

# CHAOS KNIGHTS

## ARMY RULES

*Where Chaos Knights tread, the skies grow unnaturally dark and the dread of the warp permeates the battlefield. None are immune to its shadowy touch, for those it does not paralyse with fear and despair are wracked with hallucinations and driven mad.*

### HARBINGERS OF DREAD

If your Army Faction is **CHAOS KNIGHTS**, each model from your army with this ability gains a bonus depending on which Dread abilities are active for your army (see below). Once a Dread ability is active for your army, that ability applies until the end of the battle.

#### BATTLE ROUND 1 ONWARDS

From the first battle round onwards, the Despair ability is active for your army:

#### DESPAIR (AURA)

While an enemy unit is within 12" of this model, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from that test.

#### BATTLE ROUND 3 ONWARDS

From the third battle round onwards, the Doom and Darkness ability is active for your army:

#### DOOM AND DARKNESS

- Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.
- Each time an attack targets this model, if the attacking model's unit is Battle-shocked, subtract 1 from the Hit roll.

### DREADBLADES

*Dreadblades often wander the galaxy, carving a path of destruction and slaughtering foes alongside other forces of Chaos as and when they will.*

If every model in your army has the **CHAOS** keyword, you can include either 1 **TITANIC CHAOS KNIGHTS** model or up to 3 **WAR DOG** 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.

### 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.



# CHAOS KNIGHTS – TRAITORIS LANCE

## DETACHMENT RULE

If your Army Faction is **CHAOS KNIGHTS**, you can use this Traitoris Lance Detachment rule.

### FORGED IN TERROR (AURA)

*Chaos Knights are servants of shadow and terror; wherever they stride, fear and madness spread.*

In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 12" of a **CHAOS KNIGHTS** model from your army, that enemy unit must take a Battle-shock test. For the purposes of this ability, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds.

**Designer's Note:** This means that all enemy units within range of this Aura ability that have lost one or more models must take a Battle-shock test in your opponent's Command phase, not just those that are Below Half-strength.



# CHAOS KNIGHTS – TRAITORIS LANCE

## ENHANCEMENTS

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

### LORD OF DREAD

*This tyrannical Knight is the epitome of dread power, instilling as much fear in their minions as they do over the enemy, ensuring unwavering obedience.*

**CHAOS KNIGHTS** model only. At the start of the Fight phase, you can select one enemy unit within Engagement Range of the bearer; that enemy unit must take a Battle-shock test.

### AURA OF TERROR

*This towering Knight is wreathed in tendrils of warp energy that caress the minds of any enemy who draws near, driving those touched into a state of abject fear. Wherever this Knight treads, this aura of terror permeates and corrupts the land until it can be cleansed.*

**CHAOS 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 is said to be Tainted and 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. In addition, while an objective marker is Tainted and under your control and the Despair Dread ability is active for your army, that objective marker has the Despair Dread ability as if it was a **CHAOS KNIGHTS** model from your army (so subtract 1 from Battle-shock and Leadership tests taken for enemy units within 12" of it).

### THE TRAITOR'S MARK

*The dark deeds and bloodstained heraldry of this Chaos Knight are whispered far and wide. Rumours spread that to confront it is to face a painful death. Each blazon borne upon its hull proclaims the unholy atrocities committed by the bearer, and even to look upon these loathsome sigils is to be gripped by unnatural terror and beset by swarming nightmares.*

**CHAOS KNIGHTS** model only. The Doom and Darkness ability is active for the bearer from the first battle round onwards, instead of from the third.

### PANOPLY OF THE CURSED KNIGHTS

*Borne within an unmarked casket by an order of silent Idolators, this collection of tattered pennants, chain-strung charms and armour scraps represent the last remains of the Knight Carnivus Grymm. It is said that festooning one's Knight suit with these charms instils the legendary fortitude of that doomed war engine. Yet it is whispered that doing so also invites the attentions of the same dread curse that eventually led to Carnivus Grymm's ghastly end.*

**CHAOS KNIGHTS** model only. Each time an attack is made against the bearer, subtract 1 from the Armour Penetration characteristic of that attack.







