IMPERIAL KNIGHTS
ARMY RULES

Imperial Knights fight by a stringent set of codes to ensure that in addition to defeating the enemy, honour is always upheld.

CODE CHIVALRIC

If your Army Faction is **Imperial Knights**, at the end of the Read Mission Objectives step, you must select one of the Oaths below to be active for your army. Models from your army with this ability gain the associated Oath ability, and you gain the associated Deed to complete.

If, at the start of any of your Command phases, your selected Oath's Deed is completed, your army becomes Honoured for the rest of the battle and you gain 3CP (you can only gain CP in this way once per battle, and CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

LAY LOW THE TYRANT

- **Oath Ability:** Each time this model is selected to shoot or fight, you can re-roll one Hit roll and you can re-roll one Wound roll.
- **Deed:** This deed is completed if the enemy **Warlord** is destroyed.

RECLAIM THE REALM

- **Oath Ability:** Add 1" to this model's Move characteristic and add 1 to Advance and Charge rolls made for this model.
- **Deed:** This deed is completed if you control one or more objective markers in your opponent's deployment zone.

BONDSMAN ABILITIES

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

SUPER-HEAVY WALKER

Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move through models (excluding **Titanic** models) and sections of terrain features that are 4" or less in height. When doing so:

- It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them.
- It can also move through sections of terrain features that are more than 4" in height, but if it does, after it has moved, roll one D6: on a 1, that model is Battle-shocked.

FREEBLADES

Freeblades often wander the galaxy, aiding the armies of the Imperium.

If every model in your army has the **Imperium** keyword, you can include either 1 **Titanic Imperial Knights** model or up to 3 **Armiger** models in your army, even if they do not have the Faction keyword you selected in the Select Army Faction step. None of these models can be your **Warlord**, and they cannot be given Enhancements.

IMPERIAL KNIGHTS – NOBLE LANCE

DETACHMENT RULE

If your Army Faction is **Imperial Knights**, you can use this Noble Lance Detachment rule.

INDOMITABLE HEROES

Gathered into a powerful formation known as a lance, Imperial Knights and the Nobles who pilot them wage their honour-driven assaults with renowned resilience and bloody-minded determination.

All **Imperial Knights** models from your army have the Feel No Pain 6+ ability. If your army is Honoured, those models have the Feel No Pain 5+ ability.



ENHANCEMENTS

If you are using the Noble Lance Detachment rule, you can use these Noble Lance Enhancements.

REVERED KNIGHT (AURA)

Never hesitating before tyrannical invaders, this Knight is beheld as the very epitome of honour – a monolithic incarnation of the Imperium. While they stand, courage is inviolate and victory is assured.

IMPERIAL KNIGHTS model only. While a friendly **IMPERIAL KNIGHTS** model is within 6" of the bearer, improve that model's Leadership characteristic by 1. If your army is Honoured, increase the range of this Aura ability to 12".

MYSTERIOUS GUARDIAN

Manifesting as though from nowhere, this Noble's titanic steed 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. The bearer has the Deep Strike ability. Once per battle, at the end of your opponent's turn, if the bearer is not within Engagement Range of any enemy units, it can fade away. If it does, remove it from the battlefield then, in the Reinforcements step of your subsequent Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and the bearer is not on the battlefield, it is destroyed.

MYTHIC HERO

This warrior is a legendary figure who embodies the Code Chivalric, and tales of their deeds have spread far and wide. To be a Bondsman to such a warrior is a great honour indeed.

QUESTORIS model with a Bondsman ability only. Each time the bearer uses its Bondsman ability, you can select one additional friendly **ARMIGER** model within 12" of the bearer that is not already being affected by a Bondsman ability. Until the start of your next Command phase, that model is also affected by that Bondsman ability.

BANNER OF MACHARIUS TRIUMPHANT

A gift from Lord Solar Macharius himself to honour the noble houses that accompanied his crusade, legend has it that this banner has never seen defeat: every time a Knight has carried it to war, a great victory has been won.

