WARHAMMER 40,000



CODEX

CHAOS KNIGHTS



Chaos Knights

HONOUR THROUGH ANNIHILATION

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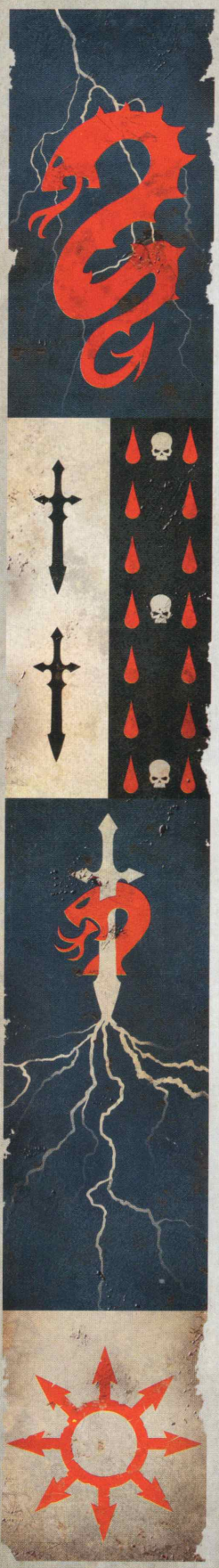
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Lady Setha Kord, Crimson Herald of House Lucaris, sat within her Throne Mechanicum with regal hauteur as she rode her Knight suit to war. Beyond the armoured skin of her Knight, the surface of Fervyrus swam with a miasmal heat haze. A plain of craggy umber rock spread away in all directions, rising to hunched volcanic mountains where it met the distant valley walls. Open lava channels criss-crossed the ravaged landscape, firelight welling sullen and hellish from within their depths. Here and there, Adeptus Mechanicus extractor shrines sprouted like huge chrome fungi, their thermal shields quivering and rainbow-hued.

From orbit, before the combat drop, Lady Kord had observed that much of Fervyrus' northern hemisphere was blanketed by volcanic fumes. The pall only thinned near the world's equator, turned back by some atmospheric current about which the Noble neither knew nor cared. Doubtless, she thought, the clouds would have lent the skies above these plains a lowering menace, even before the coming of her Knights. Now, as volcanic miasma mingled with the supernatural storms that trailed the lances of Lucaris, the place had taken on a truly infernal aspect. Lurid purple and cerulean lightning blasted through the clouds like artillery bombardments. In places, cloudbursts of fat cinders fell thick and fast as blizzard snow, whirling madly upon the furnace winds. Croaking Pterrorshades flapped and soared through the maelstrom, conjured from the immaterean by the presence of the Chaos Knights.

Lady Kord took in the apocalyptic vista and was unimpressed. She had come to dominate this world, to rip the resources from its scalded carcass and reshape Fervyrus to match her tyrannical desires. The might of her household's steeds was great enough to overmaster such petulant fury and bring the very planet itself to heel.

She felt the monstrous power of her Knight Despoiler, Hatewrought, thrumming all around her. While the mutterings of her ancestors slid into her skull through the neural jacks of her Throne Mechanicum, so the Knight suit's machine spirit encircled her body and soul. One moment it was like a predator's shadow, half-seen and hulking, eyes gleaming just beyond some primitives' campfire. The next it was a draconic terror that drooled its hunger and roared its hate with ferocity to match the distant volcanoes. Yet no matter what chimeric aspect Hatewrought's spirit manifested, it was always subservient to Lady Kord's will. The ancient Knight suit's plasma reactor pulsed deep and angry as her thoughts bled into their shared mind-space.

The Noble's tattooed face twisted into a mocking sneer at the sound.

'Growl all you like, beast. I broke you long ago. Your power is mine.' As though in answer, a snarling voice reached her over the lance's vox-channel. It was not Hatewrought's machine spirit replying, for such engines had no voices of their own. It was one of her huscarls, Gerith, the pilot of the War Dog Brigand known as Feast of Flesh.

'*Lady Kord, we have visual on the prey. Feast of Flesh and Slavering moving to engage.*'

Lady Kord felt a surge of irritation at her huscarls' presumption. It translated into a crack of empathetic feedback that uncoiled along the neural link between her Throne and their lesser Helms Mechanicum. Huscarls Gerith and Refaen grunted in pain over the vox-network.

'This is my hunt, serfs. You await my pleasure,' she said, augmetic fingers darting over glowing haptic controls. 'Hold your Brigands back. Circle left to the highlighted way-rune and hold cover until my signal.'

'*Yes, my lady,*' replied Gerith resentfully. Huscarl Refaen, long rendered unable to speak as his body had symbiosed with the internal systems of Slavering, instead sent a rune of obeisance.

Dismissing the two huscarls from her thoughts, Lady Kord studied her Knight's auspicators, vid-feeds and the dreamlike input of its more supernatural senses. With the foe sighted, she glanced over the disposition of her lance. She expected her warriors to know their place in her battle plan – and to know the consequences should they fail her in this – yet still, she was too veteran a commander to take such things for granted.

Several hundred yards to Lady Kord's left, striding untouched through gushing geothermal vents, was Repulsive. The Knight Ruinator was piloted by her cousin, Sir Tarvidor. She curled her lip at the thought of him. The man was a literal cannibal, a sociopathic sadist and a mutant. Far worse, in Lady Kord's opinion, he was the most ghastly boor during their house's hedonistic victory feasts.

Somewhat closer on her right loped Fiend, a Knight Rampager. The mechanical beast's movements were unsettlingly organic, their fluidity a side effect of its possession by a warp entity that called itself the Bloody Maw. Lady Kord noted that, in its eagerness for butchery, Fiend was pulling ahead. She allowed the minor transgression. She had no wish to feel the thing's warp-voice in her mind if she called it back. Besides, the Rampager's charge would hopefully draw enemy fire in the fight to come.

Her lance was completed by Sir Vekmar's God of Spite, a Knight Tyrant that strode half a mile to their rear with its colossal guns primed. Vekmar had fought by Lady Kord's side the longest of any of them. They had saved one another's lives more than once, and she valued his counsel. Him, she hated the least.

With her lance fully accounted for, Lady Kord turned her attention to the enemy runes flashing into being on her auspex display. A dozen, then a score, then more. Imperial battle tanks, an entire regiment's worth by the looks of things. *That was good,* she thought. Her warriors needed a worthy challenge to get their blood flowing after the long inactivity of void transit. The armoured phalanx approaching across the broken plain would serve well enough.

It was only as Hatewrought rounded the bulk of an extractor shrine that Lady Kord saw the massive war engine that rolled at the heart of the loyalist formation.

'Shadowsword,' she spat into the vox-mic, half in warning to her fellow Nobles, half in perverse delight.

Alarm runes blossomed across Lady Kord's vid-feed. Her Knight's reactor thundered faster in sympathy with her heart. She fed commands for evasive manoeuvres into her steed's motive systems and angled the shimmering veil of her ion shield towards the super-heavy tank and its Titan-killing gun. Then she and her foes were in the range of one another and battle began in earnest.

Squadrons of blocky Leman Russ Battle Tanks roared towards the Lucaris Knights, fanning out in an attempt to encircle and outflank them. Pennants fluttered from the tanks' whipping aerials. Crimson dust and swirling embers rose in clouds behind them, churned up by their tracks. She supposed they thought themselves magnificent.

Gun muzzles flared as the tank crews let fly en masse, evidently hoping to score some hits at range and distract or cripple their towering foes. Lady Kord sneered and used her shield to deflect the incoming shells. A few of the enemy's shots found their mark against Hatewrought's armour, and a smattering of superficial damage warnings flashed amber on her visual display.

'They dare fire upon their betters,' she spat across the vox-network, as shells burst against the charging Fiend's ion shield and a las blast scored a furrow through one of Repulsive's greaves. 'Knights of Lucaris. I give you leave. Unshroud your weapons and teach the foe their place.'

Despite her express permission, still her warriors waited for Lady Kord to take the first shot. Tradition demanded it.

Lining up her gatling and thermal cannons, she let fly with both. Barrels whirling up to speed with a banshee scream, her gatling cannon spat a torrent of warp-infused shells that chewed a path of rock splinters before raking across two speeding tanks.

One slewed sideways, a track shorn and spewing links. The other shuddered and ground to a halt, its operators no doubt pulverised by the spalling smashed loose within its crew compartment.

The effect of her thermal cannon was more spectacular still, reducing another of the Imperial tanks to a glowing heap of molten metal in a matter of seconds. Then, in the next heartbeat, her warriors followed her example.

Fiend struck first, the Rampager meeting a Leman Russ with an underhand swipe. Infernal talons struck sparks from the stony ground before slamming into the tank's glacis plate with enough force to lift the sixty-ton vehicle off its tracks and send it slamming down on its roof.

Salvoes from Repulsive and God of Spite followed and more loyalist tanks blew apart in hails of shrapnel or rolled to a halt as blazing wrecks. Smashed metal fountained. Burning crewmen spilt from ruptured hulls, only to choke and roast in the hellish conditions.

Lady Kord slowed her steed and urged it to pace right, moving out to meet one encircling wing of the armour charge. She voiced a command to her huscarls, ordering them to emerge from the thermal plumes of the volcanic mound behind which she had positioned them. They gave answering howls of glee and burst from ambush, their Brigands' guns already spitting hate.

Then came another shrill of alarms, and a thunderbolt flash of energy that flooded Lady Kord's vision with blinding white. As her sight cleared, a glance at her vid-feeds showed that the enemy Shadowsword had blasted a glowing tunnel clean through the torso of God of Spite. Mortally wounded, its pilot likely reduced to ashes, the Knight Tyrant swayed and then toppled backwards with a titanic crash. Caught between outrage at the foe's presumption and contempt for Sir Vekmar's weakness, Lady Kord snarled fresh orders.

'Sir Vekmar's place in my close counsel to whoever slays that beast,' she said. 'Demonstrate the incontrovertible supremacy of House Lucaris.'



Bringers of Dread

UNDER STORM-TORTURED SKIES, THE CHAOS KNIGHTS MARCH TO WAR. EACH TYRANNICAL WARRIOR IS AN ARMY UNTO THEMSELVES, A FALLEN NOBLE PILOTING A COLOSSAL SUIT OF MONSTROUS BATTLE ARMOUR. THEIR EVERY THUNDEROUS FOOTFALL SHAKES THE BLACKENED EARTH. THE FURY OF THEIR WEAPONS SWEEPS AWAY THEIR ENEMIES IN HURRICANES OF HELLFIRE. TERROR SPREADS BEFORE THEM LIKE A PLAGUE, DESPAIR SWALLOWING THEIR VICTIMS AS COMPLETELY AS THE STYGIAN SHADOWS THAT SPREAD BEFORE THE CHAOS KNIGHTS LIKE A MANIFEST CURSE. MERE HANDFULS OF THESE WARP-WROUGHT COLOSSI MAY FACE HORDES OF LESSER FOES, YET SUCH IS THEIR SUPERNATURAL MIGHT THAT THEY CRUSH THESE SWARMING ENEMIES LIKE INSECTS.

LOYALISTS, TRAITORS AND XENOS ALIKE, ALL ARE PREY TO THESE CRUEL DESPOTS. WHAT ONCE WAS NOBLE AND CHIVALRIC ABOUT THE CHAOS KNIGHTS IS NOW TWISTED INSTEAD TOWARDS SELFISH SADISM AND OBSESSIVE SAVAGERY. ONCE-PROUD KNIGHT SUITS HAVE BECOME WARPED BIOMECHANOID GARGOYLES, BEASTS RISEN FROM DARK MYTH TO CRUSH AND DEVOUR. THEIR HERALDRY IS CONTORTED AND OBSCENE. THEIR BAROQUE HULLS CRAWL WITH UNHOLY RUNES AND THE CARCASS-TROPHIES OF BUTCHERED FOES. THEIR NOBLE MASTERS HAVE DEGENERATED INTO MUTANTS BLOATED BY DARK FAVOUR, DAEMON-RIDDEN HUSKS OF SCORCHED MEAT, BARBAROUS CHAMPIONS OR SNEERING AND SPITE-HEARTED AUTOCRATS. THEY RIDE OUT TO RUIN AND DESPOIL IN THE NAME OF ABOMINABLE AMBITION, REVELLING IN THE HORRORS OF THIS APOCALYPTIC AGE.



THE SPREADING SHADOW

It is in the nature of the dread households to seek conquest and to spread ruin and tyranny. Yet only a handful of them possess their own dedicated fleets of voidships capable of bearing them from one war zone to the next. Some strike deals with especially unsavoury Rogue Traders or void pirates, sharing the fruits of their victories in exchange for passage. Others are bound by oaths of allegiance to the Heretic Astartes Traitor Legions, cabals of the Dark Mechanicum or fallen Titan Legions and thus ride to war aboard their warships. There are other dread households still who cross the void by more esoteric and sinister means. Tales abound of Chaos Knight lances striding from the baleful glare of warp rifts or being conjured from one battlefield to the next using diabolical summoning circles and malevolent machines.



ARMOURED GIANTS

A Knight is an enormous suit of powered and piloted armour. Driven by pulsing plasma reactors, fully sealed against the most hostile environments and more heavily armoured than many battle tanks, these mighty bipedal engines can stand forty feet or taller.

Regardless of class or pattern, most Knights are humanoid in shape. Two hydraulically jointed legs carry them forward in long strides. Their broad feet are able to cope with varied terrain while their gyrostabilisation and electromotive fibre bundles allow them to accelerate from a steady stride to an alarmingly swift lope or to pace backwards or even sideways with surprising agility. Their armoured torsos mount a helm-like head which typically contains complex augur systems and targeting matrices. Two robust arm mounts can be fitted with a wide array of super-heavy weaponry. Meanwhile, above the Knight's hulking shoulders, additional secondary hard points are often found that permit further support weaponry or other systems to augment the machine's offensive arsenal. To enhance their already formidable resilience, each is also equipped with a potent ion shield generator. The output of this device takes the form of a shimmering sheet of protective force that the suit's pilot can angle to deflect incoming fire.

For all their towering size and mechanical complexity, each Knight suit is piloted by a single individual. This pilot interfaces with their Knight through a techno-arcane device known as a Throne Mechanicum. More than mere control mechanisms, these baroque seats of power establish incredibly strong psychospiritual bonds during a ritual known as the Becoming. During this process, Noble aspirants attempt to establish a bond with the systems of their Throne Mechanicum, interfacing with them via neural jacks and inload-exload ports surgically implanted into their skull and spine. If the connection is successful, the Noble not only masters the Throne but is also accepted by the engrammatic ghosts of all its previous pilots that haunt the Throne's databanks. These spectral ancestors provide a pilot with the benefits of their veteran expertise. Their insights are valuable enough to be worth enduring the occasional disorienting chorus of conflicting voices or susurrus of unsettling whispers. Moreover, the longer a pilot is interfaced with their Throne Mechanicum, the further its subtle psychoconditioning emitters will reprogram the pilot's mind, instilling them with an unwavering sense of duty, chivalry and adherence to their oaths.

For those who fail the Becoming ritual, only a horrible death awaits. Rejected by the ghosts of their Throne but trapped in psychospiritual communion with them, such failures are reduced to contorted cadavers.

Once a Noble has Become, they are bonded to their Throne for life or until they or it are destroyed. Their Throne Mechanicum can be subsequently installed into and removed from different Knight suits, slotting into the complex cockpit located at the core of the Knight's torso. Thus, veteran Nobles may pilot several Knight suits during their long careers as warriors, viewing each suit and its unique machine spirit much like a favoured steed. Knights are rare and ancient, however, and few enough of them remain in active service during the Era Indomitus. The Nobles themselves are also given to forming strong bonds with their chosen Knights, and are reluctant to switch suits unless compelled to by the demands of duty, even should another steed be available. Thus, most Nobles will pilot one Knight to the exclusion of all others, sometimes for years at a time.

ANCIENT NOBILITY

The vast majority of Noble pilots hail from – and fight for – Knightly houses. So ancient and powerful are the greatest of these institutions that they rule entire worlds or in rare cases even systems. Many encompass lesser vassal houses beneath their banners. Within the Imperium, some Knightly houses owe direct fealty to the God-Emperor of Mankind while others are pledged to serve specific forge worlds of the Adeptus Mechanicus. In either case, they are typically extremely powerful organisations capable of waging their own wars and boasting great numbers of Sacristans – a form of serf artisan admitted into some of the technological secrets of the Omnissiah – to maintain their colossal engines of war. Knight houses can often trace their ancestry back to the Dark Age of Technology or even before. They maintain ancient records suggesting that they played no small part in the wars of the Great Crusade and the nightmarish Horus Heresy that followed.

What such loyalist records do not tell is how many Knight houses fell into damnation during that first terrible Imperial civil war. Moreover, that was only the beginning of the rot, for a great many others have turned traitor since. The Throne-given conditioning towards loyalty that should have shielded many Nobles from the corruption of Chaos instead proved their downfall. Immutable oaths of fealty sworn to traitor Primarchs, to turncoat Space Marine Legions and forge worlds, compelled many to make war upon the Imperium. They did so in full knowledge of their treachery, tormented by guilt and berated by the ghosts of their Thrones,

yet dragged down the path to perdition by their need to hold to their given word. Many Nobles caught upon the horns of such a dilemma were driven mad. Others justified their deeds with twisted rationalising and slew any who dared question their assertions.

Other Nobles – in some cases entire households – have been subjected to treachery, been tricked into damning themselves or have simply been bathed in the corrupting energies of the warp and so become puppets of the Dark Gods. Houses such as Devine, Shroude and Chimaeros were betrayed by Sacristans tainting the complex machineries of their Thrones or insidious infiltration by cultists of the Ruinous Powers. The lumbering fleshmetal monsters of House Bhalhyr began as noble crusaders, yet were transformed after a disastrous realspace translation plunged them into a roiling warp storm. Sinister House Korvax were once warriors of the still-loyal House Raven abducted and corrupted along with their home world by the Daemon Prince Be'lakor. House Virtuari, by comparison, were driven slowly mad by the nightmare butchery of the Skorox Campaign until they truly believed their ultimate oaths of loyalty had always been to Khorne the Blood God. That house still retains their once-noble name, yet the brazen and gore-drenched monsters they have become bear little resemblance to their former solemn aspect.

IRONCLAD FIENDS

Whatever prompts their fall, Chaos Knights are as varied in form and foulness as they are monstrously powerful. Most are reshaped by the energies of the warp and the assiduous attentions of traitor Sacristans – known as Idolators – or Dark Mechanicum magi. Their armoured hulls sprout thickets of vicious spikes from which dangle gory trophies. Proud banners are replaced by flayed skins, daubed with infernal runes or writhing with still-screaming faces. Noble helms contort into death masks, skulls or the visages of daemons. Heraldic designs degenerate into obscene heretical imagery, the scribbled writings of lunatics or barbarous splashes of charnel filth. Some Chaos Knights become so infused with energies that supernatural effects manifest near them. Ghostly flames dance across their hulls. Whispering shadows pool around their feet. In many cases, unholy storms hang like shrouds above them, croaking Pterrorshades winging through the air.

While some Chaos Knights retain the weapon systems they mounted while still loyal to the Golden Throne, many others bear esoteric implements of death that no sane being would wield. Some are the creations of the Dark Mechanicum, be they cannons that harness unstable energies, forbidden instruments of death dating back to Old Night, or pseudo-sorcerous implements of annihilation. Others are mutant appendages spawned by the energies of the warp itself.



Nor are the Fallen Nobles who pilot these terrible engines any less altered. Though few of these warriors actively chose the path they now walk, most retain all the strength of will and regal arrogance that was their birthright. Many wrestle back control of their fate even as they are sliding into damnation, embracing the process and setting their feet firmly upon the so-called Path to Glory. With the odd notable exception, Fallen Nobles are not victims. Even the least amongst them wields the power of a Knight and performs deeds of such magnitude that they may draw the eyes of the Chaos Gods.

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FALSE IDOL

The Knight Rampager Death's Sabre leads its throngs of deranged worshippers into the Nephilim Anomaly. Seemingly untouched by the region's miasma, it is a towering nightmare mantled in the rancid offcuts of worthy foes. Once venerated by mortal cultists, now its hunts are haunted by packs of deluded Necron Flayed Ones who perceive the giant reaper as a manifestation of the C'tan Llandu'gor. Unnoticed by the Rampager's blood-maddened pilot, the Flayed Ones creep in its wake, plucking new and gruesome trophies from the Chaos Knight's victims.



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THE REVENANT RECUSANT

During a warp-tainted Ritual of Becoming within the cursed sanctuary of House Ghaernox, something goes horribly wrong. As the arrogant aspirant attempts to impose their will upon a Throne Mechanicum, one of the inhabiting neural echoes - that of former High King Jestabien - seizes its chance to regain its former glory. The shade-entity of Jestabien invades the youth's mind and binds it to their will. What follows is an age of civil war and violent conquest as Jestabien attempts not only to claim rulership of House Ghaernox but also of an empire. For centuries, trapped with the Throne, he has been tormented with glitching visions of a nightmare realm. Now is his chance to make it a reality.

CHAMPIONS OF DAMNATION

Be they hawkish aristocrats bedecked in macabre finery, feral techno-barbarians, rune-painted zealots or biomechanoid mutants fused with their Thrones, Fallen Nobles are all terrifying warrior lords. In many ways they are dark mirrors of what they once were.

Loyalist Nobles are notable for their dutiful determination, strategic nous and tutored intellect. Fallen Nobles, by comparison, exhibit obsessive fanaticism and cruel cunning. The healthy rivalries and political savvy of the loyalist houses are replaced by internecine politicking, hatred and towering arrogance. Where once was regal strength of character and certainty of purpose, there is now a tyrannical need to crush all beneath their iron tread.

The corrupting taint of Chaos ruins everything that it touches. Some Fallen Nobles have been driven insane or possessed by daemonic entities. Others have devolved into symbiotic organs of their Knight suits' now-ruling machine spirits. Yet the vast majority not only retain their martial skill and strength of will but they are also further empowered by the gifts of one or more patron Chaos Gods. Some boast superhuman skill, speed or resilience. Others are gifted with prophetic visions or wield the terrifying powers of warp sorcery. Others still may pilot a Knight suit blessed with some singular and ancient weapon of the gods, whose fury can lay low the mightiest war engines of the foe. Whatever the case, the fusion of Fallen Noble, corrupted Throne Mechanicum and warp-tainted Knight is a grotesquely powerful one.

With such strength to draw upon, the dread households are martial forces to be reckoned with amid the roiling warscape of the 41st Millennium. Some are so mighty as to rival the loyalist Space Marine Chapters or the greatest of the heretical Traitor Legions. Others – while not so grand in stature – still possess more than enough military strength and supernatural puissance to rule star systems with an iron fist or launch nightmarish crusades across the void. Even a single Chaos Knight, turned mercenary or exiled from their house, can still tip the balance of an entire battle by its presence.

The Imperium has long done battle with Chaos Knights of every stripe and has classified them into Iconoclast houses, Infernal houses and the masterless mercenaries known as Dreadblades. Each category has its distinguishing features and anachronisms, and each is hideously powerful in its own ways.

ICONOCLAST HOUSES

Iconoclast houses remain the closest in organisation and doctrine to the loyalist institutions most once were. Their cultures, traditions, elaborate rituals and ways of war persist as they have done since before Imperial records began. Yet all are irretrievably corrupted by the ruinous touch of the warp.

The typical Iconoclast house – if such a thing can be defined – exists to further its Nobles' ambitions and power. Many maintain binding oaths with other heretical bodies, whether it be the fanatics of House Kryss and their enthusiastic alliance to the Word Bearers, or House Lucaris' self-interested and short-lived pacts with Abaddon's Black Legion. Yet even when bound by such agreements most retain fierce control of their own destinies. They rarely enter into bargains that do not benefit them. Certainly, the rulers of Iconoclast houses would never view themselves as any others' slaves.

Iconoclast houses rule their own empires or march as vassals beneath the banners of a greater house. Their home worlds are dark and dreadful places that bear the scars of Chaos corruption and despotic rule. Some are monster-haunted and laid waste, their bleak ruins and cracked plains languishing in the shadows of baroque castles, their indigenous peoples scratching a desperate living as prey for beasts and Knights alike. Others are teeming hives of dark worship where billions offer up bloody tribute in titanic shrines to the Dark Gods.

Whatever the case, Iconoclast houses exploit their home worlds – and all other planets that fall beneath their rule – without restraint or mercy. Populations are worked to death in claustrophobic mines and hellish forges. Landscapes are ravaged for every resource, while any beasts of sufficient size are hunted for sport. The corrupted conditioning of their Thrones goads Iconoclast Nobles to rule over all with a crushing grip and to labour tirelessly to cement the inviolable power of their legacies.

These shared drivers aside, most Iconoclast households are anything but unified. From their arch-tyrants and high warlord-priests to the lowest of vassal barons or supplicant peers, every Fallen Noble seeks advancement. For some this is purely material, coveting the next rank in the twisted hierarchy of their house or perpetuating centuries-long rivalries. For others, it is a quest of a more spiritual nature as they seek to win the approbation of the Ruinous Powers and so ascend above their rivals in eternal dark glory. The result is the same either way: the great majority of Iconoclast houses are seething hotbeds of constant politicking, assassination and – on occasion – outright civil war. Conditioned as they are to crave power and battle at all times, this is a state of affairs that suits most Fallen Nobles very well.