# CHAOS KNIGHTS – TRAITORIS LANCE

## STRATAGEMS

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



### DREAD HOUNDS

#### TRAITORIS LANCE – BATTLE TACTIC STRATAGEM

*War Dog pilots encircle their terrified victims then attack in a ferocious mass.*

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

**TARGET:** Two or more **WAR DOG** units from your army and one enemy unit that is an eligible target for each of those selected **WAR DOG** units.

**EFFECT:** Until the end of the phase, the selected **WAR DOG** units can only target that enemy unit, but all weapons equipped by those **WAR DOG** models gain the [SUSTAINED HITS 1] ability. In addition, if that enemy unit is Battle-shocked, until the end of the phase, each time a selected **WAR DOG** model makes an attack against that enemy unit, an unmodified Hit roll of 5+ scores a Critical Hit.



1CP



### PTERRORSHADES

#### TRAITORIS LANCE – WARGEAR STRATAGEM

*Shrieking with ghoulish hunger, daemoniac entities descend in a tatterwinged whirlwind to rend apart the souls of those enemies who show even a moment's fear. The soul-raptors tear apart their victims' animus and, as they feed, this life force is channelled to regenerate the battle damage or heal the pilot of the Knight in which these creatures roost.*

**WHEN:** Any phase, just after an enemy unit fails a Battle-shock test.

**TARGET:** One **CHAOS KNIGHTS** unit from your army that is within 12" of that enemy unit.

**EFFECT:** Roll six D6. For each 4+, that enemy unit suffers 1 mortal wound and this model regains up to 1 lost wound.



1CP



### DISDAIN FOR THE WEAK

#### TRAITORIS LANCE – BATTLE TACTIC STRATAGEM

*Chaos Knight pilots refuse to yield while foes remain to be slain, disdainfully ignoring those who succumb to fear.*

**WHEN:** Fight phase, just after an enemy unit has selected its targets.

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

**EFFECT:** Until the end of the phase, your model has the Feel No Pain 6+ ability, and the Feel No Pain 5+ ability against attacks made by Battle-shocked models.

1CP



# CHAOS KNIGHTS – TRAITORIS LANCE

## STRATAGEMS

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



1CP

### A LONG LEASH

#### TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM

*The War Dogs of the Chaos Knights are more terrified of their lords than they are the enemy, and they heed their masters well, for they know the price of disobedience or disloyalty.*

**WHEN:** Your Command phase.

**TARGET:** One **ABHORRENT** model from your army and up to three **WAR DOG** models from your army.

**EFFECT:** Until the start of your next Command phase, those **WAR DOG** models count as being within range of any Aura abilities that **ABHORRENT** model has.



1CP

### KNIGHTS OF SHADE

#### TRAITORIS LANCE – EPIC DEED STRATAGEM

*Like dark phantoms, some Chaos Knights can move through solid walls without hindrance.*

**WHEN:** Your Movement phase or your Charge phase.

**TARGET:** Up to two **WAR DOG** models from your army or one **TITANIC CHAOS KNIGHTS** model from your army.

**EFFECT:** Until the end of the phase, the selected models can move horizontally through models and terrain features as if they were not there.



1CP

### DIABOLIC BULWARK

#### TRAITORIS LANCE – WARGEAR STRATAGEM

*Ectoplasmic blood surges hot through glowing conduits as the Chaos Knight feeds power to its shield emitters.*

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

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

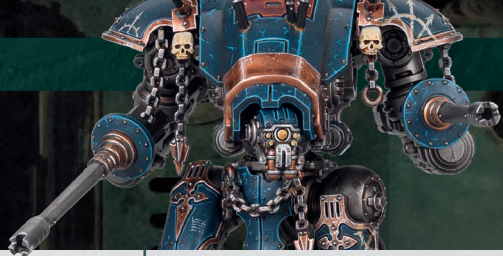
**EFFECT:** Until the end of the phase, that **CHAOS KNIGHTS** model has a 4+ invulnerable save against ranged attacks.