IMPERIAL KNIGHTS model only. If you control an objective marker at the end of your Command phase and the bearer is within range of that objective marker, that objective marker remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

UNYIELDING PARAGON

This Knight is an unyielding army unto themselves, capable of engaging entire enemy forces and holding their ground, emerging through the fiercest firestorms bloodied, but unbowed.

QUESTORIS model only. Each time an attack is allocated to the bearer, worsen the Armour Penetration characteristic of that attack by 1.



IMPERIAL KNIGHTS – NOBLE LANCE
STRATAGEMS

If you are using the Noble Lance Detachment rule, you can use these Noble Lance Stratagems.

SHOULDER THE BURDEN

2CP

NOBLE LANCE – BATTLE TACTIC STRATAGEM

When faced with their darkest hour, knightly Nobles rise to the challenge, for nothing shall deter them from fulfilling their duty.

WHEN: Your Command phase.

TARGET: One **IMPERIAL KNIGHTS** model from your army that has lost one or more wounds.

EFFECT: Until the start of your next Command phase, improve your model's Move, Toughness, Save, Leadership and Objective Control characteristics by 1 and each time your model makes an attack, add 1 to the Hit roll.

RESTRICTIONS: You can only use this Stratagem once per battle. If your army is Honoured, you can use this Stratagem one additional time.

ROTATE ION SHIELDS

1CP

NOBLE LANCE – WARGEAR STRATAGEM

Veteran Knight pilots can swiftly angle their ion shields to better deflect incoming fire.

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

TARGET: One **IMPERIAL KNIGHTS** model 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, that **IMPERIAL KNIGHTS** model has a 4+ invulnerable save against ranged attacks.

THUNDERSTOMP

1CP

NOBLE LANCE – EPIC DEED STRATAGEM

The Noble brings their Knight suit's full weight crashing down with the force of an industrial piledriver. Few can survive such a blow.

WHEN: Fight phase.

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

EFFECT: Until the end of the phase, your model cannot target **MONSTER** or **VEHICLE** units, but all melee weapons equipped by your model have the **[DEVASTATING WOUNDS]** ability.

SQUIRES' DUTY

1CP

NOBLE LANCE – BATTLE TACTIC STRATAGEM

Under the scrutiny and judgement of their Noble betters, Armiger pilots will redouble their efforts, attacking as one to smash aside their foes.

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

TARGET: Two or more **ARMIGER** models from your army and one enemy unit that is an eligible target for all of those **ARMIGER** models.

EFFECT: Until the end of the phase, when resolving attacks that target that enemy unit, improve the Strength and Armour Penetration characteristics of weapons equipped by those **ARMIGER** models by 1. If your army is Honoured, until the end of the phase, add 1 to the Damage characteristic of those weapons as well.

STRATAGEMS

If you are using the Noble Lance Detachment rule, you can use these Noble Lance Stratagems.

TROPHY CLAIM

NOBLE LANCE – EPIC DEED STRATAGEM

Once a mighty foe is laid low, the victorious Knight's emitters blare its triumph, announcing the glory brought to the Imperium, but shame awaits those who fail in such confrontations.

2CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **IMPERIAL KNIGHTS** model from your army that has not been selected to shoot or fight this phase, and one enemy **MONSTER** or **VEHICLE** unit.

EFFECT: Until the end of the phase, each time your model makes an attack that targets that enemy unit, add 1 to the Wound roll. If your model destroys that enemy unit this phase, you gain 1CP, but if your model does not destroy that enemy unit this phase, you cannot use this Stratagem again for the rest of the battle.

VALIANT LAST STAND

NOBLE LANCE – EPIC DEED STRATAGEM

2CP

Badly wounded, their Knight's generator on the verge of overload, still the Noble fights on, drawing upon their reserves of chivalric heroism to sell their life as dearly as they can.

WHEN: Fight phase.