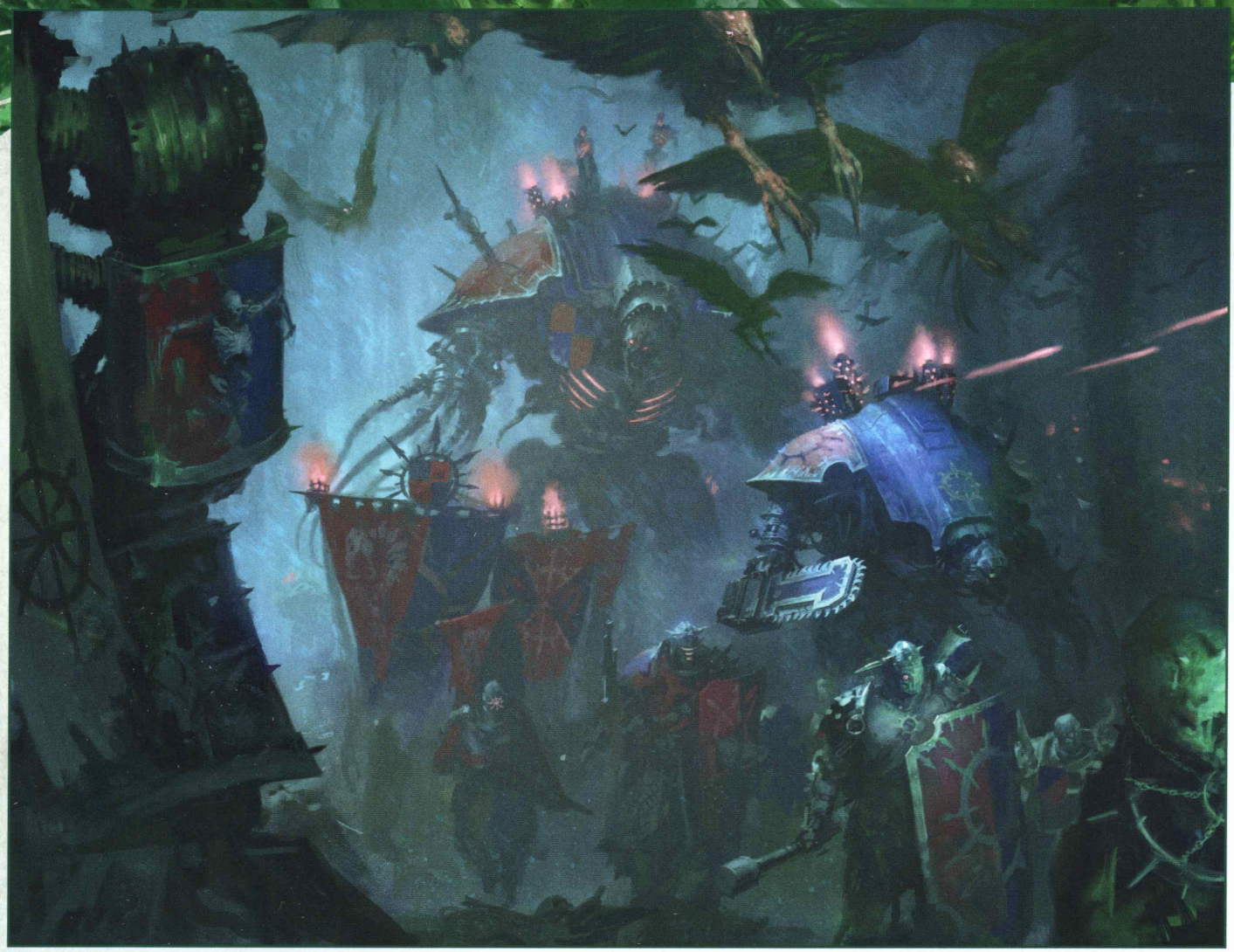
Just as with most loyalist Knightly houses, Iconoclast houses are bound up in reams of ancient tradition and ritual. Unlike the interminable and staid observances of the Imperial houses, however, the rites of the Iconoclast houses have real power. They involve communion with malevolent entities and lavish blood sacrifices to garner the favour of the warp. Some grant glimpses of prophecy. Others call down the gifts of the gods to be bestowed upon worthy supplicants, though at a gruesome cost. Some even incorporate the Becoming of their aspirants into these dark rites, seeking infernal blessings upon newly risen pilots or attempting to divine what destinies and portents lie in the young Nobles' future. Some of these rituals only serve to corrupt the Iconoclast houses further. Others, though, impart real boons or induct the Fallen Nobles into supernatural pacts that can lead them to ascension or ruin.

Thus, when the lances of the Iconoclast houses march to war they do so beneath the aegis of unholy patron entities and empowered by the boons of the Ruinous Powers. They wed these gifts with the immense martial might of their Knight suits and the strategies and tactics learned through millennia of war. Though Iconoclast Nobles are rarely loyal to one another, the iron wills of those who lead them to battle keep them operating as a coherent devastating force. Storming forth with guns blazing and reaper chainswords snarling, their ferocious lances tear deep wounds in the enemy lines. Knights Desecrator and Abominant lead the engagement, unleashing esoteric weapons and warp sorcery to annihilate their foes. Even as overawed warriors flee the rampaging monsters in their midst, so hulking Knights Tyrant – along with Abhorrent-class Knights bearing long-ranged weaponry – rain devastation to shatter enemy strongpoints and obliterate heavy armour. Finally, as rapacious packs of War Dogs rip at the foes' flanks, the final blow is struck by Knights Rampager and Ruinator storming headlong into the very heart of the fight. So do the hosts of the Iconoclast houses lay waste to all who stand before them. Such a formation, often numbering no more than a handful of Chaos Knights, is sufficient to shatter the proudest enemy force. When entire armies of Iconoclast Knights descend from orbit aboard thundering landers and baroque drop caskets, entire worlds fall before them.

HELMS OF OPPRESSION

Derivative of the Thrones Mechanicum, the Helm Mechanicum is a piloting interface for War Dogs, the lighter class of Chaos Knights. While the Helm gives the pilot mastery of their Knight, it also shackles them. Helms Mechanicum can be neurally linked to a designated Throne Mechanicum. The Fallen Noble upon that Throne is able to enforce their will upon any linked Helms, driving those wearing them to obey without question and torturing any who resist. War Dog pilots are typically minor Nobles of low station or favoured huscarls or bondsmen, seizing what power they can in exchange for serving as little more than their masters' hunting hounds. Yet the Dark Gods promise much. Many War Dog pilots offer their devotions to one Chaos deity or another, all the while dreaming of the day when they become the master and take their vengeance upon all who have wronged them.





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MANDRAKOR'S HONOUR
The Fallen Nobles of House Mandrakor throw in their lot with Abaddon the Despoiler, seeking his favour in return for joining the ongoing push down the Nachmund Gauntlet towards the Sanctus Wall. Yet the Knights of Mandrakor remain a paranoid and self-serving brood. Whilst some amongst their number swear oaths to fight alongside the Black Legion and their allies, others decline to do so. These latter swiftly set out on a crusade of their own, evading the consequences of their refusal and claiming that they alone quest for the true honour of their house. What prize they seek or cunning plan they are operating to remains, for the time being, hidden.

INFERNAL HOUSES

The Knights of the Infernal houses are as debased as they are grotesque. Hideously warped by the influence of dark sorcery and the relentless experimentation of Idolators and dark magi, they are ironwrought nightmares given form.

Since the earliest days of the Imperium, the Tech-Priests of the Machine God have coveted the riches of the Knight worlds. Thanks to their isolationist tendencies, their deep distrust of psykers and the Nobles that stood guard over their populations in their towering armour suits, many such planets endured the Age of Strife relatively intact. This, in turn, left their noble houses in possession of troves of dimly understood archeotech – including their mighty Knight suits – that had been lost to barbarism or wholesale destruction in many other parts of Humanity's shattered realm.

To the Tech-Priests of the Omnissiah, it was self-evident that such mechanical wonders fell within the purview of their deity and so were, by extension, theirs by divine right. The events of the Horus Heresy and the ten thousand years of warfare since may have sundered the Adeptus Mechanicus and the Dark Mechanicum utterly, but the magi of both faiths still covet the Knight worlds and their bounty.

So it is that covens of dark magi have gained influence over numerous Knight worlds and seek always to take possession of more. The Knight houses that inhabit the worlds that they conquer become known as Infernal households. This is a title that reflects both the unnatural might conferred upon fallen households by the gifts of the Dark Mechanicum, and also the hideous damnation to which such perilous boons will eventually lead.

Some Infernal households are won over with overt promises of alliance. The priests of the Dark Mechanicum possess immense stores of arcane technological lore, and in exchange for a pact of allegiance, they are all too happy to share their forbidden and swiftly corrupting knowledge with a Knight world's Sacristans. Those serf artisans are soon transformed

into Idolators, while the Knightly households themselves – who may, to begin with, simply have had separatist sentiments or been blind to the difference between Adeptus Mechanicus and Dark Mechanicum – are corrupted in turn. Knightly houses that fall to Chaos in this way tend to establish a relatively equal partnership with the dark magi, albeit a somewhat parasitic and mutually antagonistic one.

Many Infernal households are closer to servants or even slaves of the Dark Mechanicum, however. Some of these houses began as Questor Mechanicus loyalists. When the forge world or Titan Legion to whom they had sworn fealty fell into the worship of the Dark Gods of Chaos, the Knights were borne along with them.

Some Nobles from these houses are driven mad by their conflicting loyalties, eventually coming to believe that their chivalric codes demand that they match the depravity and evil of their oathsworn masters. Others are bound into service – whether metaphorically or literally – by the torments and arcane artifice of the dark magi.

In nightmare chambers known as Screaming Oubliettes, captured Thrones Mechanicum and their pilots are subjected to heretical rituals. They are hooked up to ghastly fleshmetal warp engines, bound to cursed iron altars with rune-inscribed chains, and exposed to tortures mechanical, alchemical and sorcerous.

Some of these experimental procedures focus on corrupting the subconscious conditioning imparted by the Throne Mechanicum or driving mad the ghosts that dwell within it. By such means the dark magi aim to break the will of the pilot bonded to the Throne. Other procedures are more brutally direct, with Nobles implanted with augmetic torture engines intended to render them compliant or else drive them to murderous madness.

Loyalist Thrones and pilots both resist such efforts fiercely. The result of this clash of wills can be cataclysmic, the Thrones Mechanicum detonating or the pilots erupting into writhing masses of tentacular flesh that crush and mangle all within reach. Entire Screaming Oubliettes and all their contents may be annihilated in empyric explosions or dragged howling into the maw of the warp. For every costly failure, however, another success sees a newly Chaos-tainted Noble emerge from the Screaming Oubliettes ready to pilot their Knight suit in the name of their new masters.

Some Infernal houses hail from worlds that have languished in the grip of the Dark Mechanicum for millennia. Their people are transformed from the staid feudal societies they once were. In their place are warring techno-barbarian tribes who openly worship the Dark Gods – or, in more than one case, the sinister entity known as Vashtorr the Arkifane – and are indoctrinated to believe the dark magi are their prophets. The greatest champions of these warring factions aspire to become Knightly pilots, competing in arenas laced with infernal technologies for the right to do so. Meanwhile, their lesser subjects flock to colossal shrines to the Ruinous Powers and offer worship in their billions. They toil in bleak mines to tear from the bedrock those ores and fuel sources the dark magi require for their work. Many labour for all of their short lives beneath the lashes of Dark Mechanicum overseers, their mortal remains cannibalised after death to produce nightmarish servitors or reconstituted nutrient slop.

Whatever methods the Dark Mechanicum use to assert control over the Infernal houses – be they insidious or overt – they also confer great gifts of technological might upon them. The lances of the Infernal houses evince a greater proportion of uniquely heretical weaponry, be it the coruscating warp energies of the Desecrator laser destructor, the darkflame lances of the Knights Ruinator or terrifying barrages of gheiststrike missiles. A great proportion of their Fallen Nobles wield warp sorcery or manifest other infernal boons of the Dark Gods. Some even act as hosts or living conduits for daemonic sentiences that have, themselves, sworn compacts with the dark magi in exchange for physical might in the realm of realspace. The Knight suits of Infernal Fallen Nobles, too, are typically grossly deformed with tumorous masses of arcane machinery or freakish mutations that squirm with a life of their own.



Supported by the unholy super-weapons and daemonic war engines of the Dark Mechanicum, Chaos Knights of the Infernal households march out like twisted giants from myth. Their every volley of fire is a hell storm of empyric energies and sulphurous flames that incinerate their victims' bodies and souls. Their close-quarter onslaughts are akin to the loosing of immense feral beasts upon the foe. They are hideous hurricanes of butchery that see victims raked to bloody ribbons with savage talons the length of a man's body, or throttled and crushed by coiling metallic tentacles. Few enemies survive such an onslaught, and fewer remain sane in its aftermath to be picked over for tech-spoil – and perhaps stolen bodily away – by the priests of the Dark Mechanicum.



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THE SIEGE-REALM

Centuries ago, lances from five Fallen households besieged a webway portal that led to Seyahmva'ar, an outer district of Commorragh. The Dark City's Supreme Overlord ruthlessly dislocated the district from the rest of the vast city, sealing off the Chaos Knights and their Drukhari victims. Yet Seyahmva'ar has returned. Adrift in the liminal spaces of the webway, the Chaos Knights within the severed district have learned to exploit its random and temporary connection to other portals. Crone worlds, craftworlds and forgotten planets of the Aeldari now seething with Humanity have all suffered from sudden attacks by lances striding from mist-wreathed paths.

DREADBLADES

Not all Chaos Knights march to war amidst the lances of a dread household. Some pursue their own unholy crusades across the stars, serving no master except self-interest, maddened whim or a Dark God of Chaos. Such destructive warriors are known as Dreadblades, and they are a curse upon the galaxy.

There are many ways in which a Fallen Noble can find themselves walking the lonely path of the Dreadblade. For some, it is a deliberate choice. Looking with scorn upon the fraying ranks of their dread household, and finding themselves freed from the bonds of oath and fealty that still entangle many of their fellows, they elect to fight purely for their own reward. Gathering an entourage of Idolators, personal heralds, bondsworn serf soldiery and whatever other assets they can pillage from their Knight world, these warriors set out into the stars to seek glory and power.

The tyrannical rulers of dread households are rarely willing to let one of their Nobles leave so easily. If nothing else, a Knight suit and its connected Throne Mechanicum are tremendously valuable – sometimes irreplaceable – pieces of equipment. The departure of some would-be Dreadblades is thus marked by explosive violence as they cut a path to freedom through those they once called comrades. Others secure their escape in more insidious ways, such as the so-called Knight of Serpents who poisoned Baroness Haskendri's entire royal court during a victory feast. He departed with the pick of his victims' riches, leaving their grotesquely bloated and vomit-spattered corpses to rot in his wake.

Other Dreadblades are born out of loss or tragedy. The wars of the 41st Millennium are truly apocalyptic, and more than one Noble has found themselves as the only surviving warrior of a once-proud household. This is true of loyalist and Chaos-aligned Knightly houses alike, and indeed the Imperial equivalent of a Dreadblade is a Freeblade. However, should a loyalist Noble perceive the annihilation of their kin to be the fault of some careless Imperial commander or a failing of erstwhile loyalist allies, a Freeblade can become a Dreadblade with remarkable swiftness.

In either case, being orphaned in this way plunges some Nobles into a soul-corroding well of bitterness. Their existence is dominated by the need for vengeance, whether it be upon those who wiped out their house or against the denizens of the galaxy at large for the simple sin of existing. Other Dreadblades singled out in this way view their survival as a blessing. They believe that they alone were chosen by the Dark Gods to endure – a destined champion questing in search of infernal power.

The traumatising horrors of a galaxy at war have also created their share of Dreadblades. Some Nobles are plunged so deep into bloodshed and slaughter that it utterly consumes them. Butchery becomes synonymous in their minds with duty, murder with honour until eventually they cannot tell friends from foes. Such maddened destroyers become avatars of endless and uncaring war.

Then there are those who – by accident or design – are irrevocably altered by supernatural energies: Dreadblades whose Knight suits dance with jade-hued corposant, and whose mere presence fills vox-networks with a sinister susurrus; Dreadblades that seethe with warp-borne diseases that transform them into a walking plague vector; Dreadblades that shimmer in and out of reality, manifesting in a subtly different aspect each time they reappear.

Strange entities of this sort are no longer able to operate coherently as part of Knightly lances. Their presence may be damaging or disruptive, or they may have become so strange and inhuman in their desires to render them ineffable. Whatever the case, they become Dreadblades almost by default, likely to appear without warning alongside heretic forces and vanish just as mysteriously as they are to secure formal allegiances.

MASTERLESS MONSTERS

The appearance and methods of Dreadblades are as varied as their origins. The great majority adopt new heraldry to mark their lone status, which may be as simple as the markings of their former house either mockingly debased or altered in ritually significant ways. Some Dreadblades – arrogant souls that wish to cultivate personal legends and have their names become bywords for terror – have their Idolators embellish their Knight suits with ornate designs. They adopt personal sigils, the mere sight of which they hope will come to inspire dismay in foes who know all too well which Dreadblade comes to slay them. Across various galactic war zones, such names as the Gilded King, Woe Seeker and Litany of Destruction have become curses upon the lips of many.

For every painstakingly arrayed Dreadblade, however, there is another whose armoured steed has degenerated beyond recognition. The Knight Rampager known as Hope's Death is one such entity. After its pilot, Lady Serathena Ap-Aktellion, fell into the worship of the Blood God, Khorne, she drove her Knight suit hard into every battle before storming on toward fresh bloodshed in victory's wake. Hope's Death waited for neither repair and resupply nor the aid of any allies. With every battle, its once-proud heraldry was abraded, scorched and caked in successive layers of gore until the Knight suit became a rust-shrieking grotesque of flesh-wet horror. That the Dreadblade has not been annihilated in a hail of enemy fire or seized up from neglect is taken as a mark of Khorne's ongoing favour.

Just as with most other Knights, Dreadblades may also be decorated over time with markings or trophies of great significance. Some bear the macabre remains of enemy commanders or great heroes that they have slain, their cadavers impaled upon trophy racks adorning the Knight's hull. Others employ perverted versions of their old houses' honour markings to signify the slaying of great beasts or powerful war engines. Some Dreadblades are even accorded the dark honour of bearing modified versions of Chaos Space Marine or Traitor Titan iconography upon their hulls.

By such means, successful Dreadblades gradually build their reputations and personal power. Some do this entirely out of self-interest, seeking to amass vast wealth and power. Others fight to glorify the Dark Gods, while others still forge terrifying reputations and carve bloody swathes across the stars simply because the corrupted conditioning of their Thrones Mechanicum compels them to do so.

Should Dreadblades campaign for long enough and accrue a suitably impressive reputation, they may attract the notice of others of their kind. Perhaps some fragment of their Thrones' conditioning compels even the most individualistic Dreadblades to seek the approbation of fellow Nobles. Maybe they merely want to measure themselves against others who walk the same path, or they miss asserting their superiority over and politicking against fellow Fallen Nobles. The gathering of Dreadblades into a lance is a product of all these drivers and others. To those forced to stand against entire lances of Dreadblades in battle, the reasons for their allegiances matter far less than the unutterable devastation they can unleash.

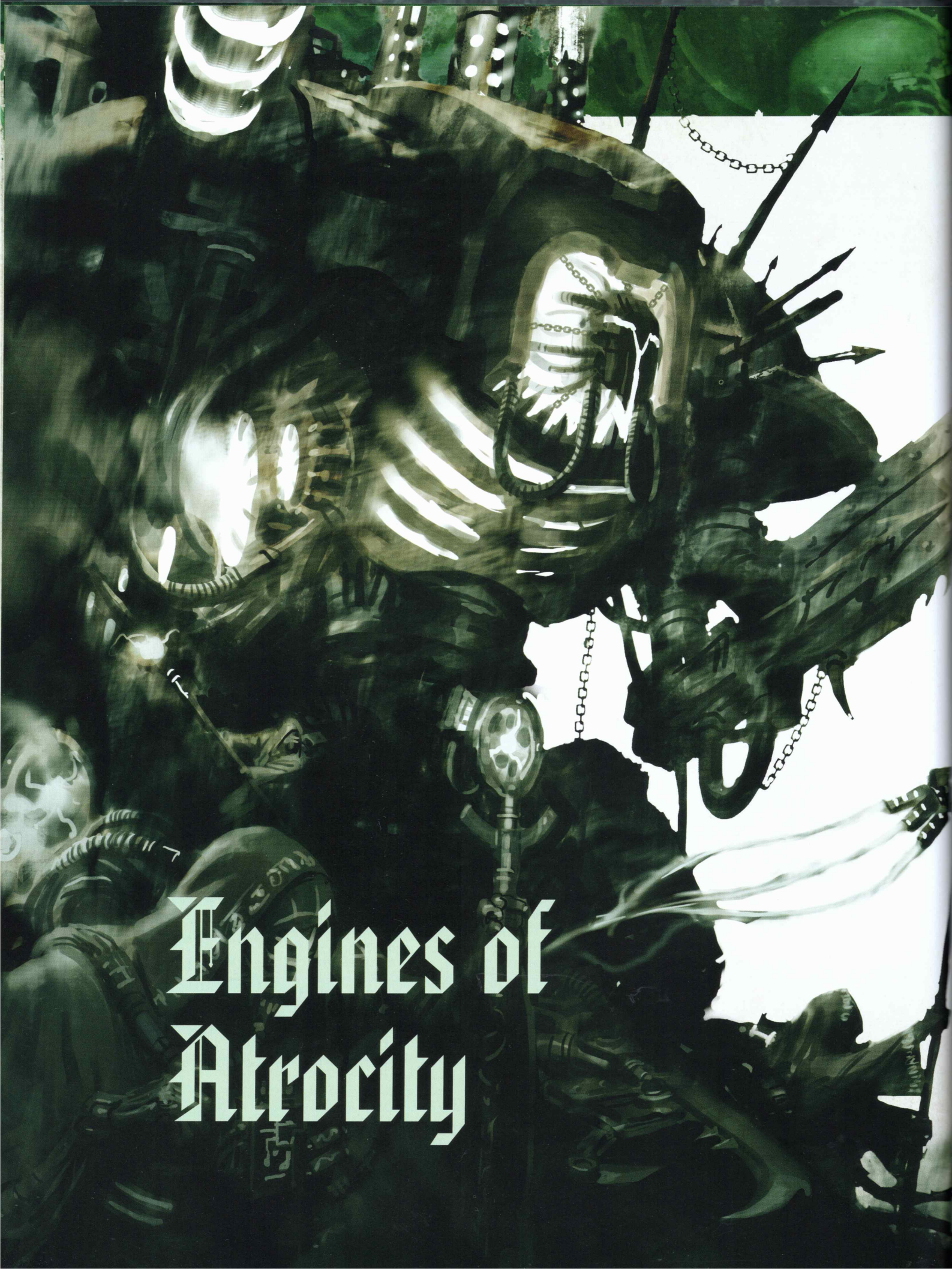
Regardless of these allegiances in battle, there is little enough love lost between Dreadblades in a lance. Each is a tremendously powerful individual, often possessed of various violent manias – or in some cases literally possessed – and used to waging war according to their own whims. Inevitably, towering egos and cruel obsessions clash, sometimes resulting in duels, jousts or even betrayal mid-battle.

Despite – or sometimes even because of – such bloody rivalries, lances of Dreadblades that do not tear themselves apart cohere into some of the most powerful Knightly formations of the Era Indomitus. Every Dreadblade is a veritable hero of malevolent myth. Each brings potent gifts of Chaos, remarkable weapons and archeotech relics, and unique veteran fighting styles to the battlefield. Moreover, each Fallen Noble in a Dreadblade lance seeks more than anything else to outdo their rivals and prove themselves the greatest Dreadblade of all.

So it is that Dreadblade lances have carved their bloody legends into the flesh of the galaxy: the Triumvirate of Torment who have long bedevilled the systems of St Merides Strait; the Iron Fiends who tyrannised the world of Proxymus Ajax for almost a century; the Company of Jesters, whose gothic motley and nightmarish leering fool sigil became the terror of the defenders during the siege of Uskandyr; these names and many more besides have gone down in infamy amongst loyalists, traitors and xenos alike.

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GRENDYL'S OATH

At the head of the Oblivion's Maw Balefleet, Lady Maeve of House Grendyl pursues a great prize into the galactic core as an act of worship to Vashtorr the Arkifane. Kin of the Greater Thurian League have taken the archeotechnological fragment that Maeve seeks and – by the obsessive chivalric tenets of House Grendyl – there can be no greater insult done to their honour. The house's infamously indomitable spirit and wrathful sense of self-righteousness carries Maeve and her Knights deep into the territory of Gôkhar's Ironeye Kindred. There, upon worlds of crushing gravity and ferocious volcanic wrath, they do battle with ever-greater Kinhosts and their mighty war engines. Faced by weaponised colossi and thundering super-heavy fortress tanks, the Knights of House Grendyl suffer punishing losses but refuse even to contemplate retreat. Huscarls winnowed away, stocks of ammunition and fuel all but exhausted, still their oaths drive them through blood and fire to the very gates of Gôkhar's Ironeye Kindred's immense Hold.



Engines of Atrocity

IRONCLAD AVATARS

To pilot a Knight suit in battle is to feel oneself magnified a thousandfold, donning a mantle that many Nobles describe as temporary apotheosis. Through the sensory input feeds, even mighty warriors appear diminutive and inconsequential. Such power was originally intended to be wielded in Humanity's defence, but in the Chaos Knights, it finds an altogether more despotic expression.