# WAR DOG EXECUTIONER

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Daemonbreath meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1
War Dog autocannon	48"	4	3+	9	-1	3
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	4	3+	6	0	1

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

**Executioner:** Each time this model makes an attack that targets a unit Below Half-strength, add 1 to the Hit roll.

## 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.

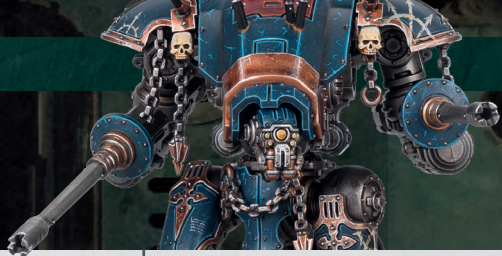
KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHAOS, WAR DOG, EXECUTIONER



FACTION KEYWORDS:  
CHAOS KNIGHTS

# WAR DOG EXECUTIONER

*Methodical and coldly emotionless killers, Fallen Nobles who pilot War Dog Executioners employ long-barrelled, rapid-firing cannons to maximise their kills. They eviscerate throngs of the enemy and hammer the foes' war engines into submission, seeking to reap ever greater murderous tallies than their peers.*



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 War Dog Executioner

**This model is equipped with:** diabolus heavy stubber; 2 War Dog autocannons; armoured feet.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHAOS, WAR DOG, EXECUTIONER

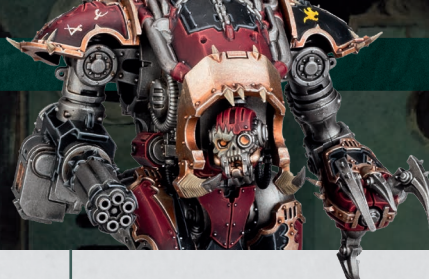


FACTION KEYWORDS:  
CHAOS KNIGHTS



# WAR DOG STALKER

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	3+	6	-1	1
Daemonbreath spear [MELTA 4]	24"	2	3+	12	-4	D6
Havoc multi-launcher [BLAST, INDIRECT FIRE]	48"	D6	3+	5	0	1
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
➡ Reaper chaintalon – strike	Melee	4	3+	10	-3	3
➡ Reaper chaintalon – sweep	Melee	8	3+	8	-2	1
Slaughterclaw	Melee	4	3+	12	-3	D6+2

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

KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHARACTER, CHAOS, WAR DOG, STALKER



## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

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

## 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

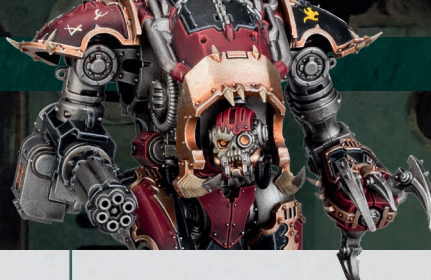
5+

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

FACTION KEYWORDS:  
CHAOS KNIGHTS

# WAR DOG STALKER

*Only the most strong-willed of minor nobility have the mental fortitude to pilot a Stalker. Like pack alphas, they often lead other War Dogs in carefully planned attacks, harrying the foe's flanks, butchering reinforcements and hunting down lone threats. They unleash salvos of fire at range or in the heart of combat with deadly claw strikes.*



## WARGEAR OPTIONS

- This model's avenger chaincannon can be replaced with 1 daemonbreath spear.
- This model's diabolus heavy stubber can be replaced with 1 havoc multi-launcher.
- This model's slaughterclaw can be replaced with 1 reaper chaintalon.

## UNIT COMPOSITION

- 1 War Dog Stalker

**This model is equipped with:** avenger chaincannon; diabolus heavy stubber; slaughterclaw.

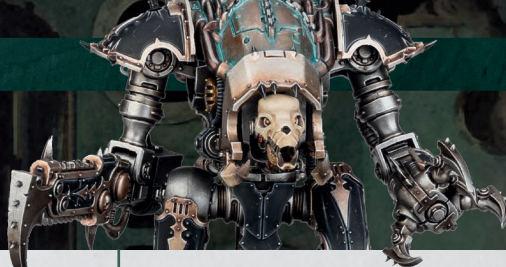
KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHARACTER, CHAOS, WAR DOG, STALKER



FACTION KEYWORDS:  
CHAOS KNIGHTS

# WAR DOG KARNIVORE

M	T	SV	W	LD	OC
14"	10	3+	12	7+	8



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1
	Havoc multi-launcher [BLAST, INDIRECT FIRE]	48"	D6	3+	5	0	1
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
➡	Reaper chaintalon – strike	Melee	6	2+	10	-3	3
➡	Reaper chaintalon – sweep	Melee	12	2+	8	-2	1
	Slaughterclaw	Melee	6	2+	12	-3	D6+2