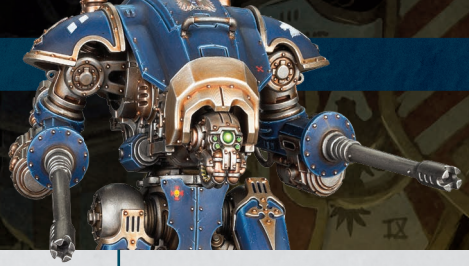
TARGET: One **IMPERIAL KNIGHTS** model from your army that was just destroyed and that is eligible to fight but has not been selected to fight this phase. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: Before rolling to see if this model deals any mortal wounds as a result of its Deadly Demise ability, it can fight; when doing so, it is assumed to have 1 wound remaining, or all its wounds remaining if your army is Honoured. After it has finished resolving its attacks, resolve its Deadly Demise ability as normal.

RESTRICTIONS: You cannot target **SIR HEKHTUR** with this Stratagem.

ARMIGER HELVERIN

M	T	SV	W	LD	OC
12"	10	3+	12	7+	8



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

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Code Chivalric**

Skyfire Protocols: While this model is either wholly within your deployment zone or within range of an objective marker you control, its Armiger autocannons have the **[ANTI-FLY 2+]** ability.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE * 5+

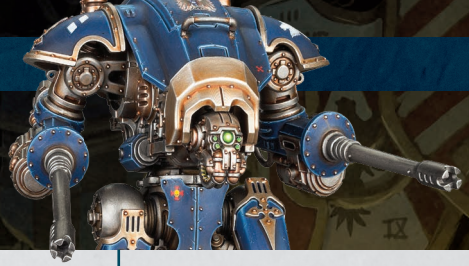
** This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **Vehicle, Walker, Battleline, Imperium, Armiger, Helverin**

FACTION KEYWORDS: **Imperial Knights**

ARMIGER HELVERIN

These fast-moving Knights have been designed to lay down hails of heavy fire, and their strategic roles include enfilading fire, scouting and anti-air. With their Armiger autocannons they can fire hundreds of shells per minute, and packs of two or three of these war engines can shatter an enemy assault in seconds.



WARGEAR OPTIONS

- This model's Questoris heavy stubber can be replaced with 1 meltagun.

UNIT COMPOSITION

- **1 Armiger Helverin**

This model is equipped with: 2 Armiger autocannons; Questoris heavy stubber; armoured feet.

KEYWORDS: **Vehicle, Walker, Battleline, Imperium, Armiger, Helverin**

FACTION KEYWORDS: **Imperial Knights**

ARMIGER WARGLAIVE

M	T	SV	W	LD	OC
12"	10	3+	12	7+	8



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Questoris heavy stubber [RAPID FIRE 3]	36"	3	3+	4	-1	1
Thermal spear [MELTA 4]	24"	2	3+	12	-4	D6

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

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Code Chivalric**

Impetuous Glory: Each time this model makes a Charge move, until the end of the turn, melee weapons equipped by this model have the **[SUSTAINED HITS 1]** ability.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE *

5+

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

KEYWORDS: **Vehicle, Walker, Battleline, Imperium, Armiger, Warglaive**

FACTION KEYWORDS: **Imperial Knights**

ARMIGER WARGLAIVE

Armiger Warglaives are nimble and purposeful Knights that possess exceptional speed that allows them to outpace most vehicles. This, in combination with their thermal spears that can melt bunkers and battle-tank armour alike, makes them fearsome hunters of enemy war engines.



WARGEAR OPTIONS

- This model's Questoris heavy stubber can be replaced with 1 meltagun.

