAST, RAPID FIRE D6+3]	24"	D6+3	3+	7	-1	2
Questoris heavy stubber [ASSAULT, RAPID FIRE 3]	36"	6	3+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
▶ Bellatus reaper chainsword – strike	Melee	5	3+	12	-3	D3+3
▶ Bellatus reaper chainsword – sweep	Melee	10	3+	8	-2	2
▶ Thundershock spear – strike [LANCE]	Melee	4	3+	12	-3	D3+3
▶ Thundershock spear – sweep [LANCE]	Melee	8	3+	6	-3	2
Titanic feet	Melee	4	4+	7	-1	2

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

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, BELLATUS, CHARACTER, IMPERIUM, KNIGHT DESTRIER



ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Code Chivalric, Super-heavy Walker**

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

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

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

⚔ DAMAGED: 1-6 WOUNDS REMAINING

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

FACTION KEYWORDS: IMPERIAL KNIGHTS

KNIGHT DESTRIER

The Knight Destrier is agile and fleet-footed. Employing rocket thrusters, skilled pilots are able to lend greater speed to their charge, tearing into the foe with thundershock spears or reaper chainswords before mowing down what remains of their shattered enemies with hails of chastiser gatling rounds or explosive munitions from their frag bombards.



WARGEAR OPTIONS

- This model's chastiser gatling cannon can be replaced with one of the following:
 - 1 bellatus reaper chainsword*
 - 1 thundershock spear*
- This model's frag bombard can be replaced with one of the following:
 - 1 bellatus reaper chainsword*
 - 1 thundershock spear*

** A model cannot be equipped with more than one bellatus reaper chainsword or more than one thundershock spear.*

UNIT COMPOSITION

- 1 Knight Destrier

This model is equipped with: 1 chastiser gatling cannon; 1 frag bombard; 1 Questoris heavy stubber; 1 titanic feet.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, BELLATUS, CHARACTER, IMPERIUM, KNIGHT DESTRIER



FACTION KEYWORDS: IMPERIAL KNIGHTS

ACASTUS KNIGHT ASTERIUS

M

8"

T

13

SV

2+

W

30

LD

6+

OC

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: **Code Chivalric, 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, IMPERIUM, ACASTUS, KNIGHT ASTERIUS**



FACTION KEYWORDS: **IMPERIAL KNIGHTS**

ACASTUS KNIGHT ASTERIUS

Like its cousin the Porphyrian, the gigantic Acastus Knight Asterius is a relic of a lost technological age. Armed with a pair of twin conversion beam cannons, a karacnos mortar battery and two volkite culverins, the Asterius is capable of sundering the walls of mighty fortresses and clearing ramparts with a hail of high-explosives, its thick armoured hide making it near impervious to weapons fire.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 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, IMPERIUM, ACASTUS, KNIGHT ASTERIUS



FACTION KEYWORDS: IMPERIAL KNIGHTS

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: **Code Chivalric, 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, IMPERIUM, ACASTUS, KNIGHT PORPHYRION



FACTION KEYWORDS:
IMPERIAL KNIGHTS

ACASTUS KNIGHT PORPHYRION

One of the most heavily armed and armoured of all Knight chassis, the Acastus Knight Porphyrior approaches even the war machines of the Collegia Titanica in size and power, and reigns supreme against any foe not equipped with dedicated countermeasures. The Porphyrior's giant torso supports a pair of twin magna lascannons, amongst other weapons, capable of obliterating the mightiest armoured targets.

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 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, IMPERIUM, ACASTUS, KNIGHT PORPHYRIOR



FACTION KEYWORDS: IMPERIAL KNIGHTS

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, IMPERIUM, CERASTUS, KNIGHT LANCER

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Code Chivalric, Super-heavy Walker**

Lancer's Duty (Bondsman): While a model is affected by this ability, it is eligible to declare a charge in a turn in which it Advanced.

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

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: IMPERIAL KNIGHTS

CERASTUS KNIGHT LANCER

The Lancer is the most widely known variant of the swift and agile Cerastus chassis. Equipped with a potent shock lance and an ion gauntlet shield, Knights Lancer are perfectly suited to duelling titanic foes face to face, and often bound ahead of the main battle line to vanquish the enemy's most prized war machines in single combat.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Cerastus Knight Lancer

This model is equipped with: Cerastus shock lance.

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



FACTION KEYWORDS: IMPERIAL KNIGHTS

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, IMPERIUM, CERASTUS, KNIGHT CASTIGATOR

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Code Chivalric, Super-heavy Walker**

Castigator's Duty (Bondsman): While a model is affected by this ability, its ranged weapons have the **[SUSTAINED HITS 1]** ability and the Armour Penetration characteristic of its ranged weapons is improved by 1.

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.



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: IMPERIAL KNIGHTS



CERASTUS KNIGHT CASTIGATOR

Armed with the fearsome Castigator-pattern bolt cannon, the Knight Castigator scythes down massed infantry formations in a thunderous rain of bolts, wiping out hordes that might overwhelm other patterns of Knight by their sheer numbers. Its path cleared, the Knight Castigator then strides forward to carve apart light vehicles or monstrous chitinous beasts with its tempest warblade.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Cerastus Knight Castigator

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

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



FACTION KEYWORDS: IMPERIAL KNIGHTS

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 [TORRENT, IGNORES COVER]	18"	2D6	N/A	8	-1	2
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
 MELEE WEAPONS	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, IMPERIUM, CERASTUS, KNIGHT ACHERON

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Code Chivalric, Super-heavy Walker**

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

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.