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

KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHAOS, WAR DOG, KARNIVORE

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

**Karnivore:** You can re-roll Charge rolls made for this model.

## 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.

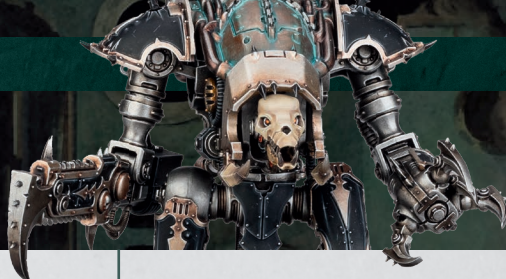


FACTION KEYWORDS:  
CHAOS KNIGHTS



# WAR DOG KARNIVORE

*Aggressive and bloodthirsty, Karnivores eschew the more potent ranged weapons of the War Dog chassis. They revel in causing bloody confusion and despair, seeking the visceral thrill that only close-quarters slaughter provides. As a result, many of their pilots fall to the open worship of one of the Chaos Gods.*



## WARGEAR OPTIONS

- This model's diabolus heavy stubber can be replaced with 1 havoc multi-launcher.

## UNIT COMPOSITION

- 1 War Dog Karnivore

**This model is equipped with:** diabolus heavy stubber; reaper chaintalon; slaughterclaw.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHAOS, WAR DOG, KARNIVORE



FACTION KEYWORDS:  
CHAOS KNIGHTS

# WAR DOG BRIGAND

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	2+	6	-1	1
Daemonbreath spear [MELTA 4]	24"	2	2+	12	-4	D6
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	2+	5	0	1
Havoc multi-launcher [BLAST, INDIRECT FIRE]	48"	D6	2+	5	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	4	3+	6	0	1

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

**Brigand:** Each time this model makes a ranged attack that targets the closest eligible enemy unit, improve the Armour Penetration characteristic of that attack by 1.

## 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, CHAOS, WAR DOG, BRIGAND



FACTION KEYWORDS:  
CHAOS KNIGHTS

# WAR DOG BRIGAND

*Between them, Brigands and their Fallen Noble pilots have become so enamoured of the skilful, ranged kill that they mostly disdain the chaos of close assaults. Some even swear dark pacts compelling them to slay potent foes with elegance, or else to purge war zones of all life with sweeping contempt.*



## WARGEAR OPTIONS

- This model's diabolus heavy stubber can be replaced with 1 havoc multi-launcher.

## UNIT COMPOSITION

- 1 War Dog Brigand

**This model is equipped with:** avenger chaincannon; daemonbreath spear; diabolus heavy stubber; armoured feet.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHAOS, WAR DOG, BRIGAND



FACTION KEYWORDS:  
CHAOS KNIGHTS



# WAR DOG HUNTSMAN

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Daemonbreath meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Daemonbreath spear [MELTA 4]	24"	2	3+	12	-4	D6
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1

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

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

KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHAOS, WAR DOG, HUNTSMAN

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

**Huntsman:** Each time this model makes an attack against a **MONSTER** or **VEHICLE** unit, re-roll a Wound roll of 1 and re-roll a Damage roll of 1.

## 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+

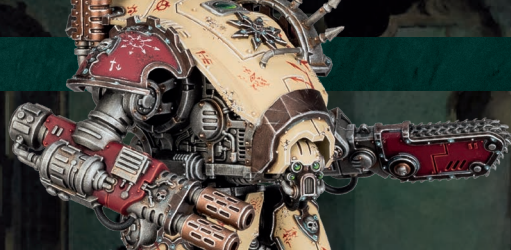
\* This model has a 5+ invulnerable save against ranged attacks.