UNIT COMPOSITION

- **1 Armiger Warglaive**

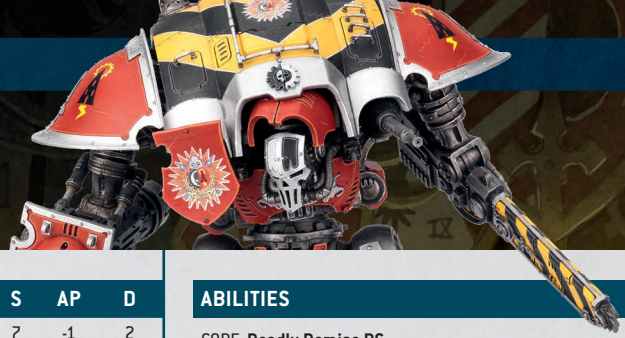
This model is equipped with: Questoris heavy stubber; thermal spear; reaper chain-cleaver.

KEYWORDS: **Vehicle, Walker, Battleline, Imperium, Armiger, Warglaive**

FACTION KEYWORDS: **Imperial Knights**

KNIGHT PALADIN

M	T	SV	W	LD	OC
10"	12	3+	22	6+	10



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

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

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

ABILITIES

CORE: **Deadly Demise D6**

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

Paladin's Duty (Bondsman): While a model is affected by this ability, its weapons have the **[LETHAL HITS]** and **[LANCE]** abilities.

Seasoned Noble: Once per phase, you can re-roll one Hit roll, one Wound roll or one saving throw made for this model.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE *

5+

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

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

FACTION KEYWORDS: **Imperial Knights**

KNIGHT PALADIN

These highly versatile Knights provide strategic backbone to many lances. While not specialised, they are favoured by most houses for their combination rapid-fire battle cannon, a direct firing artillery gun, and a powerful close combat weapon. Seasoned Nobles prize these suits, their experience enabling them to get the best use from them.



WARGEAR OPTIONS

- This model's meltagun can be replaced with 1 Questoris heavy stubber.
- This model's reaper chainsword can be replaced with 1 thunderstrike gauntlet.
- This model can be equipped with one of the following:
  - 1 Icarus autocannons
  - 1 ironstorm missile pod
  - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Paladin**

This model is equipped with: meltagun; Questoris heavy stubber; rapid-fire battle cannon; reaper chainsword.

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

FACTION KEYWORDS: **Imperial Knights**

KNIGHT ERRANT

M	T	SV	W	LD	OC
10"	12	3+	22	6+	10



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

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

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

ABILITIES

CORE: **Deadly Demise D6**

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

Errant's Duty (Bondsman): While a model is affected by this ability, you can re-roll Advance rolls made for that model and its ranged weapons have the **[ASSAULT]** ability.

Aggressive Assault: Each time this model makes a ranged attack against the closest eligible target, add 1 to the Hit roll.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE * 5+

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

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

FACTION KEYWORDS: **Imperial Knights**

KNIGHT ERRANT

These aggressive, mid- to close-range assault Knights excel at hunting enemy tanks and monsters thanks to their powerful thermal cannons, reaper chainswords and thunderstrike gauntlets, and typically plunge into the fiercest fighting.



WARGEAR OPTIONS

- This model's meltagun can be replaced with 1 Questoris heavy stubber.
- This model's reaper chainsword can be replaced with 1 thunderstrike gauntlet.
- This model can be equipped with one of the following:
  - 1 Icarus autocannons
  - 1 ironstorm missile pod
  - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Errant**

This model is equipped with: meltagun; thermal cannon; reaper chainsword.

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

FACTION KEYWORDS: **Imperial Knights**

KNIGHT GALLANT

M	T	SV	W	LD	OC
12"	12	3+	22	6+	10



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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Reaper chainsword – strike	Melee	6	2+	14	-4	6
Reaper chainsword – sweep	Melee	18	2+	9	-3	2
Thunderstrike gauntlet – strike	Melee	6	2+	20	-3	8
Thunderstrike gauntlet – sweep	Melee	12	2+	10	-2	3

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

ABILITIES

CORE: **Deadly Demise D6**

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

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

Martial Pride: Each time a melee attack targets this model, subtract 1 from the Hit roll.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE * 5+

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

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Gallant**

FACTION KEYWORDS: **Imperial Knights**

KNIGHT GALLANT

Gallants are the most restless and combative of Knights, and have been described as impetuous and beyond bellicose. They are aggressive, bold and difficult to restrain, and their pilots often share these traits. As befitting their nature, they are armed almost exclusively with close combat weapons.