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: IMPERIAL KNIGHTS



CERASTUS KNIGHT ACHERON

The Cerastus Knight Acheron is a war machine designed not only to destroy, but also to inspire terror. Armed with a fearsome reaper chainfist, twin heavy bolters and an Acheron-pattern flame cannon, they are employed as weapons of extermination, and nothing will sway them from their grim task until the enemy is utterly crushed.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Cerastus Knight Acheron

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

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



FACTION KEYWORDS:
IMPERIAL KNIGHTS

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, IMPERIUM, CERASTUS, KNIGHT ATRAPOS

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Code Chivalric, Super-heavy Walker**

Atrapos' Duty (Bondsman): While a model is affected by this ability, each time that model makes an attack that targets a **TITANIC** or **TOWERING** model, you can re-roll the Hit roll and you can re-roll the Wound roll.

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.

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: IMPERIAL KNIGHTS



CERASTUS KNIGHT ATRAPOS

One of the rarest and most potent Knights, the Atrapos was created early in the Great Crusade to carry particularly rare and powerful weaponry with a single goal in mind – the destruction of heretic and xenos war machines. Knights Atrapos are said to carry with them a cold and all-destroying hunger, and to pilot one is thought to be to court madness.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Cerastus Knight Atrapos

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

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



FACTION KEYWORDS:
IMPERIAL KNIGHTS

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 [TORRENT, IGNORES COVER, ANTI-INFANTRY 2+, 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, IMPERIUM, QUESTORIS, KNIGHT MAGAERA

ABILITIES

CORE: Deadly Demise D6

FACTION: Code Chivalric, Super-heavy Walker

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

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

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: IMPERIAL KNIGHTS



QUESTORIS KNIGHT MAGAERA

The Knight Magaera is a marvel of lost technology, ranging from its repair auto-simulacra to its nigh impregnable ionic flare shield. These esoteric devices make the Magaera ideally suited to shock assaults and breaching actions, enabling the Knight 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 Questoris Knight Magaera

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

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, QUESTORIS, KNIGHT MAGAERA



FACTION KEYWORDS: IMPERIAL KNIGHTS

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, TWIN-LINKED, TORRENT]	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, IMPERIUM, QUESTORIS, KNIGHT STYRIX

ABILITIES

CORE: Deadly Demise D6

FACTION: Code Chivalric, Super-heavy Walker

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

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:
IMPERIAL KNIGHTS

QUESTORIS KNIGHT STYRIX

The Knight Styrix is a highly sophisticated machine meticulously designed for the eradication of infantry and supporting vehicles. Blasts from the Styrix's integral graviton gun pin hapless targets in place, while scything volkite beams and flesh-boiling rad-cleanser discharges reap a heavy toll of lives.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Questoris Knight Styrix

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

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, QUESTORIS, KNIGHT STYRIX



FACTION KEYWORDS: IMPERIAL KNIGHTS

ARMIGER 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: **Code Chivalric**

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, IMPERIUM, ARMIGER, MOIRAX



FACTION KEYWORDS:
IMPERIAL KNIGHTS

ARMIGER MOIRAX

While larger breeds of Knight are optimised for frontal assaults, tank-hunting and fortress-breaking, the smaller and more nimble Armiger Moirax is a natural skirmisher, able to speed ahead of more ponderous war machines and engage vulnerable targets. Armiger Moirax can be fitted with a range of esoteric energy weapons, all extremely effective but almost impossible to replace or repair.

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 Armiger Moirax

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, ARMIGER, MOIRAX



FACTION KEYWORDS:
IMPERIAL KNIGHTS



IMPERIAL 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

Code Chivalric, 'We pledge to reap a great tally' Deed

Change to:

'This deed is completed at the end of the battle round if the number of enemy units destroyed this battle round is greater than the battle round number even if those units are subsequently returned to the battlefield (for example, two destroyed enemy units in the first battle round).'

GATE WARDEN LANCE DETACHMENT

Dauntless Defenders Detachment Rule

Change to:

'At the start of the first battle round, select two objectives to be your foundations. Place a circular **40mm** foundation marker in each one. **When you draw a line from any part of one your foundation markers to any part of the other**, if any part of a model's base (or any part of a model's hull, for a model without a base) crosses that line, that model's unit is said to be on your defensive line.

While an **IMPERIAL KNIGHTS** unit from your army is on your defensive line, that unit has the following ability:

Against the Horde: Each time a model in this unit makes an attack that targets a visible enemy unit, you can ignore any or all modifiers to the Hit roll, and weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.'

VALOURSTRIKE LANCE DETACHMENT

Bold Gallantry Detachment Rule

Change to:

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

Run Them Through! Stratagem, Target Section

Change to:

'One **IMPERIAL KNIGHTS** unit from your army that has not been selected to fight this phase.'

Full Tilt Stratagem, Target Section

Change to:

'One **IMPERIAL KNIGHTS** unit from your army that has not been selected to move this phase.'

Tactical Foil Stratagem, Target Section

Change 9" to 8".

DATASHEETS

Canis Rex, Knight Crusader, Knight Defender, Knight Errant, Knight Gallant, Knight Paladin, Knight Preceptor, Knight Warden – Damaged Section

Change to:

'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.'

Knight Castellan, Knight Valiant – Damaged Section

Change to:

'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.'

Canis Rex, Knight Castellan, Knight Crusader, Knight Defender, Knight Errant, Knight Gallant, Knight Paladin, Knight Preceptor, Knight Valiant, Knight Warden – Profiles

Change **OC** characteristic to '10'.

FAQS

Q: Can Adeptus Mechanicus units use the *Doctrina Imperatives* ability when taken as part of the *Questor Forgepack Detachment*?

A: No.