FACTION KEYWORDS:  
**CHAOS KNIGHTS**

# WAR DOG HUNTSMAN

*Like hounds on the scent, Huntsmen often pursue hulking enemies, hunting them down as prey. Their daemonbreath spears melt through the thickest armour while chaintalons are employed to drive deeply into gushing innards, tearing through organs and crew alike.*



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 War Dog Huntsman

**This model is equipped with:** daemonbreath spear; diabolus heavy stubber; reaper chaintalon.

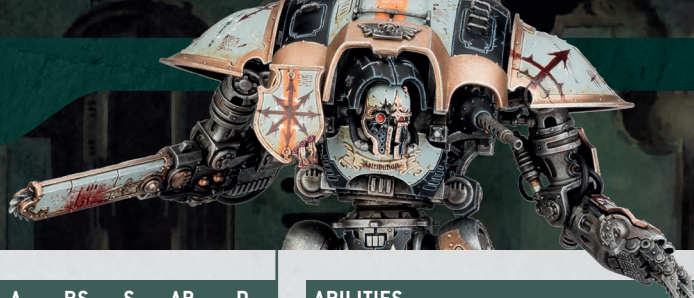
KEYWORDS: VEHICLE, WALKER, BATTLELINE, CHAOS, WAR DOG, HUNTSMAN



FACTION KEYWORDS:  
CHAOS KNIGHTS

# KNIGHT DESPOILER

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



## RANGED WEAPONS

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



## 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
Titanic feet	Melee	4	3+	8	-1	2
Warpstrike claw – strike	Melee	4	3+	20	-3	8
Warpstrike claw – sweep	Melee	8	3+	10	-2	3

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

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, ABHORRENT, CHARACTER, CHAOS, KNIGHT DESPOILER

## ABILITIES

**CORE:** Deadly Demise D6

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

**Dread Dominion (Aura):** While a friendly **WAR DOG** is within 9" of this model, each time that **WAR DOG** takes a Battle-shock test, add 1 to that test.

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

## 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 \*

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

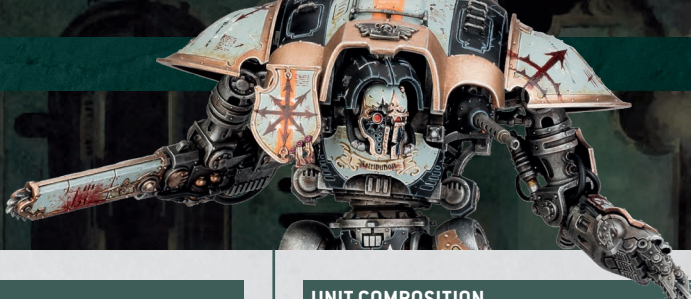
5+

**FACTION KEYWORDS:** CHAOS KNIGHTS



# KNIGHT DESPOILER

*Knights Despoiler epitomise all it means to be a Chaos Knight. Their Fallen Nobles repudiate honour and seethe with hatred. Capable of bearing a variety of powerful weapons suited to its pilot's temperament, they unleash their hatred at range or in thunderous melee at whim.*



## WARGEAR OPTIONS

- This model's daemonbreath meltagun can be replaced with 1 diabolus heavy stubber.
- This model's reaper chainsword can be replaced with 1 of the following:
  - 1 daemonbreath thermal cannon
  - 1 despoiler gatling cannon and 1 heavy darkflamer
  - 1 despoiler battle cannon and 1 diabolus heavy stubber
- This model's warpstrike claw can be replaced with 1 of the following:
  - 1 daemonbreath thermal cannon
  - 1 despoiler gatling cannon and 1 heavy darkflamer
  - 1 despoiler battle cannon and 1 diabolus heavy stubber
- This model can be equipped with one of the following:
  - 1 havoc missile pod
  - 1 ruinspear rocket pod
  - 1 hellstorm autocannons

## UNIT COMPOSITION

- 1 Knight Despoiler

**This model is equipped with:** daemonbreath meltagun; reaper chainsword; titanic feet; warpstrike claw.

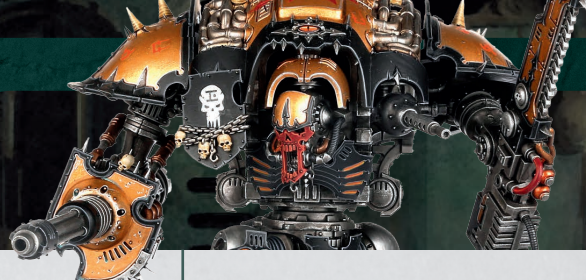
**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, ABHORRENT, CHARACTER, CHAOS, KNIGHT DESPOILER