WARGEAR OPTIONS

- This model's meltagun can be replaced with 1 Questoris heavy stubber.
- This model can be equipped with one of the following:
  - 1 Icarus autocannons
  - 1 ironstorm missile pod
  - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Gallant**

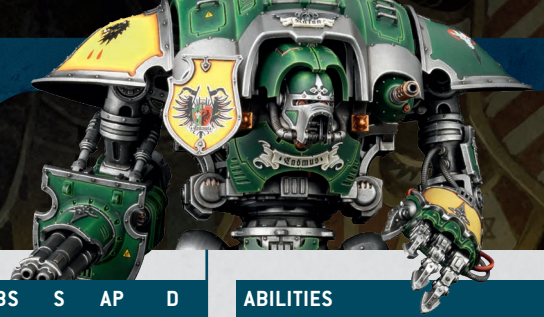
This model is equipped with: meltagun; thunderstrike gauntlet; reaper chainsword.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Questoris, Character, Imperium, Knight Gallant**

FACTION KEYWORDS: **Imperial Knights**

KNIGHT WARDEN

M	T	SV	W	LD	OC
10"	12	3+	22	6+	10



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

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

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

ABILITIES

CORE: **Deadly Demise D6**

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

Warden's Duty (Bondsman): While a model is affected by this ability, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack.

Thin Their Ranks: Each time this model makes a ranged attack that targets an enemy unit (excluding **MONSTERS** and **VEHICLES**), that attack has the **[DEVASTATING WOUNDS]** ability.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE * 5+

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

KEYWORDS: **VEHICLE, WALKER, TITANIC, TOWERING, QUESTORIS, CHARACTER, IMPERIUM, KNIGHT WARDEN**

FACTION KEYWORDS: **IMPERIAL KNIGHTS**

KNIGHT WARDEN

With an avenger gatling cannon that spits hundreds of foot-long armour-piercing shells per minute, these Knights are well suited to annihilating enemy infantry, light vehicles and transports. The suits themselves possess strong-willed machine spirits, and it is a great mark of accomplishment for a Noble to pilot one.



WARGEAR OPTIONS

- This model's meltagun can be replaced with 1 Questoris heavy stubber.
- This model's reaper chainsword can be replaced with 1 thunderstrike gauntlet.
- This model can be equipped with one of the following:
  - 1 Icarus autocannons
  - 1 ironstorm missile pod
  - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Warden**

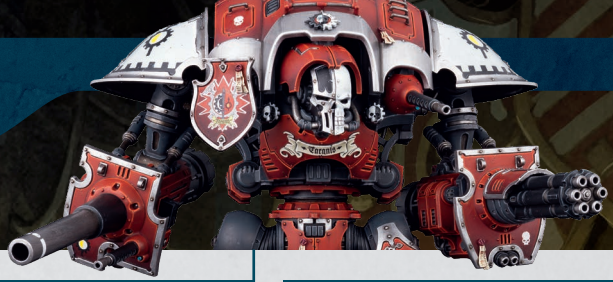
This model is equipped with: avenger gatling cannon; heavy flamer; meltagun; reaper chainsword.

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

FACTION KEYWORDS: **Imperial Knights**

KNIGHT CRUSADER

M	T	SV	W	LD	OC
10"	12	3+	22	6+	10



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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Titanic feet	Melee	4	3+	8	-1	2

ABILITIES

CORE: **Deadly Demise D6**

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

Crusader's Duty (Bondsman): While a model is affected by this ability, each time that model makes a ranged attack, add 1 to the Hit roll.