Knight suits were not always dedicated war engines. The first Knights were built using STC machines borne into the stars by early Human colonisers. They were powerful but utilitarian machines, single-pilot mechanised suits intended to aid with everything from tree felling and transport of heavy loads to crossing inimical environments and fighting off predatory megafauna.

Unbeknownst to those colonists who employed the first Knight suits – and perhaps even to their original designers – the machines' control Thrones exerted a subtle influence over time. The longer a person piloted a Knight, the more the Throne interface subtly inculcated them with a sense of responsibility to their community and a desire to employ their great power for the betterment of their colony. It was this conditioning that slowly developed into the regal hauteur and rigid Code Chivalric of loyalist Knightly Nobles.

KNIGHTLY CLASSES

In the millennia since those earliest days, the Adeptus Mechanicus have claimed dominion over the machines of Mankind. It is they who defined the various classes of Knight suit. Class is a broad designation that, in its simplest form, refers to the size and core hull design. In the Imperium, the smallest Knight is the Armiger class. The most commonplace chassis – which could be described as a comparatively medium-weight build – is the Questoris class, while Dominus-class Knights are hulking things built to carry especially heavy weapons loadouts. Rarer classes also exist: colossal relics from the days of the Great Crusade and Horus Heresy such as the swift and rangy Cerastus class or the heavyweight Acastus class.

The dread households of Chaos employ all of these classes to one extent or another. They field corrupted packs of Armigers, commonly referring to their twisted versions of these Knight suits as War Dogs. Many of their lances include Knights built upon Questoris-class chassis, which most often began as loyalist Knights that have since fallen to Chaos. The menacing Knight Tyrant employs the Dominus-class chassis, looming vast and menacing over even its fellow Chaos Knights and spreading terror amongst the foe.

The Dark Mechanicum have also corrupted many Knight suits into debased versions during the long millennia since their sundering from the Imperium. Of these, the most versatile has come to form the Abhorrent class. This chassis appears superficially similar to the loyalist Questoris class they once were, apart from its backwards-jointed legs. Such alteration to the Questoris template is viewed as vile blasphemy within the Imperium, marking such engines as undeserving of resanctification even should they ever be captured on the field of battle. The cannibalisation of their ancient systems by hereteks and Idolaters, and bastardised repairs enforced by failing resources and fading knowledge leave many with a scarred or unfinished appearance. Abhorrent-class Knight suits also boast many heretical adaptations to their internal workings. Some allow them to mount weapons of infernal power, channel the focused energies of the warp, and either hold at bay or sometimes invite in supernatural entities.

DREAD PATTERNS

Built off each class of Knight suit are numerous patterns, each with a unique name and strategic role. Some patterns of Chaos Knight mount virtually the same loadout every time. The Abhorrent-class Knight Rampager, for example, is intended purely for close-quarters butchery, so they are always armed with two enormous close-combat weapons, be it reaper chainswords or warpstrike claws. Equally, the Armiger-class War Dog Brigand is, in essence, a weapons platform designed for mid-range firefights, so it always carries a primary armament of one avenger chaincannon and one daemonbreath spear.

Other patterns are more mutable. The Questoris-class Knight Despoiler has myriad weapon options, augmented by a hard point atop its hull for additional firepower. The corrupted Dominus-class Knight Tyrant can be equipped to serve as a towering long-ranged fire support asset or can instead lead devastating armoured onslaughts from the fore.

Some dread households field large numbers of a particular class or pattern of Knight for either cultural, ritual or strategic reasons. The massed Knights Ruinator of the nihilistic House Orthyros, for example, unleash the all-consuming flames that their Nobles believe to be the withering breath of the Dark Gods made manifest. Other houses employ far more varied lances comprising many patterns of Knight. In either case, these mighty hosts of diabolical war engines are a far cry from those first colonial defence machines.

IDOLATROUS ARTIFICE

To maintain their Knight suits' systems and heraldry, Fallen Nobles rely on the artisans known as Idolators. These twisted priest-mechanics learn their craft within the soul forges of the Dark Mechanicum. Through diabolic rituals they entreat the entities of the warp, sacrificing living victims and mighty machines on cog-shaped altars. Using such practices they glean knowledge of how Chaos Knights function and how to desecrate the supposedly incorruptible technologies of the Thrones Mechanicum.

Multiple rival cabals of Idolators dwell on most Chaos Knight worlds, each with the ability to repair battle-damaged Knight suits. The power of these cabals waxes and wanes with the services they provide to the dread households. Some know secrets that can vastly augment a Knight's power or technologically shackle a Fallen Noble's rivals. Others are true warp sorcerers and can offer dark prophecy alongside their more practical mechanical skills.

Competition between cabals is encouraged and Idolators often war with one another. Should a cabal fall out of favour with the Nobles they serve, their flayed skins may end up decorating that dread household's Knight suits. However, to incur the ire of the Idolators is to invite a nightmarish demise. Many Nobles who have made this error have subsequently been slain or devoured by the hideously rebelling systems of their own Knight suit, their ghastly fates an object lesson in diplomacy.



KNIGHTS TYRANT

The Knight Tyrant dominates the battlefield like an armoured bastion set in motion. It advances with earth-shaking footfalls, unleashing devastating salvoes of heavy firepower from the colossal cannons of its arm mounts and the batteries of support weaponry that stud its broad shoulders. Even a single such war engine can turn the tide of an entire battle.

It takes a Noble of singular will and tremendous arrogance to pilot a Knight Tyrant. The neural strain of remaining dominant over the Knight suit's monstrous machine spirit will soon break any who are not up to the challenge, either driving them insane or reducing them to hollowed corpses with blood oozing from their scorched eye sockets. More than one warp-tainted Knight Tyrant has consumed its pilot entirely, metabolising them and seizing autonomy over its own functions.

For those capable of yoking these Dominus-class Knights the power at their fingertips is enormous. Most Knights Tyrant are driven by dual plasma cores or soul-fuelled balefurnaces whose energy output is more than double that of anything seen in Questoris- or Abhorrent-class Knights. This infernal tide of Motive Force translates into a frightening turn of speed. This pace can be maintained even while projecting the Knight's capacious ion shield, engaging its broad suite of augurs and supernatural input feeds, and rousing the fury of its guns. For all its armoured resilience and value as a terror weapon, it is these bristling arrays of super-heavy weaponry that truly define the Knight Tyrant.

The most common strategic role for the Knight Tyrant is as a mobile firebase. The pilots of these Knight suits delight in any chance to demonstrate their might and superiority, and so are only too happy to rain death upon their foes until nothing remains but ruin. A single shot from the Knight's immense volcano lance is enough to detonate the armoured magazine of an enemy fortress, gut a super-heavy war machine, or even sever the leg from a Titan-class engine. The hellish energies of its ectoplasma decimator detonate amongst the foe's lines like a poisoned star, transforming screaming warriors and armoured tanks into so much radioactive ash and blackened glass in the beat of a heart. The gheiststrike missiles that shriek from its launch racks flicker in and out of physical corporeality, the empyric runes graven into their warheads allowing them to vanish altogether before rematerialising deep within their targets and blowing them violently apart. Meanwhile, the thumping salvoes levelled by the Knight Tyrant's desecrator cannons pummel the enemy battle line with relentless savagery.

Each of these armaments is fearsome enough when taken in isolation. When a Knight Tyrant unleashes its entire arsenal at once, the withering hurricane of firepower is as awe-inspiring as it is devastating. Should a Noble warlord succeed in amassing several such Knights and focusing their fury, few targets in the entire galaxy can long withstand it.

STRONGHOLD ASSAULT

Some Knights Tyrant are piloted by particularly aggressive Fallen Nobles who are unwilling to languish in the rear lines – as they see it – lending supporting fire to the glorious exploits of others. These warriors favour an alternate weapons loadout, which replaces the volcano lance and ectoplasma decimator with a warpshock harpoon and a monstrous, tri-barrelled darkflame cannon. The former launches its immense projectile at the end of rattling chains and can deliver pulses of lethal empyric energies into its victim before reeling its harpoon back with a scream of gears, ripping open any target that has survived the initial impact. The latter spews boiling streams of warp-laced promethium flame. Anything not incinerated by the fires themselves is likely to be reduced to screaming flesh slurry by the mutative power of the blast.

Knights Tyrant that boast these close-ranged armaments are especially effective siege-breakers. Their ability to smash a path through fortification lines and blast breaches in fortress walls means they are highly prized by the Iron Warriors Traitor Legion, whose focus is brutal siege warfare. This has allowed dread households such as the bombastic House Gorgothorn or the Nurgle-worshippers of House Phleghra to secure vital alliances, leveraging the support of their large number of Knights Tyrant in exchange for the Iron Warriors' aid.

Storming as they do into the fiercest heart of any battle, pilots of these Knights Tyrant also enjoy a greater chance to earn the many boons of the Dark Gods through their bloodthirsty deeds. Infernal houses such as daemon-tainted House Khomentis or the fanatical war magisters of House Ygarithol thus prize such steeds greatly. Indeed, entire wars have been fought between dread households simply to possess them.

KNIGHTS ABOMINANT

Few patterns of Chaos Knight are considered to be as favoured by the Dark Gods as the Knight Abominant. The mere presence of such warp-touched engines upon the field of battle is viewed by Chaos worshippers as an omen of victory – one reinforced by the devastating and infernal powers that these mutant Knight suits unleash.

Datafragment scripture promulgated by some cabals of the Dark Mechanicum claims that the Abhorrent-class chassis was a mere stepping stone to the end goal of fashioning the first Knights Abominant. These legends assert that the very creation of these malevolent Knight suits was an act of devotion to the Dark Gods. If this is true, it was a worthy offering indeed, which has yielded oceans of blood and feasts of souls in the millennia since.

Every inch of the Knight Abominant thrums with channelled warp energies. Some are inscribed with baleful runes intended to attract empyric power. Others are festooned with ritually inscribed chains, a form of sympathetic magick intended to trap supernatural energies within the chassis of the Knight or bind them into the body and soul of its pilot. Whatever the means employed to draw such power through the veil of reality, carefully wrought syphon channels and fleshmetal conduits within the Knight suit trap it in metaphysical reservoirs for later use. It is the presence of these empyric capacitors that charges the air around Knights Abominant with a crawling sense of unreality and can lead those nearby to suffer auditory or visual hallucinations or spontaneous outbreaks of mutation.

It is also thanks to these hellish wellsprings that many Knights Abominant have the cruellest and most capricious machine spirits. This can be an advantage to their pilots in battle, for these Knights are only too eager to inflict suffering on their victims. Moreover, the warp energy swirling through their conduits seeps into the pilot's Throne, infusing its ghosts with strange insights and ineffable wisdom that they – in turn – pour into the minds of the Fallen Noble piloting the machine. As with all things touched by the warp, this twisted blade cuts both ways. Knights Abominant resent long periods of inactivity and have been known to become feral and predatory during journeys between war zones. They will also turn upon their pilots if their machine spirits are displeased with the offerings of blood they are given.

The concentrations of warp energy within Knights Abominant cannot long be maintained in realspace, even by the most cunning artifice of the Dark Mechanicum and Idolators. It must be put to use before it seeps back into the Sea of Souls or escapes in uncontrolled ways. Unfortunately for the enemies of the dread households, Knights Abominant are marvellously equipped to wield these awful energies in battle.

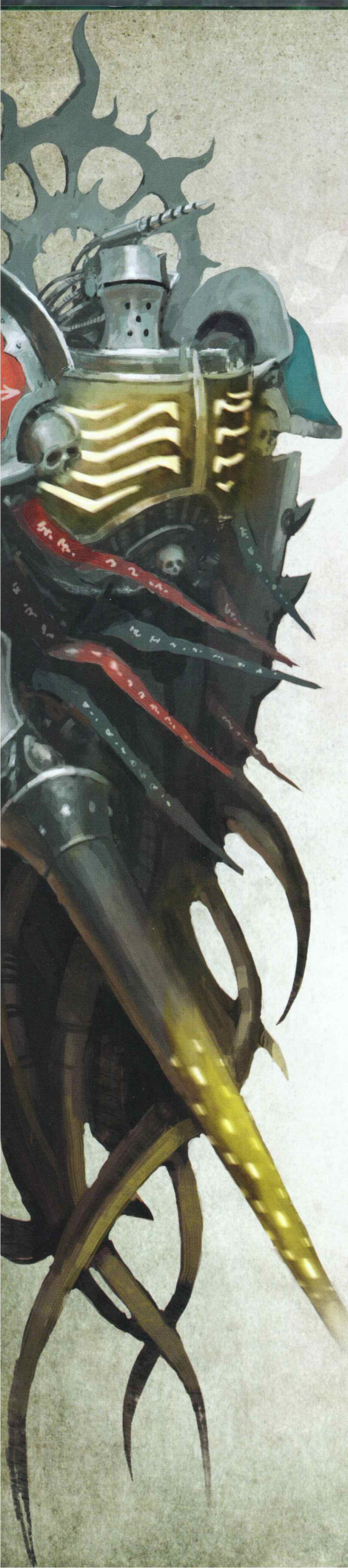
UNHOLY ARSENAL

The most obvious weapons of the Knight Abominant are its volkite combustor and the writhing nest of energy-wreathed metal tentacles that it wields at close quarters. The combustor is a ferocious weapon at mid-to-short range. Its focused energies subject the target to catastrophic deflagration, an effect that looks to observers as though the victim has been caught in the expanding blast wave of an atomic warhead. Victims are reduced to blackened ruin, embers glowing sullenly all around their last remains.

The Abominant's nest of electroscourge tentacles – combined with the heavy menace of the balemace on its armoured tail – are more insidious. Against smaller foes, they descend like coiling serpents, whipping about to crush, strangle, eviscerate and discharge surges of lethal empyric energy. Against larger war engines, these same weapons become an entangling horror, the barbed talons questing through gaps in armour to rend and sunder while the balemace slams down again and again until nothing remains but wreckage.

Of all the Knight Abominant's weapons warp sorcery is its most potent. In some cases, these powerful energies are augmented by the psychic gifts of their mutated pilots. In others, they are generated purely by the Knight itself as it unleashes the empyric poison captured within its capacitors. Whatever the source, Knights Abominant in battle are surrounded by leaping aurorae of warp magicks that confound the eye and nauseate mortal senses. Roaring baleblasts leap from these roiling coronae, slamming into the ranks of the enemy to burn away souls, trigger gruesome and explosive mutation, and open micro-rifts into the warp that swallow their targets whole. There is perhaps no class of Knight that better encapsulates the horror of battling the servants of the Ruinous Powers.





KNIGHTS RUINATOR

Amongst the rampaging war engines of the dread households, Knights Ruinator and their pilots stand out as specialised shock troops. They storm into the fight with great loping strides that eat up the distance to the enemy lines. Once in range, they single out their quarry with obsessive focus, ensuring its utter destruction before selecting new prey.

Built upon the Abhorrent-class chassis, the Knight Ruinator is a fast-moving assault platform and terror weapon. It is a singularly unsubtle pattern of Knight. On one arm mount the Ruinator carries a darkflame lance. This enormous flamethrower vomits torrential gouts of warp-tainted promethium fire that can eat through heavy armour and burns with a ferocity that is almost impossible to extinguish. Those not consumed by its energies devolve into mewling mounds of flesh as the mutative powers of the empyrean surge through their bodies. The Knight Ruinator's other arm mount takes the form of a fellbore. This enormous three-headed drill is equally suited to gnawing its way through massively fortified walls and towers or chewing enemy battle tanks into mangled wreckage. With its initial strike, the fellbore deploys vicious anchor talons that lock the weapon into the substance of its target. Hydraulics then drive the churning drill heads relentlessly forward. Sparks fountain or gore erupts from between the drills' merciless teeth. Whatever the fellbore has anchored itself into, it is soon reduced to wreck and ruin.

If the Knight Ruinator had only these two weapons to direct against its foes, it would be a nightmarish enough proposition. Yet this is not the case, for it also carries twin racks of terrorpulse missiles in pectoral mounts. These multi-warhead launchers are designed to add to the shock value of the Knight Ruinator's onslaught. When triggered, they scream out in a swarm, impacting their target in a rippling mass of detonations. Within the nose cone of each missile is locked the disembodied heart of one of the Fallen Nobles' luckless victims, wound about with runes of unnatural vitality and empyric amplification. At the instant of each missile's detonation, the heart within gives a final thunderous beat that can be heard and indeed felt even through inches of adamantine and ceramite. All the terror and pain of the heart's former owner is distilled into that brutal shock wave, that twines with the explosive force of the warhead to leave targets reeling in psychosympathetic shock. Thus, even those who survive the terrorpulse missiles' detonation are often struck dumb with horror.

When all these cruel weapon systems are combined with the striding speed and ferocious aggression of Knights Ruinator, the results are spectacular. A single such Knight can carve a path of devastation through enemy defensive lines. Fortresses are ripped open and then tides of unholy fire poured through the breach to incinerate those within. Battle tanks are hoisted helplessly into the air, mangled spectacularly, and then cast carelessly aside. Even enemy super-heavy walkers are overwhelmed, battered into submission by salvoes of terrorpulse warheads and then messily eviscerated as they reel in shock.

HOUNDMASTER

There exists a strange bond between the machine spirits of Knights Ruinator and those of War Dogs. Though no Idolator has ever been able to explain why, the connections between Thrones Mechanicum implanted in Knights Ruinator and the Helms Mechanicum within suborned War Dogs are remarkably strong.

More than this, though, the Armiger-class War Dogs appear compelled to flock around Knights Ruinator and follow their mighty footsteps into battle. War Dog pilots have found their steeds straining against their commands and – in some unusual cases – even severing connections to other Thrones in favour of fighting in the shadow of a Knight Ruinator. Sire Ishkaga's Ruinator, a Knight suit named Clarion Apocalyptine, was even said to have gathered a pack of feral War Dogs whose machine spirits appeared to require no Human pilot, and which would take no direction save Ishkaga's imperious orders.

Whatever its ineffable cause, this combination is a potent one in battle. When accompanied by War Dog Brigands, Executioners and Stalkers, the Knight Ruinator is provided with withering covering fire to assist its advance. Should it be joined by War Dog Karnivores or Huntsmen, the impact of the larger Knight's close assault is magnified by their fury. While its pack of Armiger-class escorts mows down enemy infantry and intercepts lighter threats, the Knight Ruinator itself smashes a path into the heart of the enemy strongpoint and annihilates any foe too massive for the War Dogs to handle. Once all resistance is shattered, the Fallen Nobles descend as one to torment and lay waste to the shattered remnants of their prey.

KNIGHTS DESPOILER

The Knight Despoiler epitomises all that it means to be a traitor to the Imperium. Though built upon the once-noble Questoris chassis, it is a machine of utmost infamy piloted by a Noble who has turned their back – and the mighty weapons of their armoured steed – upon the realm they once served.

The great majority of Knights Despoiler were once loyalist war engines. The routes by which they become heretic tools of war are many, and often tragic. Some have been drenched in the energies of the unfettered warp, be it during a voyage gone wrong or due to phenomena unleashed during battle, and so have been tainted beyond recovery. Some are ancient steeds of the first Nobles to fall into Chaos worship during the time of the Horus Heresy. Others still have been captured in the aftermath of war by cabals of Idolators and dark magi, subjected to infernal rituals and unholy torments until their Thrones were poisoned and their machine spirits turned malevolent. Very few hail from Knight worlds that have never belonged to the Imperium or that broke away from its monolithic institutions after some disastrous misunderstanding or bureaucratic betrayal.

VIOLENT VERSATILITY

Knights Despoiler are valuable strategic assets for any lance of the dread households. They are amongst the most mutable of the available patterns of Chaos Knight, for in truth they are a chimaeric blend of all manner of loyalist Questoris-class Knight suits that may once have been strictly defined as Knights Errant, Gallant or Paladin. Embracing the changeable nature of Chaos even as they cleave to an insane perversion of their Code Chivalric, the pilots of these war engines are only too keen to mix and match the armaments of their steeds to suit their predilections.

As a result, some Knights Despoiler are powerful close-assault platforms, mounting reaper chainswords or warpstrike claws backed up by potent thermal cannons and darkflamers. Others are more suited to battering the foe from afar with battle cannons, ruinspear rockets and gatling fire. Other Knights Despoiler still are powerful all-rounders. Many Fallen Nobles – compelled to fend for themselves by the cut-throat nature of what their houses have become – prefer to know that, whatever prey presents itself in battle, they have the weaponry to slay it and claim the glory for themselves. Many therefore march to war equipped with a tactically versatile blend of ranged firepower and close-quarters punch that is the bane of any foe.

Though some Fallen Nobles are as conservative in their preferences as they ever were as loyalists – or may even stray into the obsessive monomania so common to those who chose the worship of a single Chaos God – others make the most of their freedom to vary their mount's armaments between battles. These Nobles insist upon coteries of Idolators trailing them aboard heavy haulers loaded up with alternative weapon systems ready for use. Like squires offering their liege lord a choice of lance, blade or mace, these Idolators stand ever-ready to remove a gun or claw that has fallen out of favour and replace it with whatever their master's whims dictate.

Some Fallen Nobles take this practice to extremes, changing their minds mid-battle and demanding that their Idolators hasten to alter their loadout immediately. Needless to say, such operations are tremendously hazardous while under fire from the foe, as the Idolators must deploy heavy servo-gantries and perform elaborate rituals to ensure the transfer goes smoothly.

It is challenges of this sort that have led some dark magi to experiment upon the Knights Despoiler of Infernal houses to fit them with interchangeable weapons. There are even nightmarish rumours of Knight suits that flow with gruesome fleshmetal and remould themselves like clay, manifesting first one weapon then the next at the mental direction of their grossly altered pilots. Those same rumours also warn of the consequences of such heretical tinkering: Knight suits in constant flux, rendered ever-changing and puppet-like by the dark gifts of Tzeentch; Knight suits that have devolved into super-heavy tech-spawn of grotesque size and aspect; even Knight suits that have supposedly stepped across the boundary from machine to true flesh-and-blood monsters, an inhuman intellect driving their slaughter and the fate of whose pilots is best left unspoken.

They form the heart of many Iconoclast lances and are seen fighting as mercenary Dreadblades alongside many other heretic factions. Whether they bestride the battlefield clad in the debased heraldry of their once-loyal houses or hideously corrupted by the power of the warp, Knights Despoiler are fierce and tactically adaptable foes.





KNIGHTS RAMPAGER

Akin to wild beasts or feral daemons clad in bodies of infernal iron, Knights Rampager live up to their name in spectacular style. They thunder into battle at the forefront of the Chaos Knights' assault, and anything that seeks to bar their path suffers a terrible – and apocalyptically violent – end.

Knights Rampager are so lost to fury that they are all but uncontrollable. For their Fallen Noble pilots, it is less a case of directing their armoured steeds than simply hanging on and attempting to curtail their most self-destructive impulses. Pilots do what they can to angle their ion shields to deflect incoming enemy fire or exert all their willpower to claim some modicum of control over their Knight suits at crucial moments. Even such efforts as these cost the Fallen Nobles dearly. Most suffer complete psychotic breaks within a handful of battles – if they survive at all – and Knight Rampager pilots often become bloodthirsty maniacs who are scarcely less feral than the machine spirits of their deranged steeds.

The murderlust of a Knight Rampager is as inexhaustible as it is ferocious. The masters of the dread households are typically forced to restrain such Knight suits between battles by chaining them to infernal altars, trapping them in huge rune-inscribed cages, or lashing them into mechanical frames like industrial straitjackets.

Deploying these Knights into battle is also a perilous proposition. Some houses drop their Knights Rampager from the belly-holds of combat landers as they soar low and slow over the battlefield. Others are hurled through the warp via sorcerous teleportation arrays or fired onto a planet's surface within single-occupant drop caskets from which they soon rend their way free. Even these methods are far from foolproof. Knights Rampager have exacted heavy tolls on their allies before making it as far as the enemy lines.

When one of these unstoppable war engines does impact the foe, however, the bloodshed is appalling. Servos screaming, reactors howling close to overload, the Knight Rampager rips, smashes, tears and tramples with reaper chainsword, warpstrike claw and huge taloned feet. Enemy infantry are stamped flat or swatted through the air to land as broken jumbles of bloodied rags. Tanks are kicked onto their roofs, have their turrets smashed down into their hulls and their crews pulverised, or are pinned in place and then hacked and battered with deranged ferocity until all that remains is a heap of sparking wreckage and bloody smears.

Even the mighty bio-constructs of the Tyranid hive fleets or the towering greater daemons of the warp's infernal hosts cannot outfight a Knight Rampager at the height of its bloodlust. These Knight suits seem to move with an organic fluidity and speed that should be impossible given their mechanical frames. Certainly, doing so takes a vicious toll upon the suits' overstressed joints, hydraulics and servomotors. Yet any warrior who has watched aghast as a Knight Rampager wrestled a Norn Emissary before crushing the beast's elongated skull or tore a Riptide Battlesuit limb from sparking limb will attest to their horrifying martial skill.

RUINOUS PATRONS

Thanks to the bestial nature of their machine spirits and the oceans of sacrificial blood and ichor that drench their hulls, Knights Rampager are often favoured by the Ruinous Powers. Many are augmented with dark blessings or boast monstrous mutations. Helm plates deform into hellish visages with gnashing maws of foot-long fangs and eyes that glow with balefire. Metal talons sprout wicked bone tips or crackle with flames of pure spite and malice. Some Knights Rampager grow whipping metallic tails tipped with vicious blades, thickets of metal and bone spikes that burst through their hulls to impale foes or dense layers of scaly hide that can absorb the fury of artillery fire with ease.