**FACTION KEYWORDS:** CHAOS KNIGHTS

# KNIGHT DESECRATOR

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Deseccrator laser destructor	72"	3	2+	18	-4	D6+3
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	2+	5	0	1
⚔ 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
➡ Warpstrike claw – strike	Melee	4	3+	20	-3	8
➡ Warpstrike claw – sweep	Melee	8	3+	10	-2	3

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

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, ABHORRENT, CHARACTER, CHAOS, KNIGHT DESECRATOR

## ABILITIES

**CORE:** Deadly Demise D6

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

**Obsessive Ruthlessness:** Each time this model makes a ranged attack against a **MONSTER** or **VEHICLE** unit, that attack has the [DEVASTATING WOUNDS] ability.

**Taskmaster [Aura]:** While a friendly **WAR DOG** model is within 9" of this model, each time that **WAR DOG** model makes a ranged attack, re-roll a Hit roll of 1.

## 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.

**FACTION KEYWORDS:** CHAOS KNIGHTS

# KNIGHT DESECRATOR

*Knights Desecrator spare no living thing from their attacks. They possess potent mid- to close-range armaments capable of duelling enemy war engines and monstrous beasts, or annihilating hordes of lesser foes. They are also cruel taskmasters, snarling commands to War Dog followers that lope forwards at their sides.*



## WARGEAR OPTIONS

- This model's reaper chainsword can be replaced with 1 warpstrike claw.

## UNIT COMPOSITION

- 1 Knight Desecrator

**This model is equipped with:** desecrator laser destructor; diabolus heavy stubber; reaper chainsword.

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, ABHORRENT, CHARACTER, CHAOS, KNIGHT DESECRATOR

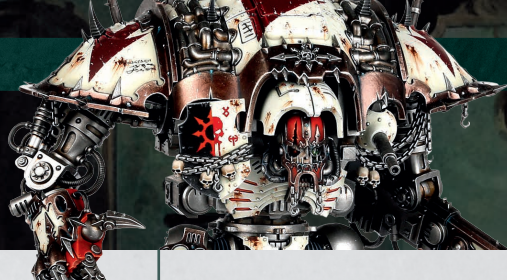


**FACTION KEYWORDS:** CHAOS KNIGHTS



# KNIGHT RAMPAGER

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1
⚔ 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
➡ Warpstrike claw – strike	Melee	6	2+	20	-3	8
➡ Warpstrike claw – sweep	Melee	12	2+	10	-2	3

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

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, ABHORRENT, CHARACTER, CHAOS, KNIGHT RAMPAGER

## ABILITIES

**CORE:** Deadly Demise D6

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

**Bloodlust:** Each time this model makes a Charge move, until the end of the turn, its melee weapons have the [SUSTAINED HITS 1] ability. In addition, once per battle, this model is eligible to declare a charge in a turn in which it Advanced.

**Frenzied Rampage (Aura):** While a friendly WAR DOG model is within 9" of this model, each time that WAR DOG model makes a melee attack, re-roll a Hit roll of 1.

## 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 \*

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

5+

**FACTION KEYWORDS:** CHAOS KNIGHTS

# KNIGHT RAMPAGER

*Knights Rampager storm into battle with maddened, metallic howls. They are bereft of discipline or restraint, and plough into the thickest fighting of a war zone with insane ferocity. With swipes of their monstrous reaper chainswords and warpstrike claws, they fight more like frenzied daemons than machines.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Knight Rampager

**This model is equipped with:** diabolus heavy stubber; reaper chainsword; warpstrike claw.

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, ABHORRENT, CHARACTER, CHAOS, KNIGHT RAMPAGER



**FACTION KEYWORDS:** CHAOS KNIGHTS

# KNIGHT ABOMINANT

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1
Volkite combustor [DEVASTATING WOUNDS]	30"	9	3+	12	0	3
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Balemace [EXTRA ATTACKS]	Melee	3	3+	8	-1	2
Electroscourge [SUSTAINED HITS 1]	Melee	9	3+	10	-2	3

## ABILITIES

CORE: **Deadly Demise D6**

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

**Vortex Terrors (Psychic):** At the start of your Shooting phase, select one enemy unit within 12" of this model. That enemy unit must take a Battle-shock test.