Punishing Salvoes: In your Movement phase, if this model Remains Stationary, until the start of your next Movement phase, this model's ranged weapons have the **[SUSTAINED HITS 1]** ability.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE * 5+

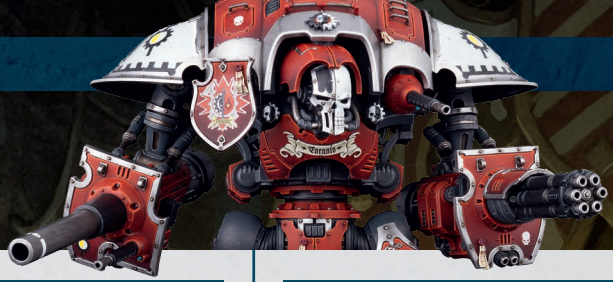
** This model has a 5+ invulnerable save against ranged attacks.*

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

FACTION KEYWORDS: **Imperial Knights**

KNIGHT CRUSADER

Armed with a bristling array of heavy and long-ranged weapons, the Knight Crusader finds key firing positions and unleashes salvo after salvo at the enemy. Pilots will gladly steer their suits even into open ground to find the best place to shoot from, and are regarded as especially dutiful and selfless by their peers.



WARGEAR OPTIONS

- This model's meltagun can be replaced with 1 Questoris heavy stubber.
- This model's thermal cannon can be replaced with:
  - 1 rapid-fire battle cannon and 1 Questoris heavy stubber
- This model can be equipped with one of the following:
  - 1 Icarus autocannons
  - 1 ironstorm missile pod
  - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Crusader**

This model is equipped with: avenger gatling cannon; heavy flamer; meltagun; thermal cannon; titanic feet.

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

FACTION KEYWORDS: **Imperial Knights**

KNIGHT PRECEPTOR

M	T	SV	W	LD	OC
10"	12	3+	22	6+	10



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

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

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

ABILITIES

CORE: **Deadly Demise D6**

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

Mentor (Bondsman): While a model is affected by this ability, improve that model's Leadership characteristic by 1 and improve that model's Objective Control characteristic by 2.

Exemplar of the Code: At the start of the battle, select one unit from your opponent's army. Each time this model makes an attack that targets that unit, you can re-roll the Hit roll.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE *

5+

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

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

FACTION KEYWORDS: **Imperial Knights**

KNIGHT PRECEPTOR

Knights Preceptor are designed to embody the code chivalric. Their pilots close to an honourable range with the foe, engage with a respectful force and kill them cleanly with their las-impulsors. Typically, grizzled veterans pilot these Knights, setting an example for their younger comrades by hunting down the most fearsome enemies.



WARGEAR OPTIONS

- This model's Preceptor multi-laser can be replaced with one of the following:
  - 1 meltagun
  - 1 Questoris heavy stubber
- This model's reaper chainsword can be replaced with 1 thunderstrike gauntlet.
- This model can be equipped with one of the following:
  - 1 Icarus autocannons
  - 1 ironstorm missile pod
  - 1 stormspear rocket pod

UNIT COMPOSITION

- **1 Knight Preceptor**

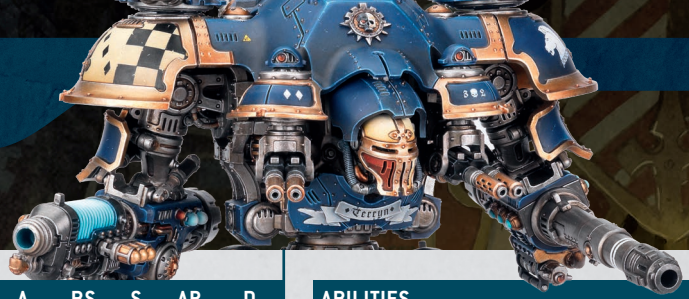
This model is equipped with: las-impulsor; Preceptor multi-laser; reaper chainsword.