Their berserk ferocity being what it is, more Knights Rampager receive the blessings of Khorne than of any of the other Dark Gods. Indeed, Dreadblades piloting this pattern of Knight suit have fought alongside the warbands of the murderous World Eaters on many occasions, and have reaped the Blood God's boons. However, Knights Rampager and their pilots have also sworn fealty to the other Gods of Chaos: rust-caked abominations wielding immense scythes and spreading Nurgle's plagues with every dolorous blow; fire-taloned Rampagers that flicker in and out of the temporal flow and appear suddenly in the foes' midst to claim souls for Tzeentch; needle-limbed abominations of mirrored armour and overflowing flesh that offer feasts of lives to Slaanesh; all these horrors and more have wrought havoc upon the battlefields of the 41st Millennium.

KNIGHTS DESECRATOR

Piloted by the most despotic and megalomaniacal Fallen Nobles, Knights Desecrator are often the steeds of high-ranking barons, tyrants and priest-queens of the dread houses. As arrogant and haughty as their pilots, the machine spirits of these Chaos Knights despise their enemies and seek any opportunity to assert superiority over them.

The signature of the Knight Desecrator is the methodical and absolute annihilation of the foe. Disgusted by what they see as the low-born and unworthy nature of their prey, the pilots of these Knight suits seek to topple their every fortress and shrine, destroy their war engines to the last vehicle and massacre their soldiery until nothing remains but fields of blackened corpses. In this, the Knights Desecrator are nothing if not hideously thorough.

The primary ranged weapon of this pattern of Abhorrent-class Knight is a potent laser destructor. Firing beams of hellishly powerful laser energy with lethal precision, this is a weapon best suited to duelling with the heaviest enemy war engines. Blazing its way through hull plating and overloading delicate systems with colossal energy bursts, the laser destructor fells enemy Knight suits, blows super-heavy tanks sky high and reduces enormous beasts to smouldering corpses with a few well-placed shots.

In keeping with its compulsion to eradicate every last foe, the Knight Desecrator twins its devastating ranged armament with potent close-quarters weaponry. If armed with a reaper chainsword, the Desecrator is well able to carve through tanks and fortifications and shred entire squads of enemy soldiery into crimson mist with its weapon's churning chain-teeth. Should the pilot elect instead to wield a warpstrike claw in battle, they can crush and pummel their prey with piston-driven force, or even lift armoured vehicles into the air and hurl them crashing and bouncing through the enemy ranks.

CRUEL TASKMASTERS

While the destructive potential of their Knight suits is immense, the high-ranking Fallen Nobles that pilot Knights Desecrator wield entire lances of warriors as their weapons. Thus, it is in their capacity as battlefield commanders and despotic warlords they cause the greatest devastation. At the word of these cruel Nobles, malevolent hosts of armoured giants storm into battle and wreak bloody havoc. Orbiting warships bring down thunderous barrages or unleash wings of combat aircraft to support the Chaos Knights at war, while indentured serf warriors, worshipful mutants and cabals of Idolators leap to obey the Fallen Nobles' orders. A single Knight Desecrator can form the linchpin of an entire planetary invasion, serving as an armoured war mantle and mobile command vehicle.

To facilitate such operations, many Knights Desecrator boast enhanced command and control suites. They may be fitted with fortified vox-arrays that trumpet with basso-clarion cacophonies or be saturated with symbiotic warp entities whose whispering tendrils extend through the beyond and carry the Noble pilot's commands to the minds of their underlings. Many Knights Desecrator are upgraded by fawning Idolators, given supernaturally enhanced sensors, oracular weapons spirits and sorcerous auto-warded ion shields. Their vox-emitters may be ensorcelled to allow the Noble pilot to issue booming commands across the battlefield in the voice of a veritable god of war, while their auspicators may be infused with watchful warp gheists that can see through the most elaborate stealth shielding or optic camouflage.

All these enhancements ensure that – as they pilot their monstrous steeds into battle – the Noble masters of the Knights Desecrator maintain a grip of unyielding iron upon the shape of the battle. Their command of subordinate War Dogs in particular is nothing short of tyrannical. More than one thrall-pilot has had their mind entirely burned out after their Helm Mechanicum was linked to the Throne of a Knight Desecrator, reduced to a blank-eyed puppet driven only by the will of their master.

Over time, something about the Knight Desecrator renders its Noble pilots especially aggressive towards their enemies' places of worship. The ghosts of their Thrones Mechanicum come to clamour for the breaking of their foes' faith above all else. So it is that Knights Desecrator are often seen at the heart of devastating assaults against fortified Imperial cathedrums and infernal fanes. As the Nobles under their command storm forward to topple statues and trample shrines, the Knights Desecrator stalk relentlessly into battle, imperiously surveying the devastation they have unleashed even as they add to it with blast, blade and ironclad fist.



WAR DOGS

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A SHADE ON SANGUA TERRA
Whilst other Chaos Knights hold to oaths alongside Abaddon's armies upon Sangua Terra, the Dreadblade known as Pact Howler prowls one war zone after another. Swathed in a dark nimbus, the Brigand has slain Imperial defenders fighting all manner of heretics and traitors. After each massacre, the Chaos Knight vanishes like smoke, abandoning any temporary allies Some say the Shade Queen who pilots it is amassing a kill tally of ritual significance. Others say she is on the trail of a single elusive quarry.

Though they are the smallest of the Chaos Knights, Armiger-class War Dogs are still twenty-foot-tall armoured war engines that bristle with heavy weaponry and can lope at speed across the roughest terrain. A single such Knight suit is a powerful asset. When they roam the battlefield in packs, War Dogs bring swift and murderous might to bear.

Less complex than the larger Knights, and with doggedly loyal machine spirits, Armiger-class Knight suits have proven receptive to the alterations of the Dark Mechanicum. Freed from the shackles of conscience and tradition, dark magi have made the most of this fact over the millennia. Many different patterns of War Dog have been created and unleashed into battle. Some – freakish fusions of daemonic might and fleshmetal corruption – have proven too unstable and degenerate, or else been destroyed to the last by horrified foes. Others, such as the massively up-gunned War Dog Dekapitator or the stealth-capable War Dog Ironwraith, are so resource-intensive to create that they are rarely seen.

Several patterns have become ubiquitous amongst the dread households, however. The War Dog Executioner, for instance, is as popular as it is strategically versatile. This pattern mounts a pair of long-barrelled autocannons. Capable of maintaining a punishing rate of heavy and accurate firepower even while on the move, War Dog Executioners are employed in a harassing role by many households. Their relentless salvoes can mow down enemy infantry, wreck lighter-armoured fighting vehicles and even swat aircraft from the sky. With their pilots competing to impress their masters by achieving the highest kill tallies, packs of these War Dogs prove an excellent fire-support asset.



The War Dog Stalker and War Dog Brigand both excel in mid-to-close-range firefights. Of the two, the Brigand is a weapon of pure firepower, toting chaincannons, hefty thermal spears and havoc multi-launchers. Their pilots are renowned for swearing oaths to pick off the most challenging targets and harrying them to the exclusion of all else. Of course, such whims may be overwhelmed – albeit at the cost of simmering resentment or worse – by commands from a Fallen Noble's linked Throne Mechanicum.

War Dog Stalkers, by comparison, are themselves unusually strong-willed, and it takes a pilot of focus and determination to master their machine spirits. Those who succeed gain a powerful steed. Capable at range and up close, Stalkers tend to be the favoured hounds of greater Nobles or the pack alphas within formations of War Dogs.

Then there are the truly predatory patterns of War Dog, those whose machine spirits are especially animalistic and whose pilots are known for their wildness and cruelty. The War Dog Huntsman is such a Knight suit. With powerful auspicators and engine-spoor sniffers, these machines are often found on the trail of powerful war machines. They hunt such quarry in packs, their pilots coordinating on a near-instinctual level and employing ambush tactics and close-ranged, armour-piercing punches to bring their victims down. The Karnivore is another especially bestial pattern of Armiger that sacrifices subtlety and cunning for unalloyed savagery. Armed with chaintalons and slaughterclaws, and bedecked with macabre trophies of past kills, these War Dogs chase down whatever prey they can find before tearing them apart in explosions of violence.

Piloting a War Dog is seen – amongst most dread households – as a dishonourable position reserved for disgraced Nobles, bastard by-blows, or favoured retainers and low-born champions. Worse, the tyranny of the Helm Mechanicum presents a real danger to any willing to wear it. Where, amongst loyalist Knight houses, the Code Chivalric and bonds of loyalty prevent most Nobles from abusing their control of Armiger pilots, those of the dread households know no such restraint. War Dogs are driven into battle to absorb enemy fire. They are thrust unwillingly into the jaws of ambushes, sent loping across potential minefields or even forced to fight for the cruel amusement of their masters.

For all this, there is no shortage of War Dog pilots. Some have little choice, being compelled by grim oaths or vat-grown and implanted with pain augmetics that steal their choice in the matter. Others do not understand what they are getting into, having risen through techno-barbaric societies and warred for what they believe is a gift of the Dark Gods. Then there are the desperate and the damned, those who have lost all other recourse to power or who truly believe they can escape the bonds of fate. The Path to Glory has ever felt the tread of such individuals. It has led most to hideous ends.

THE UNLEASHED

Occasionally, a pack of War Dogs will succeed in breaking their mental bonds of servitude. Whether through dark pacts, technological sabotage or sorcerous cunning, their pilots succeed in not only severing their Helms Mechanicum from any control tethers but also in warding them against attempts at re-binding. Such liberated War Dogs are known as Unleashed.

Sometimes, a lone War Dog pilot will grasp this chance at freedom. Lacking the status to command cabals of Idolators or other useful servants, however, such rebels make poor Dreadblades and rarely survive for long alone. For War Dogs, there is strength in numbers. Thus, it is more common for Unleashed to rebel en masse, overthrowing those Fallen Nobles who tyrannise them, then laying claim to the resources they need to roam the galaxy as devastating mercenaries or warriors of the Dark Gods.

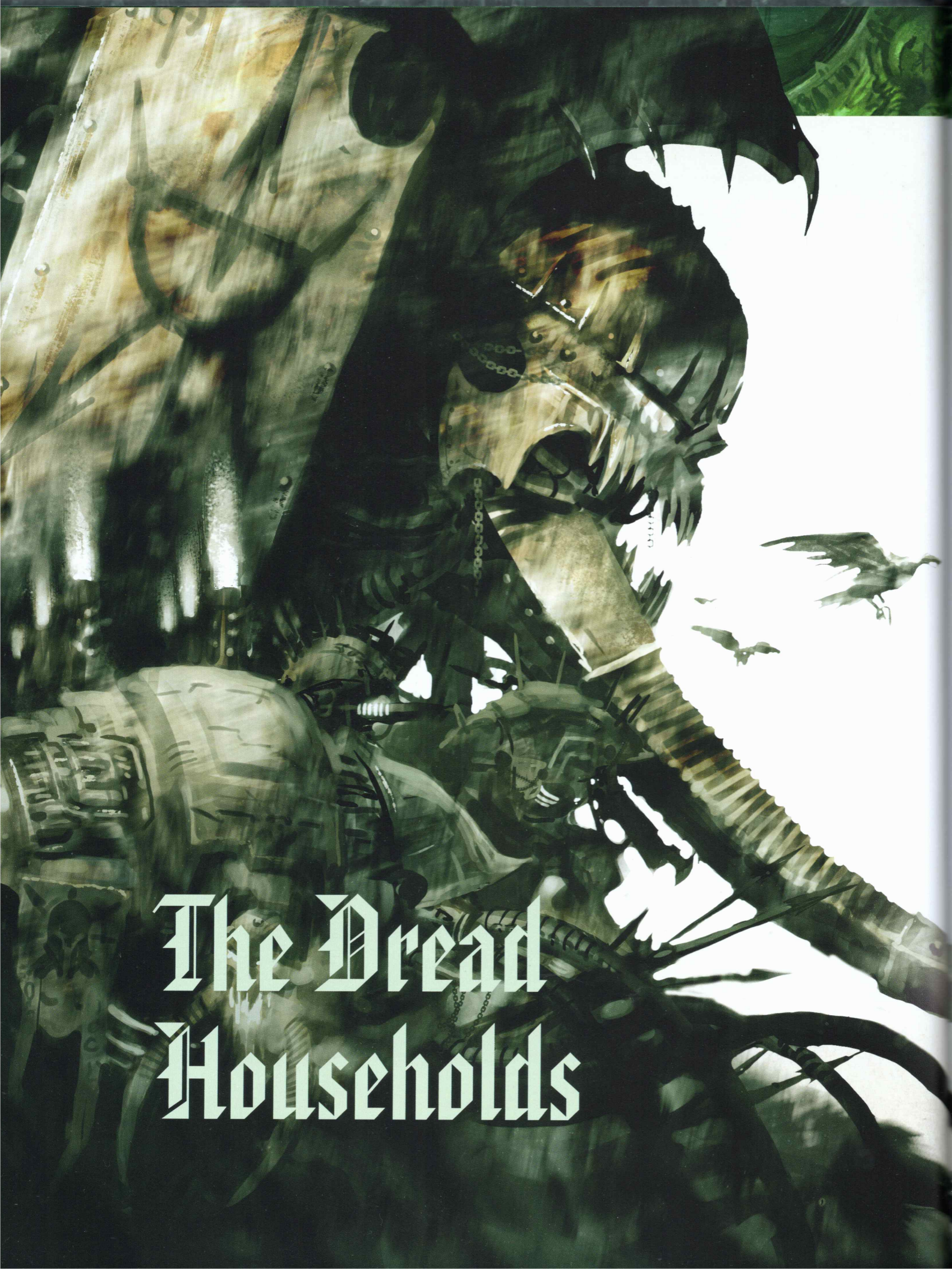
Over time, packs of Unleashed War Dogs become increasingly feral. Their pilots bond ever more closely with the bestial machine spirits of their Knight suits. They come to adopt simple predatory hierarchies, with the strongest and most cunning pilots claiming the role of alpha. A sort of gestalt pack mind connects each pilot and their Helm Mechanicum, taking the form of instinctive intuition that guides the pilots to move and hunt as one. This almost supernatural commonality of purpose makes packs of Unleashed extremely dangerous in battle and allows them to outflank and tear down their prey with fearsome ease.

It is an irony known only to a handful of dark magi that the source of Unleashed pack telepathy is the hardware within their Helms Mechanicum. Though warded against command from Thrones Mechanicum and the Nobles upon them, they are still implements of tyranny. Thus, the Helms slowly attune to the strongest psyche amongst their wearers and compel the Unleashed to obey the will of this alpha on an unthinking level. Such is the tragedy of Chaos worship, that those who seek power find only new forms of enslavement.



HOUSE ASMODROKH

Unusual amongst the Iconoclast houses, Asmodrokh's Fallen Nobles almost all pilot Armiger-class War Dogs. The few larger Knight suits left amongst their ranks are utterly subservient to the Helms Mechanicum of the War Dogs – a direct reversal of the usual state of affairs – whilst the drooling and obedient creatures that sit on their rusting Thrones Mechanicum are scornfully referred to as curs. This strange state of affairs is the result of an uprising staged by the house's bondserf soldiery in early M38. Led by their then-commander-at-arms, Rydemaster Sionex Auvak, the house's abused soldiery turned on their indolent masters. What trick of dark sorcery reversed the neural flow between Helms and Thrones remains a closely guarded secret. What is clear is that this ploy caught House Asmodrokh's Nobles utterly by surprise and saw swathes of them co-opted into Auvak's uprising as unwilling shock troops. The former rulers of the house were slain or brought to heel within a short space of time. The bondserfs claimed mastery. Since that day, they and their descendants have piloted the light, swift steeds that brought them victory. Larger classes of enemy Knight are seized and the wills of their pilots broken, to serve as expendable assets in the Rydemasters' plans of conquest.



The Dread Households

ARCHAIC CODES

Across the war-torn length of the galaxy, there are many dread households. Each is unique. Even though there exist trends that allow Iconoclast or Infernal houses to be classified as such, each of these houses possesses its own culture and traditions, its own – often byzantine – hierarchies and heraldic schemes.

As with their loyalist counterparts, ingrained notions of tradition and birthright remain within the dread households. The martial pride of the Chaos Knights is – for the most part – undimmed. In some cases, it has grown into towering arrogance. To most Fallen Nobles, their heraldic iconography is a measure of who they are and what they have achieved.

Chaos Knights brazenly proclaim their martial might, and the dread household to which they belong, through their heraldry. These things are shouted far and wide across the battlefield from every pennant and escutcheon upon their Knight suit, from their painstakingly decorated armour panels and even by auto-heraldic repeating signifiers that blare through energistic spectra in a blend of binharic and malevolent scrapcode. It is important to Fallen Nobles that their enemies recognise the identity of their slayer. After all, it helps the foe show the proper fear and deference before they meet their end.

It is the duty of the Idolators to maintain each Chaos Knight's heraldry. Most undertake this task with solemnity and care, knowing that to do a poor job upon a Fallen Noble's honour markings may be enough to get them flayed alive. Some Idolators attach great ritual or religious significance to the proper application of heraldry, as though each image is an offering to the Dark Gods.

There are those Idolators who know how to make such superstitious notions a reality. Some Knights enter battle arrayed in protective wards or charms to drive enemies mad. Others, having slighted their Idolators in some unforgivable fashion, have unknowingly marched out with dire curses worked painstakingly into their heraldry. Such Chaos Knights rarely survive to discover the treachery. Hideous misfortune, daemonic possession or the swift-spreading corruption of their steed brings them to an ignominious end.

Provided they have not displeased their Idolators, the panoply of each Chaos Knight will typically be as elaborate as it is significant. Its most obvious element is, of course, the colours of the dread household themselves. The vast majority of dread households have heraldic schemes employing a handful of colours that combine to impressive effect: the blue, crimson and gold of House Lucaris, the green, gold, sable and bone-white of House Herpetrax, or the blood red and brass of House Khomentis to name but a few.

How these colours are applied to each Knight suit varies. Its patternation is a key element of each Fallen Noble's heraldry and can be recognised instantly by other Nobles of their household. Each suit that belongs to a dread household must display its house's emblem and crest, typically on its right shoulder plate and upon the cockpit hatch set into the Knight suit's hunched back.

Beyond this, every Chaos Knight's heraldry is unique. Kill markings, gory trophies and ritualistic devices combine to forge the Knight's identity. The tilting shield typically displays the personal arms of its pilot, a device that may be repeated elsewhere on shoulder plates or pennants.

Some Chaos Knight suits retain elements of their loyalist heraldry, painstakingly maintained yet spitefully defaced. Others incorporate elements of Dark Mechanicum iconography – most common on Infernal Chaos Knights – or modified sigils of the Traitor Legions. Such markings signify a binding oath of loyalty or some mutual compact of respect and dark honour. It was said that Sor Devask Klaine of House Umbra accrued the honour glyphs of no less than the Word Bearers, the Black Legion, the Iron Warriors and the Red Corsairs before his death during the War of Bleak Tidings.

Positions of rank and honour may also be signified by unique markings upon a Chaos Knight's hull. These are particular to each dread household, for each has their own system of societal organisation. Iconoclast House Skyllathor, for example, dwell upon a Knight world orbited by three heavily fortified moons. Each of these is ruled by a favoured lieutenant of the house's High Witchlord. Thus, the hull of each so-called Void Castellan's Knight suit bears the tri-moon sigil denoting this honour.

Infernal House Ostrogeth reorganise their ruling hierarchy once in each of their planet's cycles. This is done at the annual Feast of the Arkifane's Bounty, during which each Clan-Baron seeks to impress their Dark Mechanicum masters with feats of piloting and martial prowess. They must defeat cybernetically augmented monsters and unchained Daemon Engines in miles-wide fighting pits. Those who claim the greatest glories are each accorded one of the five seats in their house's court and have the mark of a five-toothed cog around a burning eye inscribed upon their Knight suit to mark this honour.

HOUSE KHOMENTIS

THE HONOURLESS ARE OUR PREY

Monstrous beasts on the hunt, the Knights of House Khomentis stalk and encircle their victims before running them mercilessly to ground. Fusing the domineering wills of their Fallen Nobles with the barely contained might of possessor daemons, this house unleashes truly mighty champions of Chaos upon the battlefields of the 41st Millennium.

House Khomentis' desert planet of Matarakh was once rich with predatory megafauna. An aspirant Noble would hunt such a beast alone and with nothing but their wits to rely upon, only returning to their keep after they had mastered the creature and broken its will to their own. House tradition held that the manner of predatory beast tamed would then dictate which Knight suits the Noble was permitted to pilot.

After the Adeptus Mechanicus claimed Matarakh they swiftly annihilated its biosphere with heavy industry. The once numerous beasts of plains and mountains left only their heraldic images to remind the planet's denizens of the vital role they had once played in its culture. The Nobles of House Khomentis lamented the loss of their beasts and their traditions. Ironically, it was the coming of a violent warp storm and the subsequent fall of Matarakh's denizens to Chaos that restored the lost pre-Imperial custom, albeit in a grotesque new form.

DAEMONIC TOTEMS

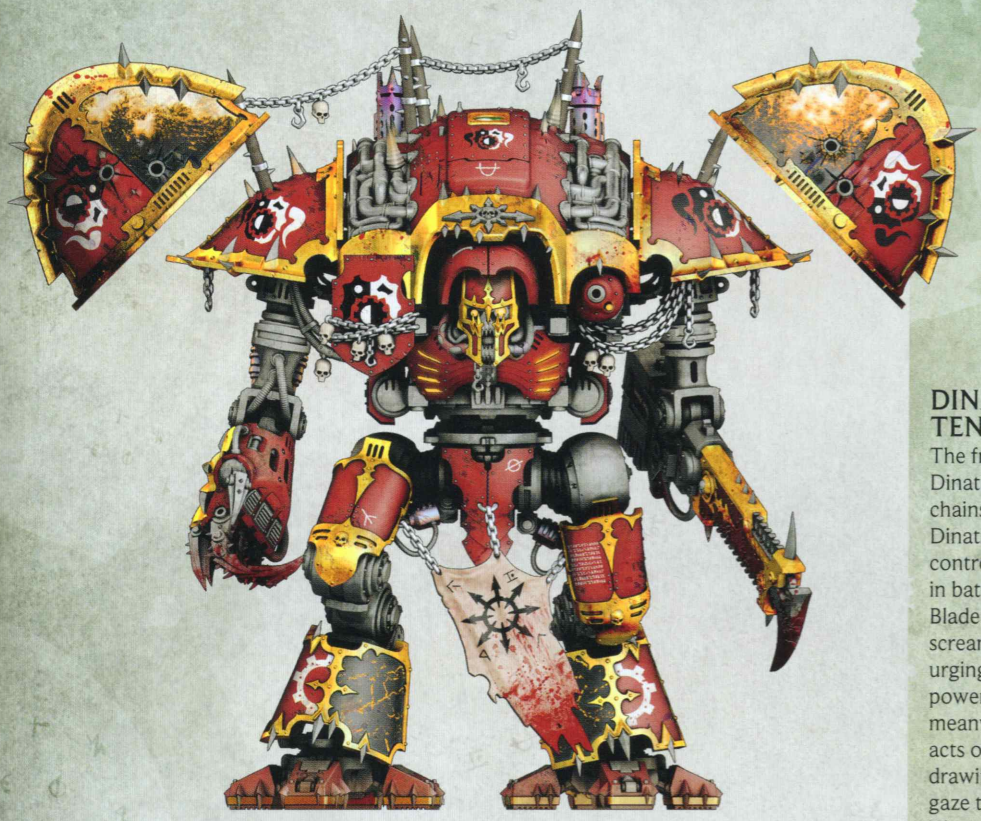
Matarakh's landscape has been so altered by the touch of the warp that it rests forever upon the cusp of the empyrean. In the worst affected places, thin spots in reality allow daemonic entities to slip through the veil and prowl the cursed wilds in search of luckless mortal souls. Now, in place of predatory animals, the Fallen Nobles seek out these daemons as a rite of passage. They allow themselves to become possessed so that the warp entities can intermingle with their Thrones Mechanicum and the machine spirits of their Knight suits.

Over long years, the possessor daemons eat away at their hosts, twisting their flesh, mutilating their minds and devouring their souls. The fate of many such pilots is to be torn from their Thrones Mechanicum as their body collapses into a fleeting warp fissure. This horrific end is seen as a form of divine apotheosis, but one that is staved off for as long as possible while the pilot and the Knight suit employ the power granted by the daemonic bonding. That might is certainly considerable: Knight suits that burn with mutating witchfires; steeds whose mechanical senses can perceive the living souls of their prey or sense an enemy's intent to attack even before a shot is fired; weapon systems imbued with accursed energies or transmogrified into even more deadly evolutions of their original form wrought in writhing warp-flesh. Pilots too often become swifter of thought and action, supernaturally resilient or skilled, or even develop psychic abilities, at least until the daemon within their Throne consumes them body and soul.



For all the horror this strange symbiosis brings, the Nobles of House Khomentis take twisted pride in their ability to master the daemons and endure their touch, so much so that they celebrate it in their heraldry. Their house's sigil is a daemonic visage, divided in two to reflect the fusion of mortal and daemon, with a similarly two-tone cog of the Dark Mechanicum held in its maw. Moreover, some Fallen Nobles proclaim the nature of their daemonic patron by having their Idolators paint nightmarish images onto their Knight suits' armour plates. These may be corporeal representations of the infernal entity saturating the Noble's body, Throne and Knight suit. They may be words and names of power that the daemon has whispered into the pilot's mind. They may even be ghastly scenes of warp prophecy, awful visions of delirium and horror that whirl before the pilot's waking eyes, and which spread terror and revulsion amongst any foes who witness them.