**Warp Storms (Psychic):** At the end of your Movement phase, roll one D6 for each enemy unit within 9" of this model: on a 3+, that enemy unit suffers D3 mortal wounds.

## 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, ABHORRENT, PSYKER, CHARACTER, CHAOS, KNIGHT ABOMINANT



FACTION KEYWORDS:  
CHAOS KNIGHTS



# KNIGHT ABOMINANT

*Seen as especially blessed by the Dark Gods, Knights Abominant are suffused with warp energy. They unleash this power in terrifying waves, corrupting and mutating those nearby, and incinerating distant foes with blasts of volkite energy. In combat, they thrash coiling, warp-wrought appendages, crushing anything that remains untainted.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Knight Abominant

**This model is equipped with:** diabolus heavy stubber; volkite combustor; balemate; electroscourge.

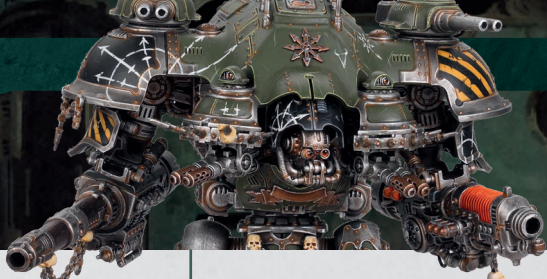
**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, ABHORRENT, PSYKER, CHARACTER, CHAOS, KNIGHT ABOMINANT



**FACTION KEYWORDS:** CHAOS KNIGHTS

# KNIGHT TYRANT

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



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Brimstone volcano lance [BLAST]	60"	D3	3+	20	-5	D6+8
	Darkflame cannon [IGNORES COVER, TORRENT]	18"	3D6	N/A	8	-1	2
➡️	Ectoplasma decimator – standard [BLAST]	36"	D6+3	3+	8	-2	2
➡️	Ectoplasma decimator – supercharge [BLAST, HAZARDOUS]	36"	D6+3	3+	9	-3	3
	Gheiststrike missile launcher [ANTI-TITANIC 4+, DEVASTATING WOUNDS]	72"	1	3+	12	-6	D6+1
	Twin daemonbreath meltagun [MELTA 2, TWIN-LINKED]	12"	1	3+	9	-4	D6
	Twin desecrator cannon [BLAST, TWIN-LINKED]	36"	D6	3+	6	0	1
	Warpschock harpoon [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	18"	1	2+	24	-6	12

⚔️	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.

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, CHARACTER, CHAOS, KNIGHT TYRANT

## ABILITIES

**CORE:** Deadly Demise D6+2

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

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

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

## DAMAGED: 1-8 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 \*

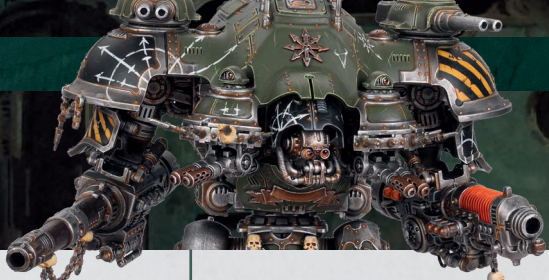
5+

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

**FACTION KEYWORDS:** CHAOS KNIGHTS

# KNIGHT TYRANT

*So massive that they loom over other Chaos Knights, Knights Tyrant are walking bastions of corruption. They carry some of the heaviest armaments available to the Fallen houses. Their pilots delight in unleashing the deadly potential of these weapons, shrugging off the enemy's attacks with contemptuous ease.*



## WARGEAR OPTIONS

- This model's brimstone volcano lance and ectoplasma decimator can be replaced with 1 darkflame cannon and 1 warpsnake harpoon.
- This model's 2 gheiststrike missile launchers and twin desecrator cannon can be replaced with 1 gheiststrike missile launcher and 2 twin desecrator cannons.

## UNIT COMPOSITION

- 1 Knight Tyrant

**This model is equipped with:** brimstone volcano lance; ectoplasma decimator; 2 gheiststrike missile launchers; 2 twin daemonbreath meltaguns; twin desecrator cannon; titanic feet.

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, CHARACTER, CHAOS, KNIGHT TYRANT



**FACTION KEYWORDS:** CHAOS KNIGHTS