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

FACTION KEYWORDS: **Imperial Knights**

KNIGHT CASTELLAN

M	T	SV	W	LD	OC
8"	13	2+	24	6+	10



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

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

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

ABILITIES

CORE: **Deadly Demise D6+2**

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

Ion Aegis (Aura): While a friendly **ARMIGER** model is within 6" of this model, that **ARMIGER** models has the Benefits of Cover.

Titan Hunter: Each time a ranged attack made by this model is allocated to a **MONSTER** or **VEHICLE** model, re-roll a Damage roll of 1.

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE * 5+

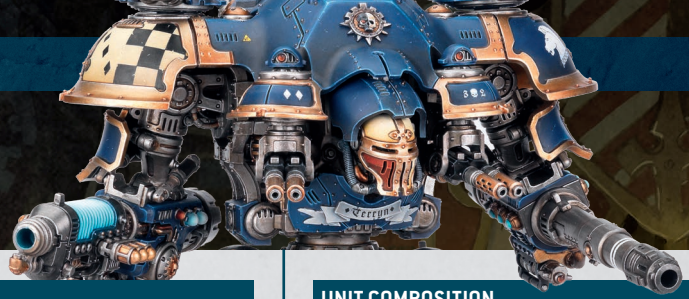
** This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **VEHICLE, WALKER, TITANIC, TOWERING, DOMINUS, CHARACTER, IMPERIUM, KNIGHT CASTELLAN**

FACTION KEYWORDS: **IMPERIAL KNIGHTS**

KNIGHT CASTELLAN

Based around a Dominus-class chassis, the Knight Castellan's dual plasma core fuels an array of weapon systems that make it among the foremost artillery Knights of the houses. The combined fire of several of these engines can equal that of an Imperial Navy warship battery, and tear the heart out of an enemy army.



WARGEAR OPTIONS

- This model's 2 shieldbreaker missile launchers and twin siegebreaker cannon can be replaced with:
  - 1 shieldbreaker missile launcher and 2 twin siegebreaker cannons

UNIT COMPOSITION

- **1 Knight Castellan**

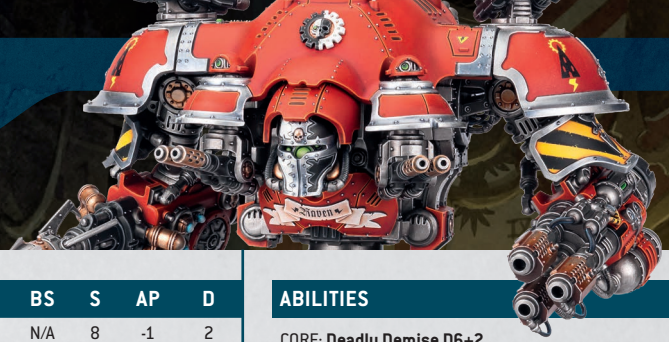
This model is equipped with: plasma decimator; 2 shieldbreaker missile launchers; 2 twin meltaguns; twin siegebreaker cannon, volcano lance; titanic feet.

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

FACTION KEYWORDS: **Imperial Knights**

KNIGHT VALIANT

M	T	SV	W	LD	OC
8"	13	2+	24	6+	10



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

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

ABILITIES

CORE: **Deadly Demise D6+2**

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

Ion Aegis (Aura): While a friendly **ARMIGER** model is within 6" of this model, that **ARMIGER** model has the Benefit of Cover.

Overwhelming Firestorm: In your Shooting phase, after this model has shot, select one enemy unit hit by this model this phase. That unit must take a Battle-shock test.