Thus, the lances of House Khomentis have a particularly barbarous and monstrous aspect as they ride out on the hunt, supernatural mutation and heretical iconography combining to hideous effect. This is only reinforced by the house's predatory tactics, their Knights encircling the enemy before running them to ground and tearing them apart.



DINATIS AND TENACIOUS BLADE

The frenetic daemonic entities infesting Dinatis cause Tenacious Blade's reaper chainsword to whir ceaselessly. Sir Dinatis himself seethes with a barely controlled murderlust he can only slake in battle. The gheists within Tenacious Blade's Throne Mechanicum shout and scream into Dinatis' mind during battle, urging him to seek prey worthy of his power. The swarming warp entities, meanwhile, cry out for ever greater acts of bloodshed, with some even drawing the Fallen Noble's predatory gaze to the hulking silhouettes of his Khomentis peers.



KYOPTIS AND PREY SEEKER

The ravenous Knight Desecrator known as Prey Seeker hunts constantly. So strong is its violent appetite that it has been known to consume its own pilot when no other quarry can be found, absorbing the flesh of the enthroned Noble to slake its thirst for death. The gheists of those pilots remain in the Throne Mechanicum, eternally locked in the instant of their gruesome demises. Prey Seeker's most recent pilot, Lady Kyoptis, has employed all her predatory cunning to provide the Desecrator with an unending supply of victims, thereby ensuring that she is not devoured.

HOUSE LUCARIS

STRIKE FIRST, STRIKE OFTEN

Of all Iconoclast houses, none are bolder or more tenacious than House Lucaris. They have waged numerous barbaric campaigns against the Imperium and butchered those who fight in the Emperor's name in all corners of the galaxy. Over the course of ten thousand years, they have reaped a toll of carnage too high to be recorded.

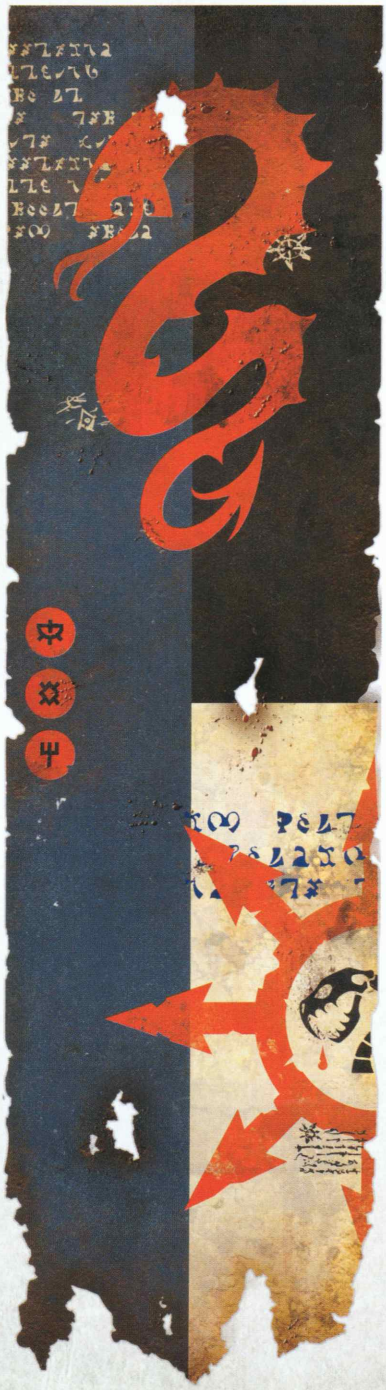
The Chaos Knights of House Lucaris wage their wars by launching simultaneous strikes against multiple fronts, overwhelming even dug-in enemies with their speed and ferocity. In their wake, they leave maimed survivors to spread the fearsome tale of their coming as the Knights themselves drive the attack onward. They have been called the House of Serpents, the Fanged Knights, the Venomous and many other epithets redolent with terror in reference to this many-headed approach to warfare.

During the Great Crusade, the Luna Wolves Space Marine Legion arrived at the tempest-wreathed world of Morda Prime. There, they found House Lucaris. The Nobles of the Knightly household immediately swore allegiance to the Primarch Horus, for – in that singular being – they saw manifested their own tenets of virtue through strength and righteousness through dominance.

They answered Horus' calls to battle without question. Even when the Primarch, now Warmaster, turned to Chaos, the Knights of Morda Prime held to their oaths. When the Warmaster died at the culmination of his ruinous civil war, House Lucaris swore an oath of undying enmity against the Emperor and the Imperium.

They did not, however, pledge allegiance to the Black Legion that formed out of the remains of the Luna Wolves. Their oath was to the Warmaster of Chaos alone. In the millennia since being drawn into damnation, House Lucaris have thus waged apocalyptic wars against loyalists and traitors alike, always in their own interests.

House Lucaris comprises many factions led by the complex web of its noble lines, each of which strains to grow stronger through power plays and schemes of supremacy. Intrigues between the house's vying Nobles foster support for the many cadet branches. Their hereditary members, in turn, operate in cult-like



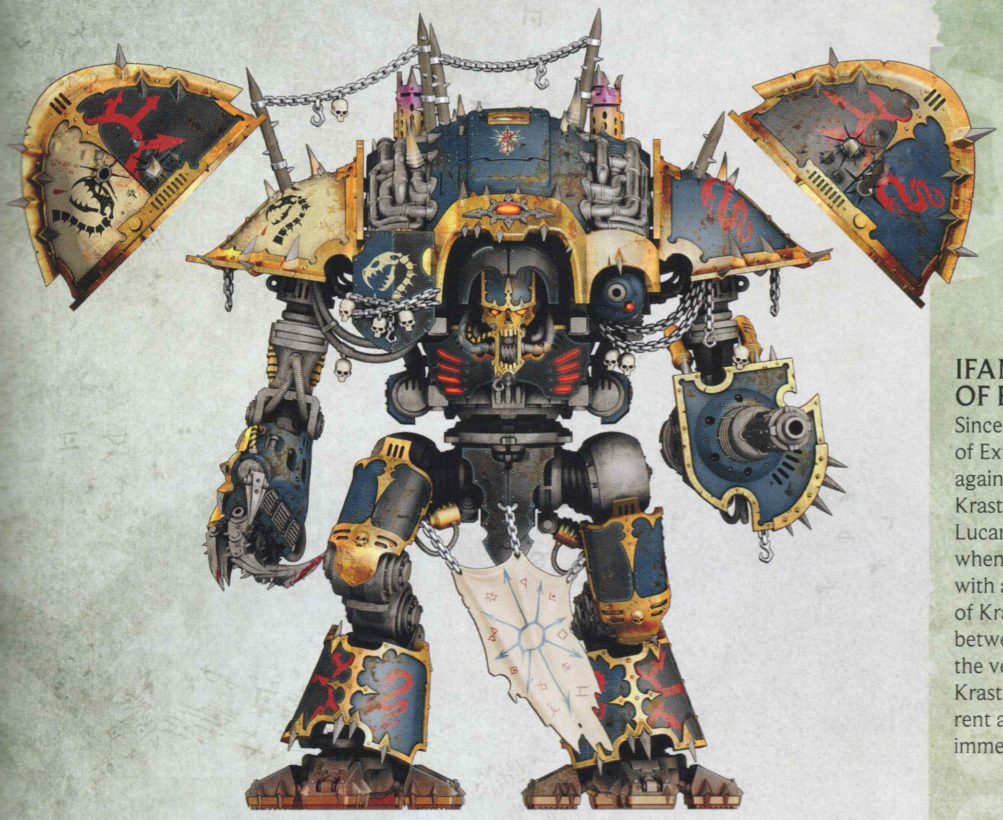
secrecy until they are powerful enough to endure in the light. Ostensibly, all the Fallen Nobles follow a code of unilateral rule for House Lucaris while, in private, each pursues their own ambitions.

While competing rivalries simmer beneath the surface, punishment is swift and violent for Nobles of House Lucaris found to have openly committed betrayal. All but the most insane of the house's Fallen Nobles recognise that there is strength in unity. In fragmentation, meanwhile, lies the disastrous fate that long ago shattered so many of the Traitor Legions and for which the Nobles of House Lucaris still scorn the Chaos Space Marines.

For all this, in recent centuries, the Nobles of House Lucaris have deigned to march alongside the armies of the Black Legion once more. There are those amongst Abaddon's Chosen who believe that – though the Fallen Nobles of Lucaris have not said so openly – this indicates they have accepted the Despoiler as the true Warmaster of Chaos. If this is true, then it will bind the Iconoclast house to Abaddon's will through their ancient oath to obey he who bore the mantle of Warmaster.

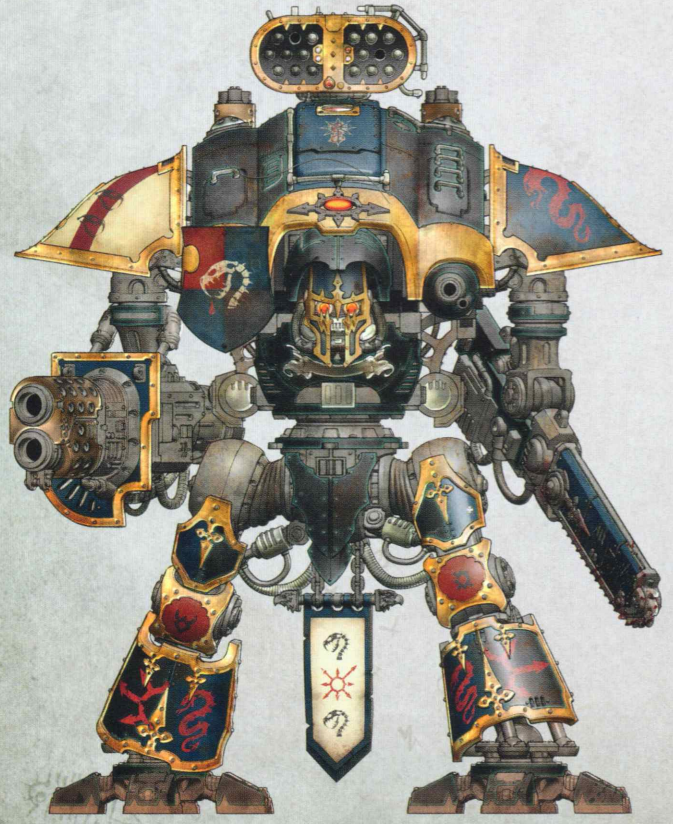
However, the fact that some elements of House Lucaris still scorn the Black Legion suggests that this stance is far from unanimous throughout their divided house. Even as some of their lances march out to fight in War Zone Nachmund, others continue to pursue their own agendas of enrichment and tyranny.

The truth is that – upon the world of Rhortis – some Nobles of House Lucaris renewed their pacts with Abaddon. Those individuals' stars now rise as they achieve great things with the martial support of the Black Legion and the tacit approval of the Warmaster. Yet this sudden power imbalance within House Lucaris may trigger a civil war for the soul of the house itself.



IFANOR AND BRINGER OF EXTINCTION

Since bonding with Duke Ifanor, Bringer of Extinction has waged a merciless war against the loyalist Knights of House Krast. Duke Ifanor – the scion of House Lucaris' ruling line – was almost killed when his previous Knight was pierced with a thundercoil harpoon fired by one of Krast's Nobles, frying the connection between Ifanor and his iron steed. Now, the vengeful lord will not rest until all of Krast's Knights lie torn open before him, rent apart by Bringer of Extinction's immense weapons.



ELSYR AND THUNDERHEAD

The impetuous Lady Elsyr and her Knight Despoiler, Thunderhead, are often the first of their lance to engage the enemy. Lady Elsyr's urgency as she seeks the first kill of any engagement regularly sees her march alongside her enslaved packs of War Dogs, holding them back until she has made her kill before allowing them to sate their thirsts. The machine spirit of Thunderhead itself prefers to unleash the thermal roar of its daemonbreath cannon at point-blank range, turning its foes into cinder and slag.

HOUSE HERPETRAX

WE BOW TO NONE

House Herpetrax is an oddity amongst Knight houses in that its Nobles never swore allegiance to the Emperor or the Adeptus Mechanicus. Their Nobles – who title themselves doms and dams in the old style of their world – serve no master beyond their rulers and prey upon any world within reach and any void fleet that strays too near to their home world.

Iconoclast House Herpetrax's home world, Jedathra, was not discovered by the explorator fleets during the Great Crusade. The first record of Imperial contact dates to late M36 – when the Rogue Trader Cheriss Draik was exploring a vast tract of space that had previously been isolated by warp vortices. Following Draik's footsteps, envoys from Terra met unequivocal and violent opposition from the Knights of House Herpetrax. The world's Nobles scoffed at the prospect of aligning themselves to the Imperium. Messengers sent to Jedathra were executed and flayed, and it was upon their raw skins that the Nobles penned their scathing refusals.

From these grim missives, the Imperial agents were able to glean a portion of House Herpetrax's history. The Jedathrans wrote that during the horrors of Old Night and the long millennia before, they had been approached many times by individuals claiming to be the Master, Ruler, Living God or Almighty Emperor of Mankind. None of these previous – living and vital – claimants had shown the mettle to join the royal lines of Jedathra. Now, House Herpetrax found themselves even less inclined to kneel before a withered corpse that sat remote and ineffable upon a distant throne. They decried all claims of the Emperor's sovereignty. In no uncertain terms, they made clear that they would exterminate any who did not bow at the adamantine feet of their steeds.

House Herpetrax was immediately declared Hereticus Diabolus Extremis and a world-spanning siege commenced against Jedathra. Orbital bombardments were targeted against the Iconoclast house's keeps and castles, followed by ground-based assaults by Astra Militarum armoured infantry regiments and supporting artillery. House Herpetrax proved utterly dauntless. They resisted every Imperial onslaught, striking back with arrogant daring, merciless cruelty and the advantage of local knowledge.



As the war ground on, strange mutations spread through the invading armies. Meanwhile, newly formed warp vortices closed in around the world, tearing at the Imperial fleet as it hung in orbit. The final communiqué received by the wider Imperium from Jedathra was sent by Cherris Draik, as she attempted to escape the unnatural storms swathing the war zone. The message contained broken hints of what the Rogue Trader had found lodged at the heart of Jedathran society: profane heretic shrines, dark worship of the Ruinous Powers, and the irredeemable stain of Chaos.

Since that time, no Imperial war host – nor those of any other galactic power – have been able to reach Jedathra to stage another invasion. Warp storms have isolated the world and rendered its surrounding system nightmarishly dangerous to voidcraft. Yet this blockade appears only to work one way. The Knights of House Herpetrax launch savage raids throughout the entire sub-sector and beyond with impunity. Their twisted warships burst from swirling empyric anomalies, great armafoil banners unfurling to trail behind the battlemented voidcraft as they descend upon their target world.

The Knights of House Herpetrax attack with a singular focus and fight with the same reckless panache they displayed during the ill-fated Imperial invasion. These are Fallen Nobles who believe themselves unequivocally free. They revel in their unity of purpose, proclaiming themselves true masters of their destinies amidst a galaxy of the chained and blinded.

The truth behind their claims is more complex. House Herpetrax is its own master, certainly, but its Nobles are devout worshippers of the full pantheon of Dark Gods. They choose their own conquests but offer up their victories to the Ruinous Powers. Masterless House Herpetrax may be. Free, it most certainly is not.



DOM KOHOR AND OBSTINATE WILL

A master of siege warfare, Dom Kohor has piloted Obstinate Will through countless gruelling battles of attrition. The ageing Fallen Noble thinks little of striding into the centre of a hotly contested fire zone, planting his Knight's enormous feet and daring the enemy to shift him. Though resented by some among House Herpetrax's nobility for his apparent sullenness, Dom Kohor's disdainful stoicism has been the anchor of many of the house's most overwhelming victories.



DAM MARTA AND ETERNAL DREAD

Eternal Dread has long served as the harbinger of destruction for House Herpetrax. Piloted by Dam Marta, it has marched at the fore of numerous wars of conquest, and in single combat has bested at least a dozen Imperial Knights that tried to bar its advance. Dam Marta was the first aspirant in centuries to successfully bond with the Knight's Throne Mechanicum. The process took a full Jedathran month, during which time she subdued the gheists that had consumed the souls of so many before her. Yet this left her permanently fused to the Throne. With her skin melded to the surrounding metal, she can feel – and indeed, relish – the sensation of every blow that lands upon her Knight.

HOUSE KHYMERE

THROUGH FLAME LIES THE PATH TO VICTORY

For ten thousand years, the Knights of House Khymere fought ferociously for the glory of the Imperium. The cracked and burning surface of their world, Surtr's Wake, was dotted with monolithic statues of the Emperor, towards which the faithful serf classes of the planet prayed for hours every day. All this would change with the emergence of the Great Rift.

Since the advent of the Cicatrix Maledictum, the Knights of House Khymere have swept from amidst its nightmare warp storms to bring carnage and ruin to Imperial worlds. The crimson-hulled Knights of House Khymere are twisted and mutated from exposure to the corrupting energies of the warp. The resilience and fortitude of their Noble pilots and their mechanical steeds – qualities for which their house was once lauded – have become grotesquely exaggerated. Now, the Knights of Khymere march into blistering bombardments without faltering, grossly mauled Knight suits continuing to limp doggedly towards the foe even as they trail the sparking ruin of mangled limbs and weaponry behind them. Their pilots make no attempt to evade howling firestorms, acidic pollutant rivers or lethal rad-zones. Instead, they ride their steeds hard into the heart of peril and, despite enduring dreadful damage, press on regardless to crush their horrified enemies underfoot.

The Fallen Nobles of this house make virtues of both suffering and spite. They fuel their capacity to endure the former by stoking the endless fires of the latter. The Knights of House Khymere believe themselves to have been unforgivably wronged by the Imperium, and their wrath at those they see as base oath-breakers drives them to march ever onward in this way. They were always zealous in their loyalty to the God-Emperor of Mankind. Thus, they now loathe their former master's realm with the intensity only spurned fanatics can muster.

The truth of House Khymere's betrayal is rather stranger and more insidious than their Nobles – or their Imperial foes – realise. Prior to the Great Rift's emergence, Khymere was unfailingly loyal. Yet their Knights were amongst the first malevolent hosts to strike at the reeling Imperium Sanctus in the wake of the galaxy's sundering. It was with great anguish – and no small degree of bewilderment – that Imperial authorities declared their house Excommunicate Traitoris and marked Surtr's Wake for purgation.



However, when the Imperial retribution fleet launched its invasion, the Nobles of House Khymere showed no sign of the mutation and corruption witnessed during their attacks. Their Nobles were horrified at the accusations levelled against them. Citing their unbreakable oaths of loyalty to the Imperium, they refused to raise arms against their aggressors and instead marched their steeds aboard bulk landers and fled the confrontation. With grim foes closing in on all sides, House Khymere had only one choice. They plunged into the storms of the newly emergent Great Rift to escape persecution.

What horrors the Nobles of House Khymere endured within the roiling tides of the warp remain – to some degree – a mystery even to them. Few amongst their number can recall with clarity the passage of time during their self-imposed empyric exile. Most cite dreamlike pseudo-memories that sound even to the teller more like mythology or allegory than sincere recollection. The ghosts of their Thrones Mechanicum appear even less sure of what befell the Knights of Khymere during their purgatorial and transformative flight through the warp. Most now mutter in maddening riddles, communicate only through sudden blares of raw emotion, or recite endless and obsessive litanies of the wrongs committed against their house.

What is true in the minds of House Khymere's Nobles and Sacristans alike is that they were betrayed by the Imperium. They feel nothing but the righteousness of retribution as they strike from the warp storms of the Cicatrix Maledictum against the worlds of their hated foes. They attribute the shock and dismay of their foes to the guilt felt by those who know they have brought judgement upon themselves.



BRYNHILD AND BURNING SKY

Brynhild was on Surtr's Wake when the Space Marines attacked and, with her household, she fled into the Cicatrix Maledictum. There, Brynhild and her Knight, Burning Sky, fought an endless deluge of faceless entities wrought from madness. Her hatred grew with every kill. Within her mind, she heard the screams of her forebears trapped in her Throne, tortured as they were by the overload of empyric energy. Eventually, all that remained in both pilot and Knight was a desire for revenge. When they emerged from the warp, they set to sate their murderous obsession, no longer capable of recognising the way they had been made monstrous.



UTHREN AND SCORCHED FURY

Time and time again, Uthren and Scorched Fury have demonstrated their remarkable resilience. They frequently charge through toxic spore clouds or fields of acidic geysers to attack from the angle their enemies least expect. Few war zones are too deadly to impede the War Dog's hunts, including rad-saturated slag fields, trembling gantries surrounding starship engines and miserable swamps heavy with toxic miasmas. Many prey – suicidal in their desperation to flee – have plunged into such dangerous zones, only for Scorched Fury to end their lives with searing melta blasts and swipes from its titanic weapons.

HOUSE KORVAX

EXTINGUISH THE LIGHT OF HOPE

From their mist-wreathed keeps on the penumbral planet of Korvosi, the Knights of House Korvax spread the dark corruption of Chaos. Misery and fear are their heralds. Their dread engines loom out of the cloying shadow surrounding them like monolithic spectres. Blasting nightmare dirges from their vox-emitters, they descend upon their terrified foes.

Infernal House Korvax began as noble and proud scions of the Imperium. They were snatched away and warped beyond recognition along with their home world by the shadowy power of the Daemon Prince Be'lakor. Now, they are ghoulish monsters, twisted and suffused by the power of the warp, utterly in thrall to the whims of their infernal master. The first sign of their onset is a gathering of supernatural shadow that plunges their target world into an unnatural and perpetual night. The stars vanish from the heavens, blotted out by a heavy umbral pall. Light sources flicker and perish one by one. Supernatural dread creeps into the hearts and minds of House Korvax's victims. Some enemies panic and begin their own destruction by engaging in wild acts of vandalism or fleeing mindlessly, anything to escape the pooling shadows and the appalling sense of malevolence closing in upon them, intent upon their end.

Then come the Chaos Knights themselves. They stride directly out of the shadows, showing no sign of having descended from orbit or travelled between worlds. The Knights of House Korvax simply manifest upon the battlefield and begin their merciless slaughter of the foe.

Sometimes, their lances of Knights fight alongside Chaos Space Marines of the Alpha Legion or Word Bearers Traitor Legions, themselves believed to be devotees of Be'lakor. Sometimes, daemonic entities tear through the veil between warp and realspace to battle in the shadows of the towering Knights. Most hideous of all, sometimes, the Dark Master Be'lakor stalks from the penumbral void to lead the Knights of House Korvax.

Whether they receive such monstrous support or not, the lances of House Korvax are terrifying and devastating in equal measure. Enemies already pitched into dismay by the supernatural manner of their arrival are caught unawares and butchered by towering, sable-armoured giants that stride through their midst. Weapons spitting death and fury, discordant dirges howling from every vox-emitter, the Knights rampage through their enemies with cruel delight. It is a sight as far from the staid nobility of the loyalist Knightly houses they were once a part of.



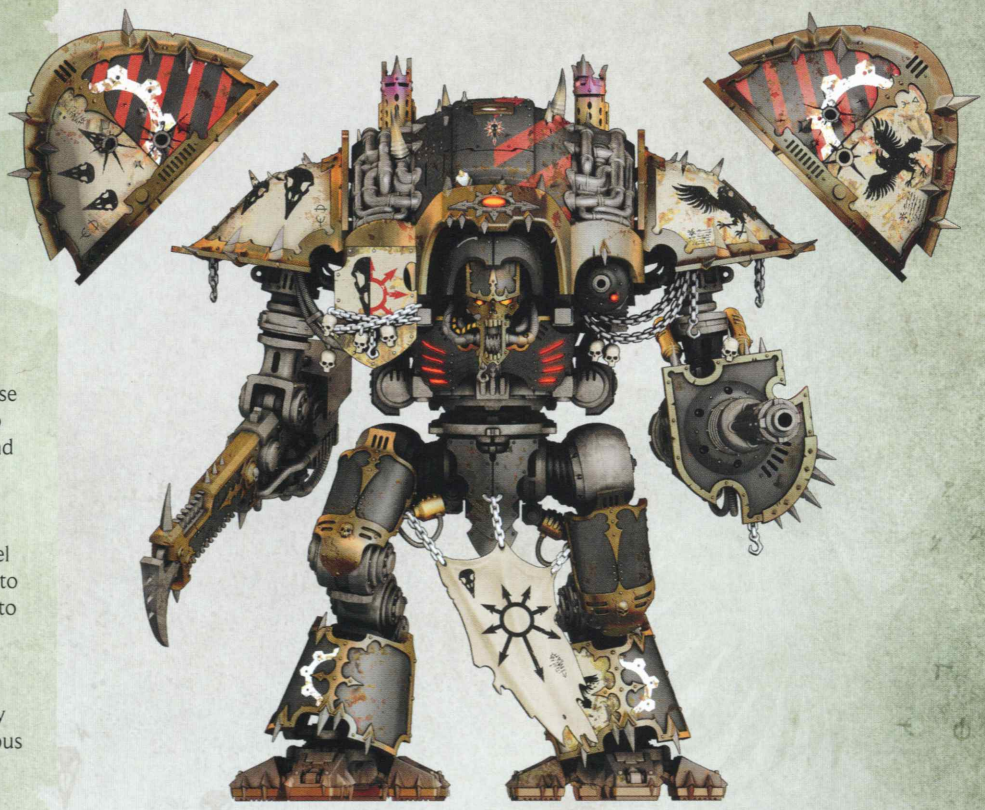
Yet once these Knight suits – and many of those who pilot them – were devoted servants of the Omnissiah. During the Charadon War, Be'lakor set his daemonic gaze on Kolossi, the home world of loyalist House Raven, and waged a campaign of misdirection and corruption. At its heretical culmination – and having been betrayed from within by Sacristans turned Idolators – those Nobles of House Raven not off-world either fell to the Ruinous Powers or were destroyed.