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE * 5+

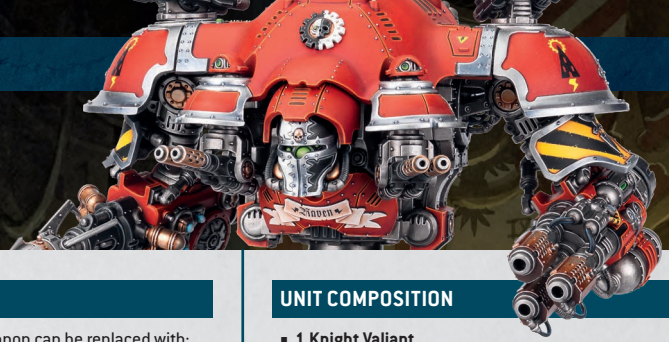
** This model has a 5+ invulnerable save against ranged attacks.*

KEYWORDS: **VEHICLE, WALKER, TITANIC, TOWERING, DOMINUS, CHARACTER, IMPERIUM, KNIGHT VALIANT**

FACTION KEYWORDS: **IMPERIAL KNIGHTS**

KNIGHT VALIANT

This Dominus-class Knight defeats its enemies through overwhelming firepower at close range. Thanks to its conflagration cannon unleashing a searing, inescapable firestorm, it can easily annihilate incoming hordes or smash through opposing battle lines, and with its thundercoil harpoon it can destroy tanks and monsters with impunity.



WARGEAR OPTIONS

- This model's 2 shieldbreaker missile launchers and twin siegebreaker cannon can be replaced with:
  - 1 shieldbreaker missile launcher and 2 twin siegebreaker cannons

UNIT COMPOSITION

- **1 Knight Valiant**

This model is equipped with: conflagration cannon; 2 shieldbreaker missile launchers; thundercoil harpoon; 2 twin meltaguns; twin siegebreaker cannon, titanic feet.

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

FACTION KEYWORDS: **Imperial Knights**

CANIS REX

M	T	SV	W	LD	OC
10"	12	3+	22	5+	10

If Canis Rex is destroyed, flip this card and follow the instructions for using Sir Hekhtur.



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Chainbreaker las-impulsor – high intensity [BLAST, SUSTAINED HITS 1]	24"	D6	2+	14	-3	4
Chainbreaker las-impulsor – low intensity [BLAST, SUSTAINED HITS 1]	36"	2D6	2+	7	-1	2
Chainbreaker multi-laser [SUSTAINED HITS 1]	36"	4	2+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Freedom's Hand – strike [SUSTAINED HITS 1]	Melee	5	2+	20	-3	9
Freedom's Hand – sweep [SUSTAINED HITS 1]	Melee	10	2+	10	-2	3

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Canis Rex – Epic Hero**

Canis Rex is equipped with: Chainbreaker las-impulsor; Chainbreaker multi-laser; Freedom's Hand.

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

ABILITIES

CORE: **Deadly Demise D6**

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

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

Chainbreaker: Each time this model makes an attack, an unmodifed successful Hit roll of 5+ scores a Critical Hit.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE * 5+

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

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

FACTION KEYWORDS: **Imperial Knights**

SIR HEKHTUR

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

Use this side of the card only after your Canis Rex model is destroyed.



Once a prisoner of the Iron Warriors, Sir Hekhtur resisted agonising torture and escaped only through sheer faith, determination and honour. Now he travels the galaxy, liberating Imperial citizens enslaved by the forces of the Arch-enemy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hekhtur's pistol [PISTOL]	12"	1	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	2+	3	0	1

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Sir Hekhtur – Epic Hero**

Sir Hekhtur is equipped with: Hekhtur's pistol; close combat weapon.

ABILITIES

CORE: **Lone Operative**

USING SIR HEKHTUR

When your Canis Rex model is destroyed, Sir Hekhtur is treated as a model disembarking from a destroyed **Transport** – set him up within 3" of your Canis Rex model before it is removed. Sir Hekhtur then uses the profile, wargear, abilities and keywords shown on this side of the card, but cannot be selected as the target of any of your Stratagems other than Core Stratagems. Your Canis Rex unit is not considered to be destroyed until Sir Hekhtur is also destroyed.

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

FACTION KEYWORDS: **Imperial Knights**