Be'lakor completed his malicious act by magicking away the entire planet of Kolossi through the warp. He had achieved the audacious goal of stealing his own dedicated Knight house. Now, he claimed their planet also and remoulded it to his dark designs. Korvosi – as the world is now known – is a place of mist and shadow whose unnatural darkness smothers even that of the void around it. Immense chains scar its bleak landscape, lashing in place those massive sections of the world's surface that tore loose during warp translocation and threatened to tumble away into the void of space. It is upon these freakish floating islands that the keeps of House Korvax now stand. Greatest amongst them is the fortress that used to be known as the Keep Inviolate. Now it is a fortified mountain of impossible scale that seethes with screaming souls and empyric energy, and atop which sits a twisted throne for the Dark Master himself.

Of course, many of House Raven's Knights escaped the doom of their world. To say they seek revenge for this insult would be an understatement.







ARVAEL AND VIOLATOR

The brooding Arvael was among those young aspirants of House Raven who were taken along with their planet and its last defenders. What nobility he possessed was stripped from him, his dignity warped into taciturn disdain for those he once served. Now, Arvael pilots Violator, both of them remade to Be'lakor's design and existing purely to enact the Daemon Prince's diabolical schemes. The Chaos Knight's dark heraldry matches the stained spirit at the engine's core, and pleas for mercy before it are answered solely by ruinous firepower and crushing force.



REKSAN JOR AND DARK TALON

A succession of Fallen Nobles have wrought bloody atrocities while commanding the Knight Rampager Dark Talon. Few were able to do much more than roughly steer the war engine from one brutal engagement to the next. All ended their days insane, while enraged spirits screamed at them from Dark Talon's throne. Dame Reksan Jor has been the first to tame the Knight's ferocious spirit. She was legitimised in a lightless ritual, her own heritage unknown. Dame Reksan Jor's iron-hard will and malicious cruelty have focused the Knight's mindless rampages into horrific atrocities that terrify and disgust her foes.

HOUSE VEXTRIX

DUTY IS ETERNAL

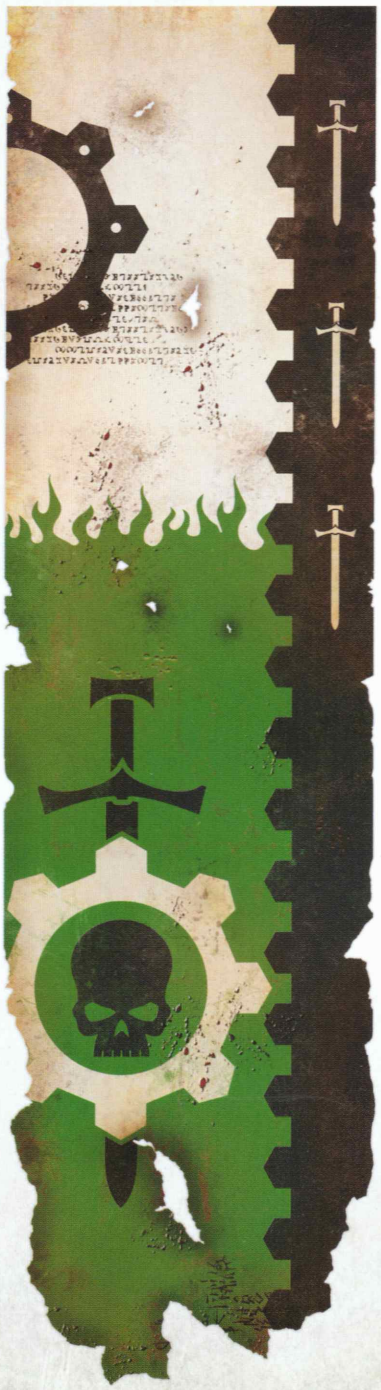
House Vextrix cling obsessively to their oaths of fealty – unto death – no matter how abhorrent the duty or repugnant the deeds required to meet them. The Nobles of this Infernal house see this not as shameful servitude but as the unwavering devotion of the loyal. They embrace the resultant dark gifts granted by their cruel patrons as just rewards righteously earned.

The Knights of House Vextrix are loyal servants of the Legio Mortis Traitor Titan Legion, known and feared as the Death's Heads. They proudly march to war in the shadow of Mortis' colossal war engines. Comparatively lighter and swifter than the immense god-machines, the lances of Vextrix Knights serve their masters as scouts, as flanking cavalry, or by launching assaults through terrain too dense and treacherous for Titans to traverse.

Vextrix's Knights charge into dug-in infantry formations that might otherwise evade the Titans' notice long enough to transmit vital messages or activate homing beacons for orbital strikes. They launch counterassaults against enemy tank formations attempting to ambush the advancing dread engines of Legio Mortis. They press ahead to secure bridges capable of bearing the Titans' immense weight or to claim storage shrines full of vital supplies, accepting punishing losses as they hold their ground waiting for the god-machines to move up in support. Each mission undertaken on the Death's Heads' behalf may involve multiple, high-risk engagements against armies of heavily armed and determined foes. And all the while, the wildfire of warring Titans rains down upon both sides to wreak indiscriminate slaughter.

Amongst the cataclysmic destruction of such a full-blown engine war, House Vextrix inevitably suffers heavy casualties. Yet its Fallen Nobles take pride in serving without complaint or hesitation. Moreover, those who survive these apocalyptic battles are richly rewarded for their devotion.

Since being drawn unquestioningly into heresy through their oaths to the Legio Mortis, the Knights of House Vextrix have welcomed the corrupting influence of the Dark Mechanicum. Some of the house's rigid traditions are influenced by the chilling calculus that counts for logic amongst the dark magi, most



clearly expressed through the impersonal titles of those who rise to pilot Knight suits. House Vextrix comprises many branches of nobility, linked by blood and shifting levels of subservience. Nobles are typically known only by the name of their lineage and the number that identifies their successive rank. So, for instance, the 405th Noble of the Xitran line of House Vextrix is named simply Xitra CDV, while the 15th scion of the relatively new-founded Yrkot descent is named Yrkot XV.

The influence of the Dark Mechanicum runs deeper than mere titles, however. From Noble scions grown in vat-farms to reckless experimentation upon duty-bound Nobles and their Knight suits, the dark magi abuse House Vextrix's code of unthinking obedience whenever the opportunity presents itself. More than one such inspired magos has fallen foul of the Legio Mortis' wrath after overstepping their bounds in this way.

Within the ranks of House Vextrix, the more augmented and altered by infernal experimentation a Noble and their steed are the greater their status. Cabals of Idolators toil in their censer-hung forges and arcane weapon shops. They are eager to outdo each other by crafting warp-infused armaments, engine cores powered by empyric entities, and mechano-sorcerous rune cogitators, all to win greater patronage. House Vextrix launches dread campaigns to uncover repositories of knowledge that have remained hidden since the Dark Age of Technology and to acquire xenos machinery that the Tech-Priests of the Imperium would consider heretical. Nor are those loyalist Tech-Priests of the Adeptus Mechanicus themselves safe. Rumours of hoarded archeotech upon Imperial forge worlds have drawn the gaze of House Vextrix on more than one occasion. Some of these worlds have since fallen, their defence clades crushed and mighty forge fanes toppled by the stalking Knights of Vextrix and their colossal Titan allies.



TREVENEK LVI AND ANVIL OF TREVENEK

The 56th Fallen Noble of this family line has piloted Anvil of Trevenek for well over three centuries. Ostensibly kept alive merely through extensive rejuvenat treatment at the hands of his Idolators, rumours of horrific vivisections and vanishing members of the Trevenek line's younger sons and daughters have slowly spread. Anvil of Trevenek itself is an ancient relic of House Vextrix, highly valued among the house's Fallen Nobles. Other branches hunger to be the one granted ownership of the powerful Knight suit, in light of Trevenek's waning number of heirs, but that line's lord has no intention of releasing his grip on such strength.



VIRNET XI AND SAW OF THE EASTREACH

Named for the massacre it perpetrated during its first march, Saw of the Eastreach is piloted by the 11th of the Virnet line. The Massacre at Eastreach was a formative war in the very early history of Daxos Gemini. The Virnet lineage seemingly broke their bonds of fealty, betraying their allies at the crucial moment, with Saw of the Eastreach leading the slaughter. The Virnet Knights later justified their actions, claiming to have held steadfast to an earlier, and secretly made pact with their enemies. None of Saw of the Eastreach's former allies survived the battle to contradict such a claim.



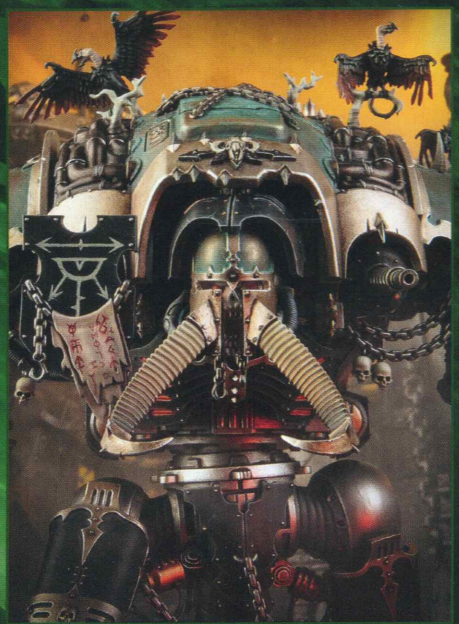
Showcase

HERETICAL PAGEANTRY

THE LANCES OF THE CHAOS KNIGHTS MAKE FOR DARKLY GLORIOUS SIGHTS AS THEY MARCH TO WAR. ARRAYED IN THE ARMIGEROUS PANOPLY AND RIPPLING BANNERS OF A DREAD HOUSEHOLD, PAINSTAKINGLY INSCRIBED WITH INDIVIDUAL HERALDRY AND WORDS OF ESOTERIC POWER, OR TWISTED INTO MONSTROUS SHAPES BY THE POWER OF THE WARP, WHATEVER STRANGE ASPECTS THESE TOWERING WAR ENGINES ADOPT, WHEN DEPLOYED EN MASSE THEY ARE AS TERRIFYING AS THEY ARE BREATHTAKING.









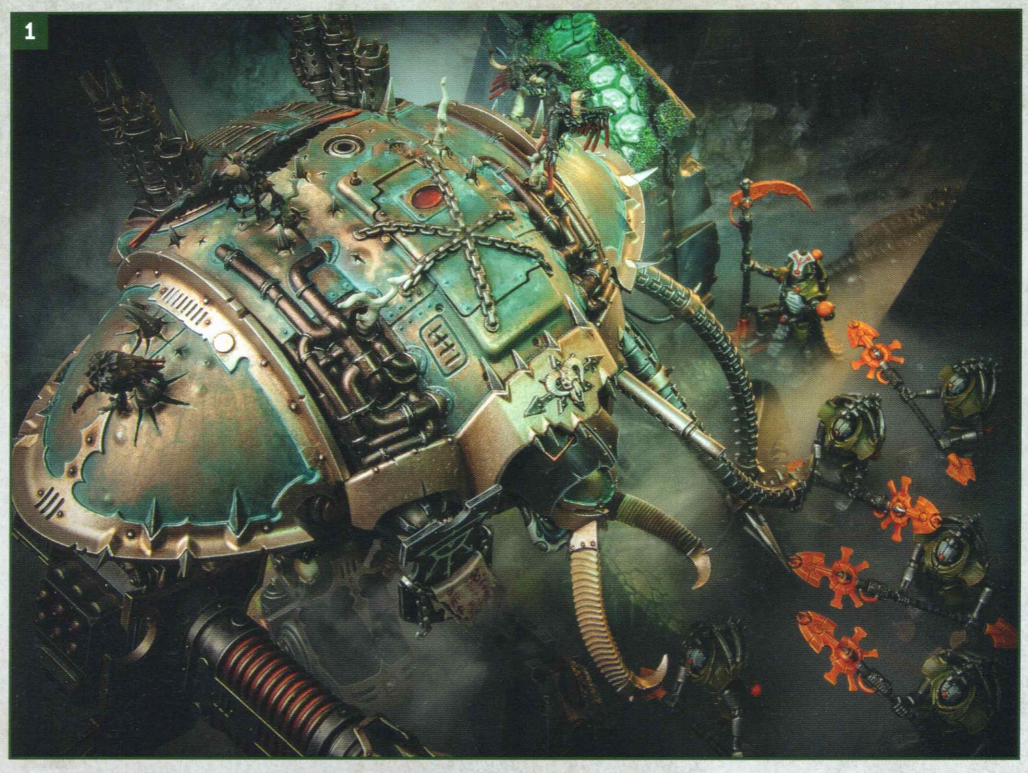
When Chaos Knights march to battle, their formations are most commonly referred to as lances. A Traitoris Lance is such a martial gathering, and it heralds the doom of the foe.

1 A monstrous Knight Abominant storms into the Necron lines, crushing the elite of their hosts beneath its ironclad talons.

2 A War Dog Huntsman of House Egharos stalks through a forge complex as it outflanks the foe.

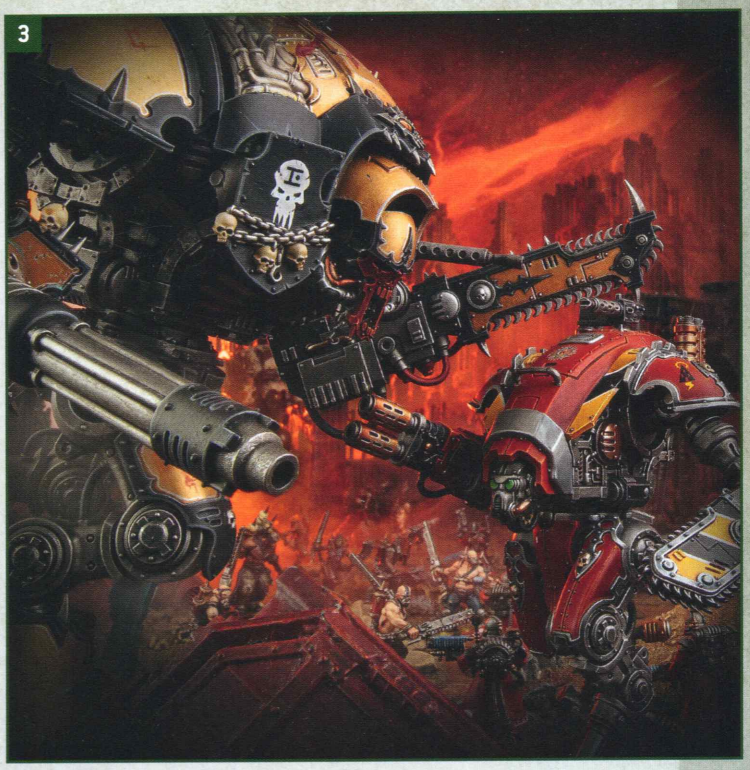
3 Striding to war alongside the bloodthirsty warriors of the World Eaters, a Knight Desecrator prepares to fell a loyalist Armiger.

4 A mighty Traitoris Lance of House Lucaris crashes into the ranks of the Battle Sisters defending Saint Aldobard's Shrine, led by the Knight Ruinator Paragon of Cruelty.



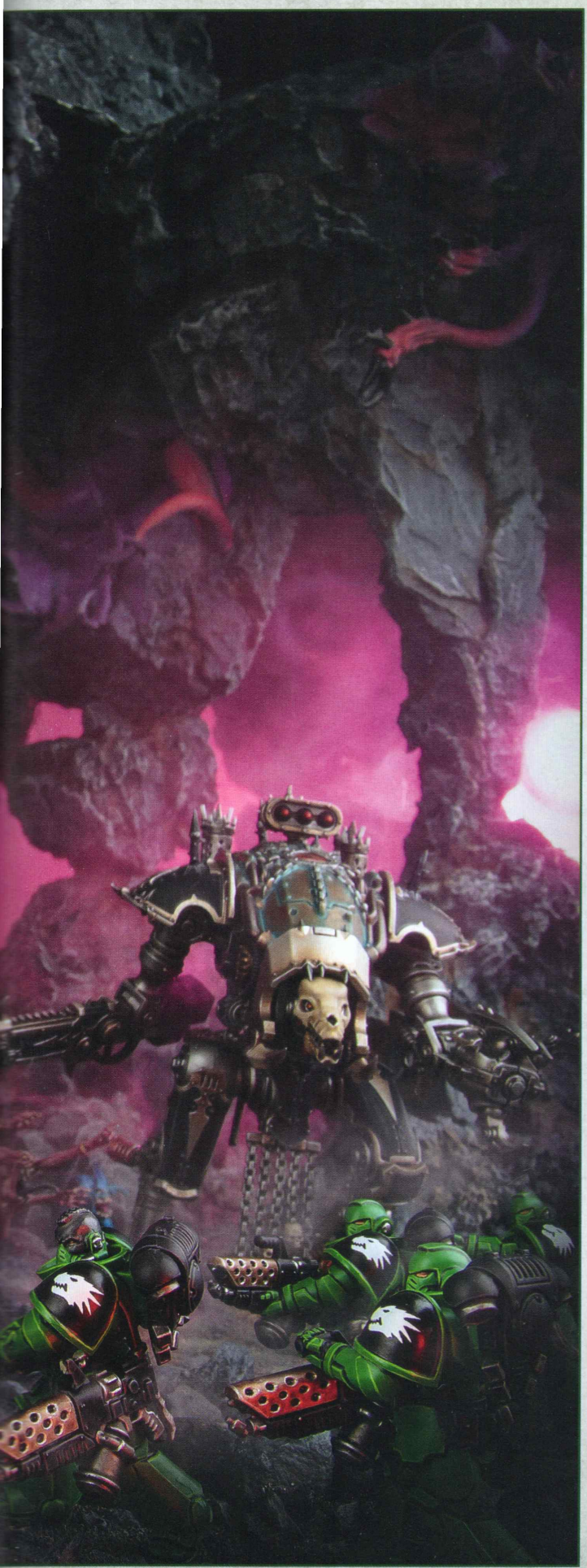



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Infernal Lances comprise the most twisted and monstrous of all Chaos Knights. Blessed by the Ruinous Powers or augmented by dark priests, they unleash hideous weapons upon the foe.

5 The Knight Abominant Insidious Harbinger advances through the warp-cursed caverns of Tsei'grakh. Even as it meets the Salamanders Space Marines head on, and its War Dog companions outflank the foe, reality itself ripples with empyric power. Daemons of the warp burst forth to join the Infernal Lance's onslaught and seal their enemies' fates.

6 As a War Dog Karnivore of House Khymere is ambushed by Ork Kommandos amidst the rusting maze of their scrap fort, the predators soon become the prey. Too late, the Orks realise that all they have done is angered the adamantine beast.

7 An Infernal Lance of House Khymere Knights closes in on hard-pressed Kin of the Greater Thurian League. With their supernaturally enhanced ion shields shrugging off the heavy fire of the Kin, the Chaos Knights prepare to unleash their own diabolical firepower and annihilate their enemies at point-blank range.





A loose alliance of egomaniacal tyrants, diabolical demagogues and regal mercenaries, the Lords of Dread are mighty individuals bound together by shared cruelty and a desire to dominate all they survey.

8 Led by the Knight Tyrant Sire of Doom, a band of Dreadblades crashes through an Ork settlement. The Knight suits loom above their foes, each footfall crushing Orkoids and scattering scrap-metal structures even as the Orks hurl themselves at their colossal attackers with fearless abandon.

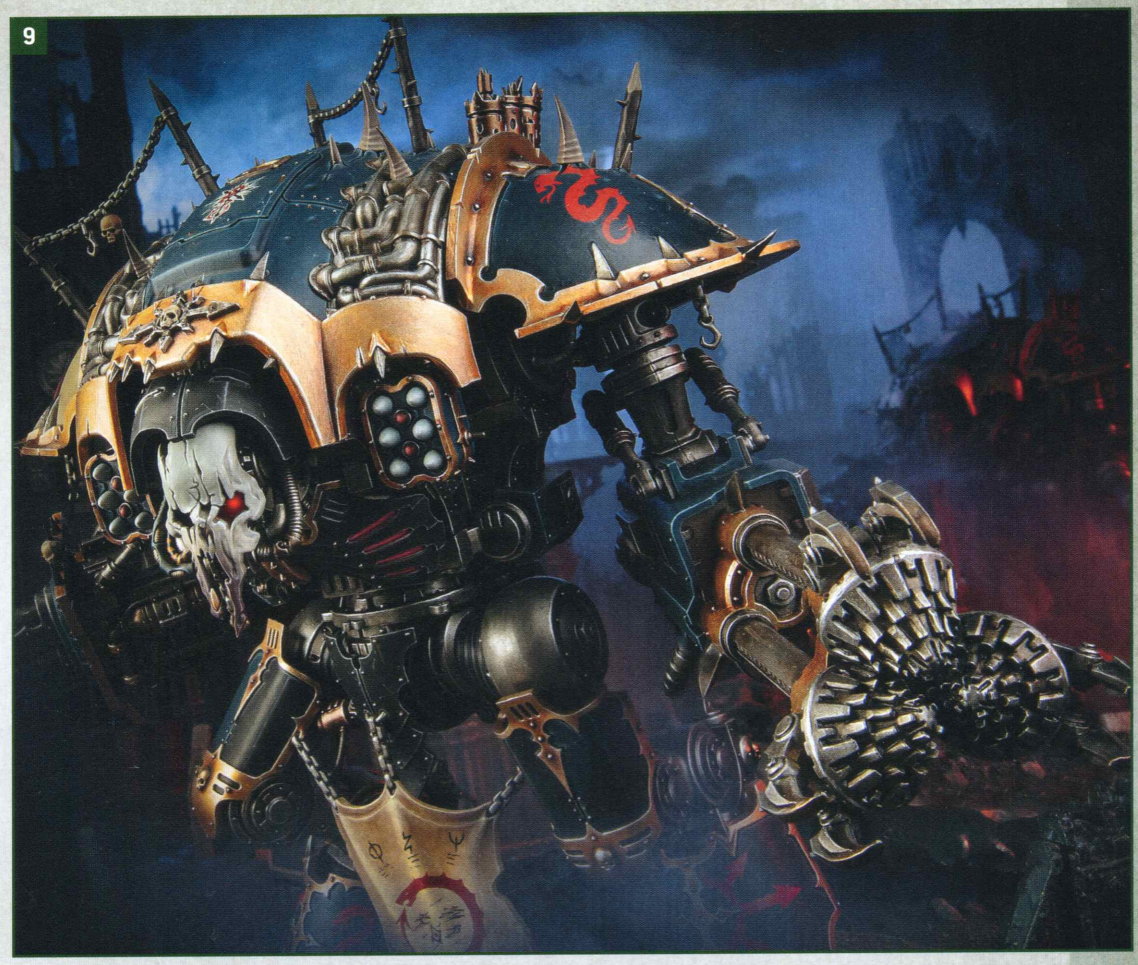
9 Amidst the ruins of Mausoleus Prime, the victorious Knights of House Lucaris march back to their heavy landers. Amongst them stride a band of Fallen Nobles calling themselves the Serpents' Brood, and who plot the overthrow of their Iconoclast house behind their comrades' backs.

10 The Gilded King; Incarnate Slaughter; Hatred of Krastellan; one after another, infamous Dreadblades advance from the roiling smoke to pour fire into the Cadian lines. Though the loyalist soldiery stand defiant, there is little they can do against the amassed might of this lance of dark legends.








9


CADIA

Loping swift and predatory into the enemy's lines, the War Dogs of the Houndpack Lance rip through defences and put their prey to flight. Lighter and more numerous than other Chaos Knights, these Armiger-class war engines still pack a ferocious punch.

11 Amidst the ruins of Delothtis, a Houndpack Lance of House Khymere punches deep into a formation of Imperial Fists. For all their vaunted tenacity, even these power-armoured siege specialists cannot hold back the fury of so many towering, near-feral Knights.

12 Dispatched by their masters to fight where the larger Abhorrent-class steeds cannot, War Dogs of House Lucaris sweep through the ruined heart of Okassa Hive. The Orks will not be allowed to hold their captured territory for long, for House Lucaris claims dominance here.

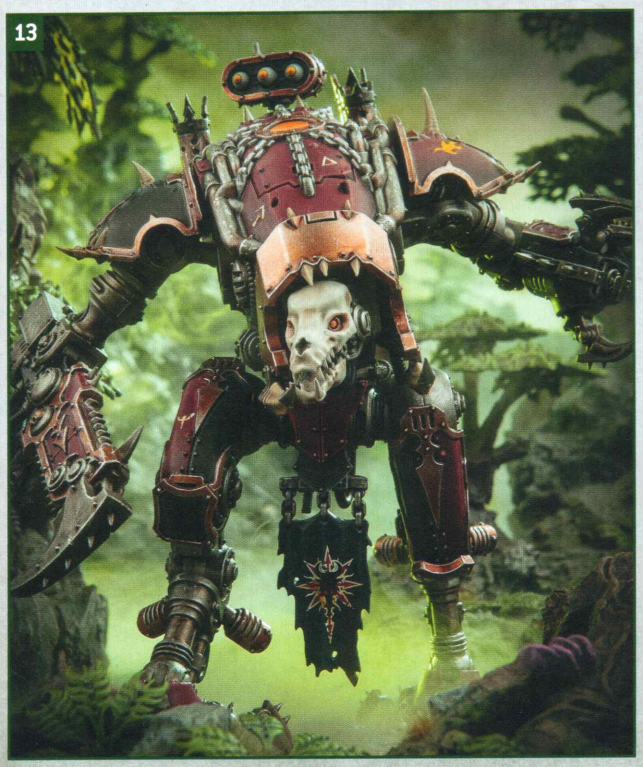
13 A House Khymere War Dog Karnivore, Bloodscent, prowls through the mangroves of the Uvox Delta. It is the beater in this hunt, driving the retreating Catachan infantry before it, pushing them on into the rest of its Houndpack Lance where they wait in ambush.

14 The T'au frontier colony of Neyth'var comes under attack by a pack of War Dogs calling themselves the Feral Gods. Kroot auxiliaries encircle the advancing Chaos Knights yet all their firepower and ferocity cannot halt the punishing advance of their armoured foes.








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CHAOS KNIGHT HERALDRY

For all that Chaos Knights have turned from their old loyalties, many still maintain the heraldic traditions of millennia, albeit in corrupted form. Below are some guidelines on how best to apply your Chaos Knights' heraldry if you wish to conform to some or all of these conventions.

1 Dread House or Dreadblade Emblem

Almost all dread households have a heraldic emblem, commonly applied to the left pauldron armour and sometimes repeated elsewhere on the suit. Dreadblades often choose their own personal emblem and are likely to apply it according to similar conventions.

House emblem examples from left to right: House Lucaris, House Herpetrax, House Khymere





2 Fallen Noble or Infernal House Emblem

The right pauldron armour of many Chaos Knights is marked with the pilot's personal heraldic emblem. In the case of some Infernal houses, the house emblem may be applied here instead of on the left pauldron or may be repeated on right and left instead of permitting the pilot the self-aggrandisement of their own emblem.

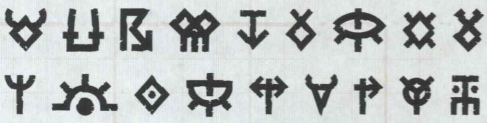
3 Full Dread House Crest or Dreadblade Icon

Typically, the dread house crest seen elsewhere on Chaos Knights' armour is a simplified version of the house's full heraldic crest. The full version of the crest is often displayed on the suit's cockpit hatch. Many Dreadblade nobles repeat their own chosen symbol here to emphasise their power and importance.

Dread house crest examples from left to right: House Lucaris, House Herpetrax, House Khymere





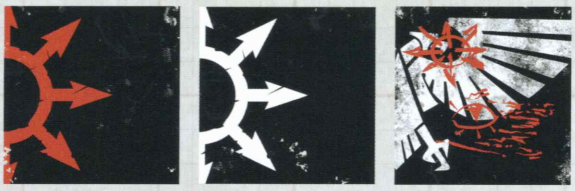


4 Personal Icons and Worship Markings

The personal heraldic icon of a Knight suit's pilot is often displayed or repeated on the tilting plate that most suits mount to the right of the face plate. Alternatively, this icon may repeat on banners or on other armour plates as the pilot wills it. Alongside these marks, myriad runes of worship, warding, imprecation, favour and countless other invocations may be applied by the Fallen Noble's Idolators. These can be inscribed almost anywhere on the Knight suit's hull, provided they do not obscure other heraldry.

5 Chaos Iconography or Defaced Imperial Iconography

Many Chaos Knight suits display either a half Chaos star design - one of the most fundamental and sacred sigils of Chaos worship - or a defaced Imperial aquila on the pauldron or greave armour. This is often set against a field of black for various symbolic reasons.



INQ. FILE REF: 5XA0001 – HOUSE LUCARIS
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PAINTING A CHAOS KNIGHT

HOUSE LUCARIS



On the following pages you will find a painting guide to help you bring a Chaos Knight to life. By following the steps set out here you will be able to paint your models in the colours of House Lucaris to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

CHAOS BLACK

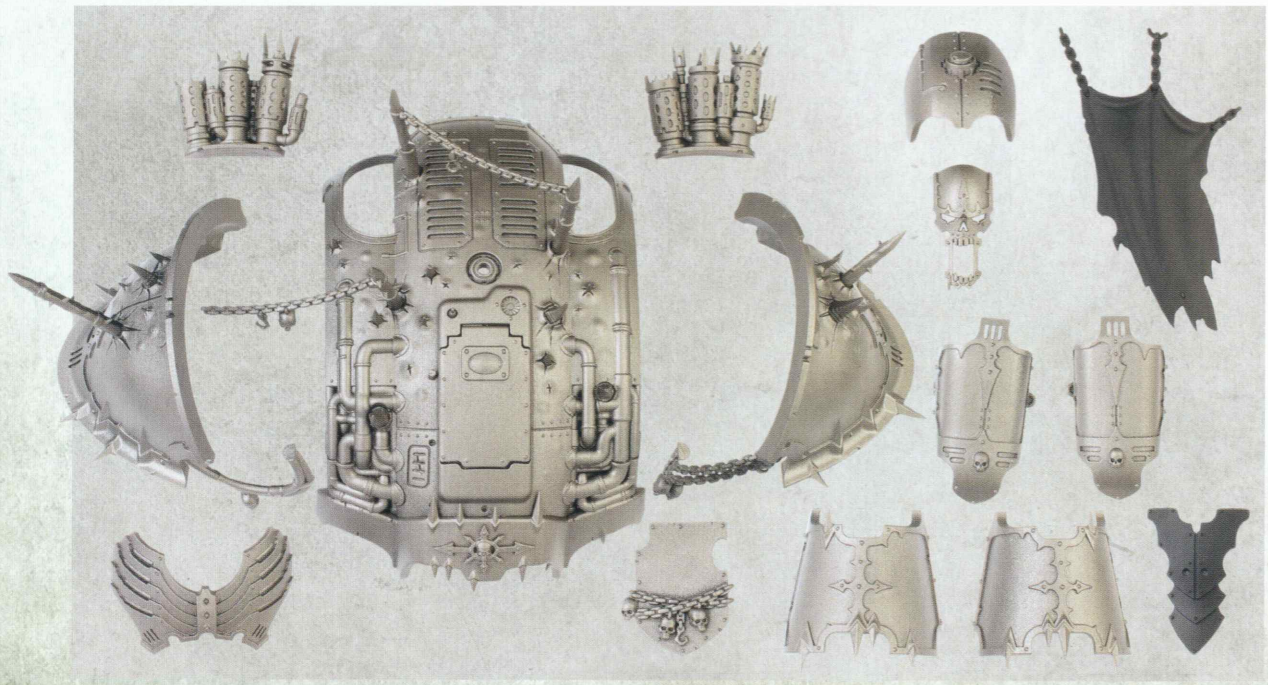
LEADBELCHER

CHASSIS AND WEAPONS

Once you have built the chassis and weapons to the stage shown here, spray your model with Chaos Black Spray paint. Once this undercoat has completely dried, apply a coat of Leadbelcher Spray paint.

ARMOUR, EXHAUSTS AND BANNER

Clip out the components below but do not attach them to the chassis until everything is fully painted. Undercoat these with Chaos Black Spray paint. Once dry, spray all components except for the banner and loin plate with Leadbelcher Spray paint.



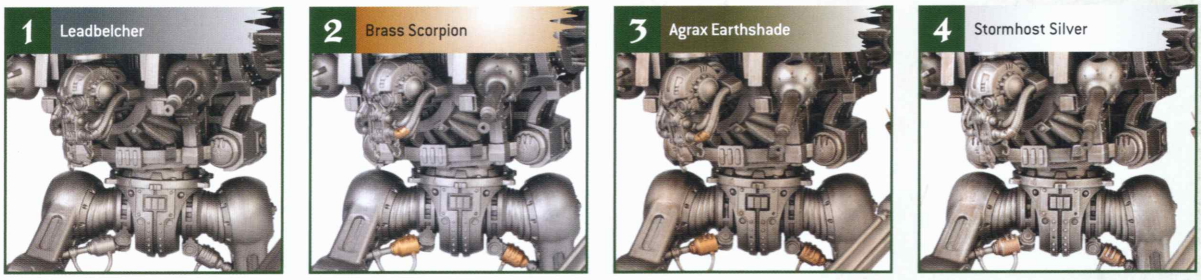


You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- ABADDON BLACK
- LEADBELCHER
- BRASS SCORPION
- STORMHOST SILVER
- THUNDERHAWK BLUE
- STORMSHIELD
- WRAITHBONE
- STEGADON SCALE GREEN
- AGRAX EARTHSHADE
- ASTROGRANITE
- ESHIN GREY
- FENRISIAN GREY
- VOLUPUS PINK

Metal Chassis and Hull Armour Plates



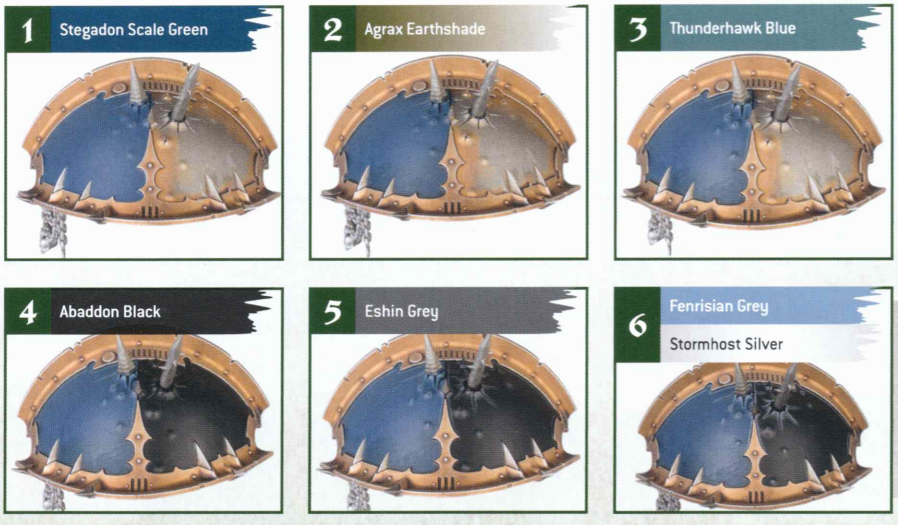
1 Drybrush all metal areas with Leadbelcher. 2 Paint all the sections on the model's chassis, hull armour and exhausts that you want to be brass using Brass Scorpion. 3 Shade all metal areas on the chassis, hull armour and exhausts using Agrax Earthshade. 4 Drybrush all these areas using Stormhost Silver.

Skull Face Plate and Skulls



1 Paint the skulls and face plate using multiple thin coats of Wraithbone. 2 Shade the skulls and face plate with Agrax Earthshade. 3 Carefully re-layer using thinned Wraithbone to increase definition.

Armour Plates



1 Paint the armour that you want to be blue with multiple thin coats of Stegadon Scale Green. 2 Recess shade these areas using Agrax Earthshade. 3 Highlight the blue armour with thinned Thunderhawk Blue. 4 Paint the armour that you want to be black with multiple thin coats of Abaddon Black. 5 Highlight the black armour with thinned Eshin Grey.

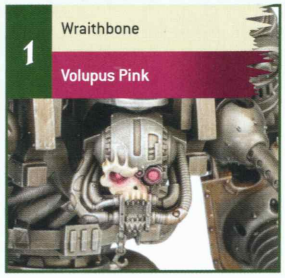
6 As an optional advanced final step, apply a fine highlight to both areas using thinned Fenrisian Grey then pick out the individual rivets using Stormhost Silver.

Armour Plates, Horns, Wooden Stakes and Fabrics



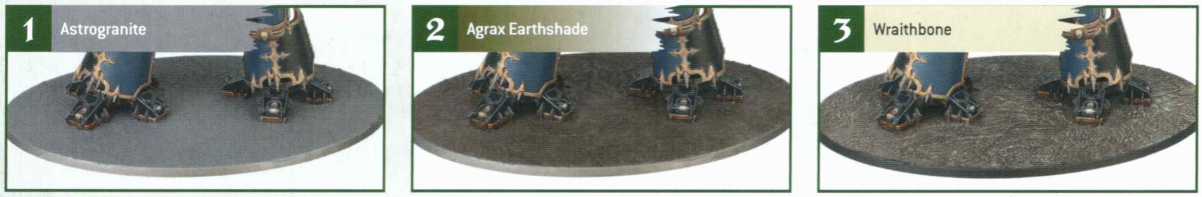
1 Use multiple thinned coats of Wraithbone for the armour you want to be bone, the horns, wood and fabrics. 2 Recess shade the armour using Agrax Earthshade and do an all-over wash on the horns. For the wood paint multiple coats for a darker colour and for the flags use thinned Agrax Earthshade to make a lighter wash. 3 Drybrush the top of the wood and the horn using Wraithbone.

Lenses and Ribcage Glow



1 Paint the eye lenses and recesses between the torso armour ribs with multiple thin coats of Wraithbone. Once dry, apply Volupus Pink to these areas.

Basing



1 Apply a neat layer of Astrogranite, being careful near the edges. 2 Once the Astrogranite is completely dry, apply a wash of Agrax Earthshade to the entire base. 3 Drybrush the base gently with Wraithbone then apply multiple thin coats of Abaddon Black to the base edge to finish.

Transfers





1 Cut the transfer that you wish to apply out of the transfer sheet. Soak the selected transfer in clean water then, using a clean brush, slide it onto the surface of the model where you wish to apply it. 2 Once the transfers are in place and fully dry, carefully paint a coat of Stormshield over them to secure them in place.

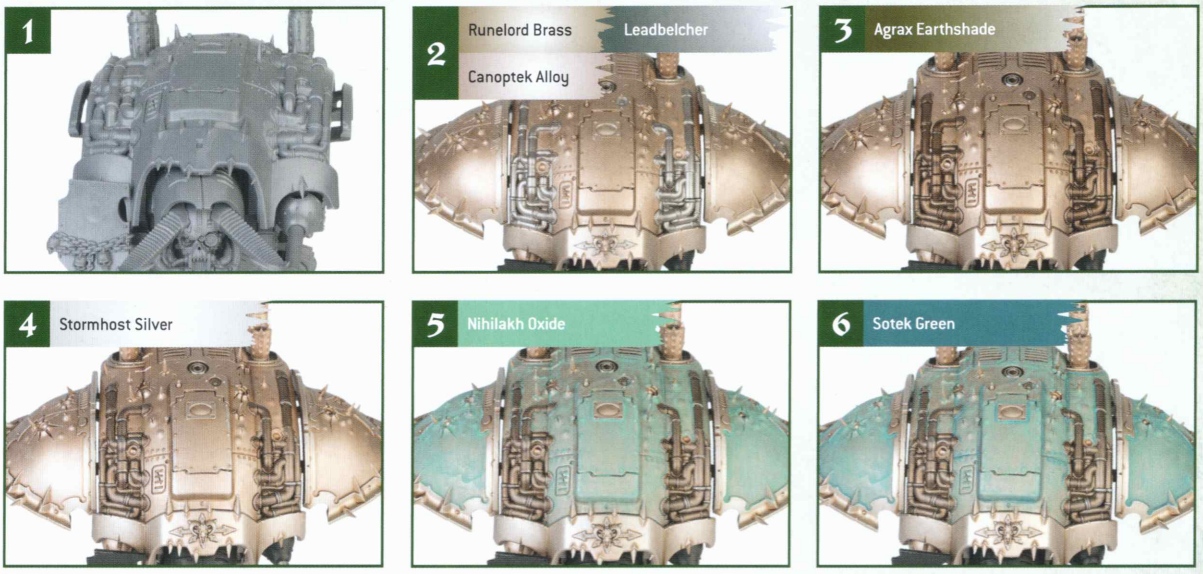


ALTERNATIVE STEPS

Presented here are some ways to personalise your Chaos Knight and to paint it as a Dreadblade. These may also serve as inspiration for your own ideas.

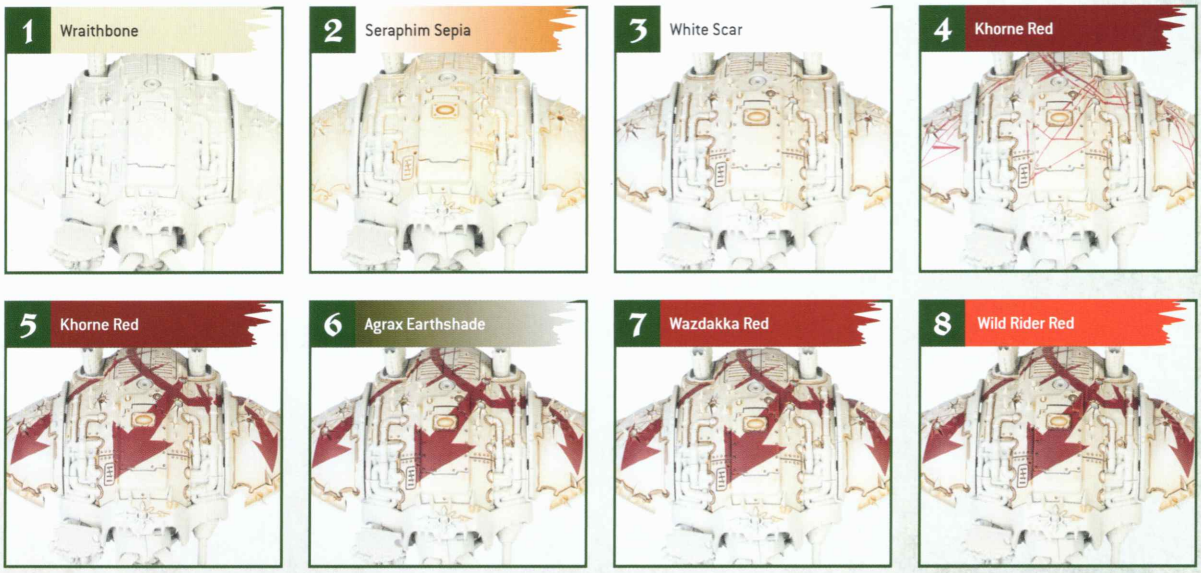
RUNELORD BRASS | SOTEK GREEN | KHORNE RED
CANOPTEK ALLOY | SERAPHIM SEPIA | WAZDAKKA RED
NIHILAKH OXIDE | WHITE SCAR | WILD RIDER RED

Conversion Suggestion and Verdigrised Brass Armour Colour Scheme



1 You can convert your Chaos Knight in a variety of ways, such as using the tusks as horns instead. 2 Paint the hull armour with Runelord Brass and the pauldron rims and canopy ridge using Canoptek Alloy. Paint the exposed pipes with Leadbelcher. 3 Recess shade the Runelord Brass and Canoptek Alloy using Agrax Earthshade. Paint multiple coats of Agrax Earthshade over the exposed pipes. 4 Drybrush the armour and exposed pipes with Stormhost Silver. 5 Apply Nihilakh Oxide over the Runelord Brass. 6 Recess shade the armour with thinned Sotek Green.

Bone Armour Colour Scheme with Freehand Designs



1 Undercoat the armour with Wraithbone Spray. You can use Wraithbone Base paint for any hard-to-reach areas. 2 Shade all armour with thinned Seraphim Sepia. 3 Drybrush all armour with White Scar. 4 With a smaller brush, apply the outline of the freehand design you want to paint onto your model with Khorne Red. 5 Once you are happy with the design, fill it out with thinned Khorne Red. 6 Shade the design with Agrax Earthshade. 7 Highlight the design with thinned Wazdakka Red. 8 Apply a final highlight to the design with thinned Wild Rider Red.

IDOLATORS' WORKSHOP

Chaos Knights are large and complex miniatures. The kits present a wide range of modelling options during their construction, from the chosen pattern of Chaos Knight to its weapons loadout and cosmetic details. Yet for those hobbyists who wish to flex their imaginations, and their modelling and painting skills, Chaos Knights offer far greater freedom. Their background is replete with examples of ways in which Chaos Knights may be uniquely altered: devotion to a specific Dark God of Chaos can alter a Knight suit's appearance and inform its weapon choices and heraldic panoply; the powers of the warp may mutate a Chaos Knight, festooning it with organic or daemonic elements or making it the roosting place for Pterrorshades; the experiments of the Dark Mechanicum might hugely alter the silhouette of a Chaos Knight with deformed extrusions of arcane machinery; barbaric war trophies may be strung from a suit's hull and ghastly Chaos runes scrawled across its armour plates. In these and countless other ways can Chaos Knights be modelled and painted to make them unique. On the following pages, you will find just a few examples to inspire your own modelling and painting projects.



BARONESS REISHO KATAGA PILOTING TORMENT'S TALON

Harvey has painted her War Dog Stalker in the colours of an Infernal household devoted wholeheartedly to the worship of the Chaos God Slaanesh. Although she has not heavily converted the model itself, the more warp-favoured nature of the Knight suit is reflected through the addition of a Pterrorshade roosting on the right pauldron armour, while the Knight's devotion to Slaanesh is shown through the freehand symbol Harvey has painted on its pennant. This is a great example of how a few simple, well-executed details can render a model unique and striking.



DOM AKHOSTAR VALDOK PILOTING UNMERCIFUL JUDGEMENT

Calum based the heraldic scheme for his Dreadblade upon that of House Herpetrax, as they are originally intended to have been part of that Iconoclast house. However, Calum's back story is that over time, Dom Valdok began muttering of blood and skulls, becoming more ferociously violent until at last he was exiled from House Herpetrax. He has since allied himself to a warband of Iron Warriors, and between both his own and his Idolators' efforts the original heraldry has been defaced with scrawls in Dom Akhostar's own blood and with a black-and-crimson hazard stripe design.



THE ENTITY PILOTING CASKET OF ROT

Grant has sculpted detail onto his Knight Abominant using modelling putty to create the tentacles and eyes bursting through its hull. It is a great example of how a strong background concept can inform a characterful conversion, Grant's concept being that the Knight was possessed by a daemon of the Plague God Nurgle. Seeking to bind the Entity's power, Idolators have imprisoned it using chains and wards. The daemon now wears the suit like a second skin, all the while seeking to mutate and corrode it from within until it can finally burst free of its ironclad jail.

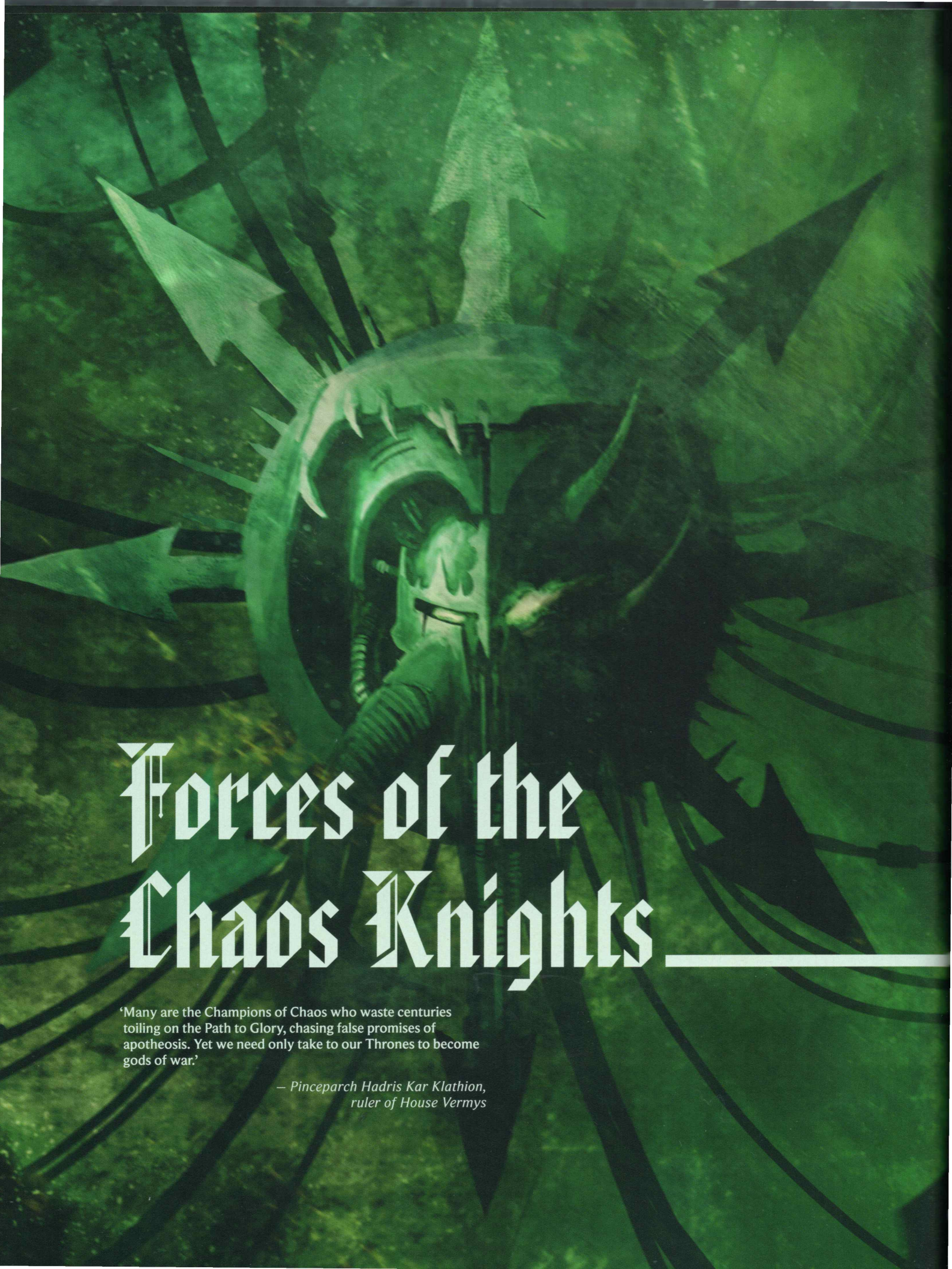






LADY ERASMYRA DRAYL PILOTING LIGHT OF HATRED

James converted and painted his gore-spattered Knight Desecrator to serve as a Dreadblade fighting alongside his growing collection of World Eaters Chaos Space Marines. The caked-on gore applied to the model, coupled with the brass faceplate, jutting spikes and festoons of skulls helps to tie Light of Hatred in thematically with the rest of James' Khorne-worshipping horde, while still remaining unique to the Dreadblade. Meanwhile, he has attached a brazier taken from the Warhammer Age of Sigmar Corpse Cart to act as a visual focal point upon the Chaos Knight's broad back.



Forces of the Chaos Knights

'Many are the Champions of Chaos who waste centuries toiling on the Path to Glory, chasing false promises of apotheosis. Yet we need only take to our Thrones to become gods of war.'

– Pinceparch Hadris Kar Klathion, ruler of House Vermys



INTRODUCTION

Welcome to the rules section of *Codex: Chaos Knights*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Chaos Knights collection to life on the tabletop.

These include Detachment rules that Chaos Knights armies can use, along with the Chaos Knights army rule – Harbingers of Dread – which is common to many of your units. This section also includes datasheets for Chaos Knights units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **CHAOS KNIGHTS** Detachments you can select from, as described in the Core Rules (see the Select Detachment rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Chaos Knights – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

HARBINGERS OF DREAD

Where Chaos Knights tread, the skies grow unnaturally dark and the power of the warp permeates the battlefield.

If your Army Faction is **CHAOS KNIGHTS**, each unit from your army with this ability gains Dread abilities, depending which are active for your army (see right). The Deathly Terror ability is active for your army from the start of the battle. In addition, at the start of the first, third and fifth battle rounds, you can either select one of the other Dread abilities or randomly select two Dread abilities to apply by rolling two D6 and applying the results rolled, from those numbered 1-6 on the right.

Any Dread abilities that have been selected are active until the end of the battle. You cannot select the same Dread ability more than once, and any duplicated Dread abilities (as a result of randomly selecting them) have no additional effect.

DREADBLADES

Dreadblades stalk the galaxy, carving a path of destruction alongside other forces of Chaos.

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.

DREAD ABILITIES	D6
DEATHLY TERROR (AURA) While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1.	N/A
DESPAIR (AURA) While an enemy unit is within 9" of this model, worsen the Leadership characteristic of models in that unit by 1. This is cumulative with the Deathly Terror ability (see above).	⚀
DOOM Each time this model makes an attack, if the target of that attack is Battle-shocked, add 1 to the Wound roll.	⚁
DARKNESS Each time an attack is made against this model, if the attacking unit is Battle-shocked or more than 18" away, subtract 1 from the Hit roll.	⚂
DISMAY (AURA) In the Battle-shock step of your opponent's Command phase, for each enemy unit that is below its Starting Strength and within 9" of this model, that enemy unit must take a Battle-shock test.	⚃
DELIRIUM (AURA) While an enemy unit that is Below Half-strength is within 9" of this model, each time that unit fails a Battle-shock test, it suffers D3 mortal wounds.	⚄
DOMINION Add 3" to the range of this model's Aura abilities.	⚅



TRAITORIS LANCE

DETACHMENT RULE

PARAGONS OF TERROR

Steeped in the dark powers of the warp, bred into bloodlines who make a tradition of cruelty and a virtue of malice, these merciless warriors delight in spreading fear and dismay.

At the start of the first battle round, after selecting one or more Dread abilities to be active for your army, you can select one additional Dread ability to be active for your army (this additional Dread ability cannot be randomly selected).

ENHANCEMENTS

NIGHTMARE'S MASTER

The mere sight of this warrior and their steed upon the battlefield, even the rumour of their coming, is enough to put the foe to flight.

CHAOS KNIGHTS model only. At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test.

TYRANT'S SHADOW

Once this despotic warlord lays claim to territory, their warp-infused will taints the very land itself and resists those who seek to defy them.

CHAOS KNIGHTS model only. At the end of your Command phase, select one objective marker the bearer is within range of and that you control. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase. In addition, until you lose control of that objective marker, it has the Deathly Terror ability as if it were a **CHAOS KNIGHTS** model from your army.

MALEVOLENT HERALDRY

Inscribed by Idolators schooled in dark arts, these unholy blazons burn themselves into the gaze of the foe and trigger nausea, disorientation and stark, unreasoning terror.

CHAOS KNIGHTS model only. Each time you roll dice to randomly select which Dread abilities are active for your army, if the bearer is on the battlefield, you can re-roll one or both results rolled.

VEIL OF MEDRENGARD

Said to have been fashioned upon Perturabo's own daemon world, this baroque device projects an energy barrier of greater power than a standard ion shield.

CHAOS KNIGHTS model only. The bearer has a 4+ invulnerable save against ranged attacks, and a 5+ invulnerable save against melee attacks.

To fight amidst a Traitoris Lance is to epitomise what it means to be a Chaos Knight. Here is the dark mirror of nobility wrought in adamantine and steel, an army of sinister war giants driven ever onward by hate, cruelty and the tyrannical need to crush all beneath their mighty tread. Nightmarish storm clouds spread above these Chaos Knights as they stride into battle, drowning their quailing foes in creeping shadow and filling their hearts with dread. Empyric lightning leaps through the heavens, while the grotesque avian entities known as Pterrorshades swoop above the advancing Knights like tattered rags or roost malevolently upon their baroque hulls. As the Traitoris Lance bears down upon its victims, the Fallen Nobles lengthen their steeds' strides and let fly with massive cannons, laser blasters and racks of shrieking missiles. By the time their charge thunders home, the crumbling enemy lines can do naught but shatter before the unstoppable onslaught of these diabolical engines of war.

PTERRORSHADES

TRAITORIS LANCE – WARGEAR STRATAGEM

1CP

Shrieking with hunger, Pterrorshades descend in a whirlwind to feast on the fearful souls of the foe. Their banquet transmutes into vital energy that flows into the Chaos Knight on which they 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 one model in your unit regains up to 1 lost wound.

RESTRICTIONS: You can only use this Stratagem once per battle round.

CONQUERORS WITHOUT MERCY

TRAITORIS LANCE – BATTLE TACTIC STRATAGEM

1CP

Chaos Knights leave only death and devastation in their wake, and reduce entire worlds to ruin.

WHEN: Fight phase.

TARGET: One **CHAOS KNIGHTS** model from your army that made a Charge move this turn and has not been selected to fight this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by your model by 1. After your model has finished making its attacks this phase, if it destroyed one or more enemy units this phase, each enemy unit within 6" of your model must take a Battle-shock test.

DISDAIN FOR THE WEAK

TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM

1CP

Fallen Nobles sneer at the pathetic efforts of their foes, doubly so in the case of those who fear them.

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, models in your unit have the Feel No Pain 6+ ability, and the Feel No Pain 5+ ability against attacks made by Battle-shocked models.

A LONG LEASH

TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM

1CP

The neural connections between Fallen Nobles and doggedly loyal or fearful War Dog pilots can extend over remarkable distances.

WHEN: Your Command phase.

TARGET: One **ABHORRENT** unit from your army and up to two friendly **WAR DOG** units.

EFFECT: Until the start of your next Command phase, those **WAR DOG** units are treated as being within range of any Aura abilities your **ABHORRENT** unit has.

IMPERIOUS ADVANCE

TRAITORIS LANCE – EPIC DEED STRATAGEM

1CP

Employing piloting skill or brute force, Fallen Nobles can either manoeuvre or simply barge their steeds through foes and obstacles alike.

WHEN: Your Movement phase or your Charge phase.

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

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

STORM OF DARKNESS

TRAITORIS LANCE – STRATEGIC PLOY STRATAGEM

1CP

Through dark rituals and dread pacts, the Chaos Knights draw upon the fear and despair of their foes and bind it into a curse upon the land itself, wreathing themselves in a shrouding pall.

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, models in your unit have the Stealth ability, and each time an attack targets your unit, models in it have the Benefit of Cover against that attack.



INFERNAL LANCE

DETACHMENT RULE

MALEFIC SURGE

Calling upon heretical – often supernatural – powers, these Knights are infused with strange and terrible might.

In your Command phase, one or more **CHAOS KNIGHTS** units from your army can make a Malefic Surge. Each one that does must first take a Leadership test; if that test is failed, that unit suffers D3 mortal wounds. Then, until the start of your next Command phase, that unit is Empowered. While a unit is Empowered it can use one of the Malefic Surge abilities below. Once that unit has used a Malefic Surge ability, it is no longer Empowered.

- **Unholy Hunger:** When a model in this unit makes a Normal, Advance or Fall Back move, until the end of the phase, add 3" to its Move characteristic.
- **Diabolic Power:** When this unit is selected to shoot or fight, select either the **[LETHAL HITS]** or **[SUSTAINED HITS 1]** ability. Until the end of the phase, weapons equipped by models in this unit have the selected ability.
- **Unnatural Fortitude:** When this unit is selected as the target of an attack, until the end of the phase, models in this unit have a 5+ invulnerable save and the Feel No Pain 6+ ability.

Designer's Note: *We recommend placing a token next to Chaos Knights models that are Empowered, removing it once they have used a Malefic Surge ability, and removing all unused tokens at the start of your Command phase.*

ENHANCEMENTS

KNIGHT DIABOLUS

Whether through duelling monstrous foes or thanks to unnatural enhancements and boons, this Fallen Noble and their steed have become powerful indeed.

CHAOS KNIGHTS model only. Improve the Weapon Skill characteristic of the bearer's melee weapons by 1. While the bearer is using the Diabolic Power ability, its melee weapons have the **[LANCE]** ability.

BLASPHEMOUS ENGINE

In rituals that took centuries to conduct, Idolators and dark priests have bound a greater daemon within the reactor of this Chaos Knight, allowing the war machine to syphon the roiling power of the caged entity.

CHAOS KNIGHTS model only. Add 2 to the bearer's Wounds characteristic. Each time the bearer's unit makes a Malefic Surge, you can re-roll the Leadership test taken to see if it suffers any mortal wounds.

FLESHMETAL FUSION

This Knight is a terrifying blend of daemonic flesh and warp-hardened machine, its pilot unable to leave their Throne until death – or something darker – takes them.

CHAOS KNIGHTS model only. Add 1 to the bearer's Toughness characteristic. While the bearer is using the Unnatural Fortitude ability, each time an attack with a Damage characteristic of 1 is allocated to the bearer, add 1 to any armour saving throw made against that attack.

BESTIAL ASPECT

The machine spirit of this Knight suit has become so ferocious and blood-hungry that it now moves and hunts like a monstrous beast.

CHAOS KNIGHTS model only. The bearer's ranged weapons have the **[ASSAULT]** ability. While the bearer is using the Unholy Hunger ability, it can ignore any or all modifiers to its Move characteristic and/or to Advance rolls made for its unit.

Whether sworn to a Traitor Titan Legion, in thrall to the cyborg priests of the Dark Mechanicum, pledged to the Ruinous Powers or corrupted over millennia, the Knights of Infernal Lances are twisted by the warp and swollen with unholy technologies. Each Knight suit is a hideous blend of the mechanical and the supernatural. Some bear the blessings of a Dark God of Chaos, which renders them freakish with mutation yet enhances their might or resilience in battle. Others mount weapon systems of ancient or diabolical provenance, serve as the possessed metal body of a malevolent daemon or exhibit strange abilities conferred by the experimentations of dark magi. When such monstrous war engines stalk into battle behind the banner of one strong-willed enough to master them, the Infernal Lances they form sweep aside any foe. Those not obliterated or reduced to gruesome spawn by the Knights' warp-tainted weapons are driven mad and sent fleeing in mindless terror by the horrors they witness.

PROFANE SYMBIOSIS

1CP

INFERNAL LANCE – BATTLE TACTIC STRATAGEM

Some Fallen Nobles are conjoined, symbiotically or parasitically, with the hideous systems of their Chaos Knight. This allows them to channel more unholy energies, though not without risk.

WHEN: End of any phase.

TARGET: One **CHAOS KNIGHTS** unit from your army that is not Empowered.

EFFECT: Your unit makes a Malefic Surge.

RESTRICTIONS: You cannot select the same unit as the target of this Stratagem more than once per battle round.

HELLFORGED CONSTRUCTION

1CP

INFERNAL LANCE – BATTLE TACTIC STRATAGEM

Reinforced with warp-infused materials and warded through ritual blood sacrifice, these Chaos Knights can withstand unnatural levels of punishment.

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, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

CORRUPTING TAINT

1CP

INFERNAL LANCE – EPIC DEED STRATAGEM

The foul energies and unnatural influence of the Chaos Knights spread from them like sorcerous radiation, tainting all they touch.

WHEN: Your Command phase, just after a **CHAOS KNIGHTS CHARACTER** unit from your army makes a Malefic Surge.

TARGET: That **CHAOS KNIGHTS CHARACTER** unit.

EFFECT: Select one objective marker your unit is within range of that you control. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

UNLEASH BALEFIRE

1CP

INFERNAL LANCE – WARGEAR STRATAGEM

These weapons bathe the target in blasts of daemonic balefire that burns flesh and soul alike.

WHEN: Your Shooting phase.

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

EFFECT: After your unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test; if the test is failed, until the end of your opponent's next turn, it is aflame. While a unit is aflame, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

WARP VISION

1CP

INFERNAL LANCE – WARGEAR STRATAGEM

Supernatural sensors perceive the soul-spoor of their prey, or even stare forward through fate and time.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability.

DIABOLIC BULWARK

1CP

INFERNAL LANCE – WARGEAR STRATAGEM

Ectoplasmic blood surges hot through glowing conduits as the Fallen Noble feeds power to their Knight suit's supernaturally enhanced ion 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, models in your unit have a 4+ invulnerable save.



LORDS OF DREAD

DETACHMENT RULE

TYRANNICAL COURT

Every one of these egomaniacal warriors seeks to claim all the battlefield glory for themselves, at any cost.

Improve the Objective Control characteristic of **CHAOS KNIGHTS CHARACTER** models from your army by 2. In addition, once per battle round, if your **WARLORD** is on the battlefield, you can use the Claimed for the Dark Gods Stratagem for 0CP.

ENHANCEMENTS

THRONE MECHANICUM OF SKULLS

Flowing from this brazen Throne, an all-consuming need for murder grips the pilot and never lets go.

CHAOS KNIGHTS model only. You can re-roll Charge rolls made for the bearer's unit. In addition, once per battle, in your Charge phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer's unit is eligible to declare a charge in a turn in which it Advanced.

BLADE OF CELERITY

Inlaid with esoteric circuitry, this relic sword is sheathed within the mechanisms of the pilot's Throne where it imbues the Knight suit with flowing swiftness.

CHAOS KNIGHTS model only. The bearer's ranged weapons have the **[ASSAULT]** ability. In addition, once per battle, in the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability.

WARP-BORNE STALKER

Daemonic whispers guide this Knight's pilot through the empyric tempests, straight into battle.

CHAOS KNIGHTS model only. The bearer has the Deep Strike ability. In addition, once per battle, at the end of your opponent's turn, if the bearer is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

PUTRID CARAPACE

Blessed by Nurgle, the Chaos God of plague and despair, the hide of this Knight suit is thickened with steadily regenerating layers of rust and rotting blubber.

CHAOS KNIGHTS model only. The bearer has a Save characteristic of 2+. In addition, once per battle, at the start of either player's Command phase, the bearer can use this Enhancement. If it does, the bearer regains up to D6 lost wounds.

MIRROR OF FATES

Hammered into the flesh of a Fallen Noble's forehead and allowed to take root, this warp crystal allows them to predict their enemy's plans and exploit them.

CHAOS KNIGHTS model only. Once per battle round, you can target the bearer's unit with the Command Re-roll Stratagem for 0CP, and can do so even if another unit from your army has already been targeted by that Stratagem this phase. In addition, once per battle, just after your opponent uses a Stratagem, if the bearer is on the battlefield, it can use this Enhancement. If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.

BLESSING OF THE DARK MASTER

This pilot has won the favour of a sinister patron, granting them a measure of mysterious protection.

CHAOS KNIGHTS model only. The bearer has the Stealth ability. In addition, once per battle, after you make a saving throw for the bearer, you can change the Damage characteristic of that attack to 0.

None are safe when the long shadows of the Lords of Dread stretch across the battlefield. Some Fallen Nobles are so toweringly arrogant, so twisted in mind and soul or so enamoured of personal power and wealth that they fight only for themselves. Those not slain by jealous rivals or laid low by foes instead earn notoriety and become the dark heroes in their tales of legend. They earn supernatural boons for their mightiest deeds. They recover ancient and devastating artefacts of war or gather coteries of followers who trail in their wake and hope for reflected glory. Such lords amongst the Chaos Knights may seek one another out and fight side by side. Some do this to test their mettle and prove themselves the greatest. Others find twisted kinship in the company of other Fallen Nobles as egocentric as themselves, forming Dreadblade lances or staging a hostile takeover of a dread household before supplanting its original rulers with a new and especially tyrannical court of monsters.

CLAIMED FOR THE DARK GODS

LORDS OF DREAD – EPIC DEED STRATAGEM

1CP

The Fallen Noble dedicates their latest conquest to the Dark Gods in hope of reward.

WHEN: Start of any phase.

TARGET: One **CHAOS KNIGHTS CHARACTER** unit from your army that is within range of one or more objective markers you control.

EFFECT: Select one of those objective markers. That objective marker remains under your control, with a Level of Control of 5 (unless it would otherwise be higher), until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

SPITEFUL DEMISE

LORDS OF DREAD – EPIC DEED STRATAGEM

1CP

Determined that tales will be told of their spectacular end, the Fallen Noble overloads the internal generators of their Knight suit, hoping to take their enemy with them into oblivion.

WHEN: Any phase, just after a **CHAOS KNIGHTS CHARACTER** unit from your army is destroyed.

TARGET: That **CHAOS KNIGHTS CHARACTER** unit. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: When rolling to determine whether mortal wounds are inflicted by your unit's Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of a 4+ instead of on a 6.

RUNES OF DISDAIN

LORDS OF DREAD – EPIC DEED STRATAGEM

2CP

Inscribed into the Knight suit's servo-skeleton, these markings channel the pilot's contempt for the foe and manifest it as a sorcerous aura of defence.

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

TARGET: One **CHAOS KNIGHTS CHARACTER** 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 is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

TITANIC DUEL

LORDS OF DREAD – EPIC DEED STRATAGEM

1CP

The Chaos Knights engage in duels not for honour, but to assert their absolute dominance over the battlefield.

WHEN: Your Shooting phase or the Fight phase.

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

EFFECT: Select one enemy **MONSTER** or **VEHICLE** unit. Until the end of the phase, each time a model in your unit makes an attack that targets that enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. Each time a model in your unit makes an attack that targets that enemy unit, if that enemy unit is **TITANIC**, you can re-roll the Hit roll and you can re-roll the Wound roll instead.

TROPHY HUNTER

LORDS OF DREAD – EPIC DEED STRATAGEM

1CP

To these Fallen Nobles, each new foe chased down is another opportunity to claim gory trophies.

WHEN: Fight phase, just before a **CHAOS KNIGHTS CHARACTER** unit from your army consolidates.

TARGET: That **CHAOS KNIGHTS CHARACTER** unit.

EFFECT: Until the end of the phase, each time your unit Consolidates, models in it can move an additional 3" as long as your unit can end that move within Engagement Range of one or more enemy units.

CRUSHED LIKE VERMIN

LORDS OF DREAD – EPIC DEED STRATAGEM

1CP

Screaming enemy warriors are crushed to gory paste as the Chaos Knight tramples spitefully through their midst, stamping and raking these unworthy foes with its huge, taloned feet.

WHEN: Your Movement phase, just after a **CHAOS KNIGHTS CHARACTER** unit from your army ends a Normal move.

TARGET: That **CHAOS KNIGHTS CHARACTER** unit.

EFFECT: Select one enemy unit (excluding **MONSTERS** and **VEHICLES**) that your unit moved over during that move and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound. If one or more models are destroyed as a result of this Stratagem, that enemy unit must take a Battle-shock test.



HOUNDPACK LANCE

DETACHMENT RULE

MARKED PREY

Once War Dogs have singled out a victim, they target it relentlessly until it is dragged down and torn apart.

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a **WAR DOG** model from your army makes an attack that targets that enemy unit, if that unit is visible to the attacking model, that attack has the **[SUSTAINED HITS 1]** ability.

KEYWORDS

While using the Houndpack Lance Detachment, the following rules apply:

- Your army must include three or more **WAR DOG** units.
- **WAR DOG** units from your army have the **BATTLELINE** keyword.
- When mustering your army, select three **WAR DOG** units from your army. Until the end of the battle, those units have the **CHARACTER** keyword.*

* **Designer's Note:** *This means that the selected units can be given Enhancements and one of them can be selected as your* **WARLORD**.

ENHANCEMENTS

PREYSLAYER'S MANTLE

This ancient War Dog chassis is said to have been forged in warpfires and ensorcelled with the spirit of the hunt unending.

WAR DOG model only. The bearer has the Super-heavy Walker ability (pg 67).

FINAL HOWL (AURA)

Biomechanoid parasites lace a War Dog's vox-emitters with the infernal baying of supernatural hunting hounds. Its effects upon other nearby War Dogs are profound and alarming.

WAR DOG model only. While a friendly **WAR DOG** model is within 6" of the bearer, each time that model makes an attack, re-roll a Wound roll of 1.

LOPING PREDATOR

This swift attacker is adept at firing on the move, trusting the predatory senses of their War Dog's machine spirit to single out targets of opportunity.

WAR DOG model only. The bearer's ranged weapons have the **[ASSAULT]** ability.

PANOPLY OF THE CURSED KNIGHTS

Borne within 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, torn apart by his own pack of War Dogs. It is said festooning one's Knight suit with these charms instils the legendary fortitude of that doomed war engine, but also invites Carnivus Grymm's ghastly end.

WAR DOG model only. Each time an attack targets the bearer, worsen the Armour Penetration characteristic of that attack by 1.

Swift, comparatively numerous, yet each still a towering war engine in its own right, when War Dogs gather for the hunt they bring terrifying might to bear. Sometimes this power is leashed to the mental domination of masters piloting Abhorrent-class Knights. Such formations lope out like some feudal world hunting party, the larger Knights inhabiting the roles of bloodthirsty nobles while the War Dogs serve as their baying hounds. Other dread households prefer to give their War Dogs more freedom. They dispatch formations of these light and fast Knight suits into the wilds of the war zone to raid and cause mayhem at will, choking off supply lines and tearing apart targets of opportunity until the foe fears to leave their strongholds. Then there are the Unleashed. These masterless packs of War Dogs have broken their former masters' control and now hunt and slaughter in pursuit of their own glories. Over time, these packs become ever more feral, following the direction of their alphas and dragging down prey like murderous super-predators.

VOX-HOWL

HOUNDPACK LANCE – BATTLE TACTIC STRATAGEM

This artificially generated vox-borne rallying cry booms out across multiple wavelengths. It bolsters the courage of fellow War Dog pilots and their steeds, even as it fills the foes' communications with squealing scrapcode and monstrous howling.

2CP

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

TARGET: One **WAR DOG CHARACTER** unit from your army.

EFFECT: Each enemy unit within 6" of your unit must take a Battle-shock test. Each friendly **WAR DOG** unit that is within 6" of your unit and is Battle-shocked must take a Leadership test; if that test is passed, that unit is no longer Battle-shocked.

RESTRICTIONS: You can only use this Stratagem once per turn.

HUNGRY FOR COMBAT

HOUNDPACK LANCE – BATTLE TACTIC STRATAGEM

Eager to get into battle, these War Dogs hope to win glory and prove their worth to peers and masters alike.

1CP

WHEN: Start of the Fight phase.

TARGET: Two or more **WAR DOG** units from your army within Engagement Range of the same enemy unit.

EFFECT: Select one enemy unit within Engagement Range of those **WAR DOG** units. Until the end of the phase, models in those **WAR DOG** units can only target that enemy unit, but each time a model in one of those **WAR DOG** units makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

CUNNING HUNTER

HOUNDPACK LANCE – STRATEGIC PLOY STRATAGEM

This War Dog's pilot knows when to feign flight or give ground, only to redouble their attack the moment their prey's guard drops.

1CP

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

TARGET: That **WAR DOG** unit.

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

ANIMALISTIC RAGE

HOUNDPACK LANCE– BATTLE TACTIC STRATAGEM

Many War Dog pilots are bitter and twisted souls whose hearts are filled with animalistic rage, and they will vent that anger with their last dying gasp.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after a **WAR DOG** unit from your army is destroyed.

TARGET: That **WAR DOG** unit. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Before resolving your unit's Deadly Demise ability, it can either shoot or fight. When doing so, it must target only the enemy unit that just destroyed it, and can only do so if that enemy unit is an eligible target. After it has done so and after any Consolidation moves have been made, resolve your unit's Deadly Demise ability as normal.

HARRYING HOUNDS

HOUNDPACK LANCE – STRATEGIC PLOY STRATAGEM

War Dogs fight with agility and guile, giving ground only to surge in on the attack from another angle.

1CP

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

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

EFFECT: Your unit can make a Normal move of up to 6".

ENCIRCLING PACK

HOUNDPACK LANCE – STRATEGIC PLOY STRATAGEM

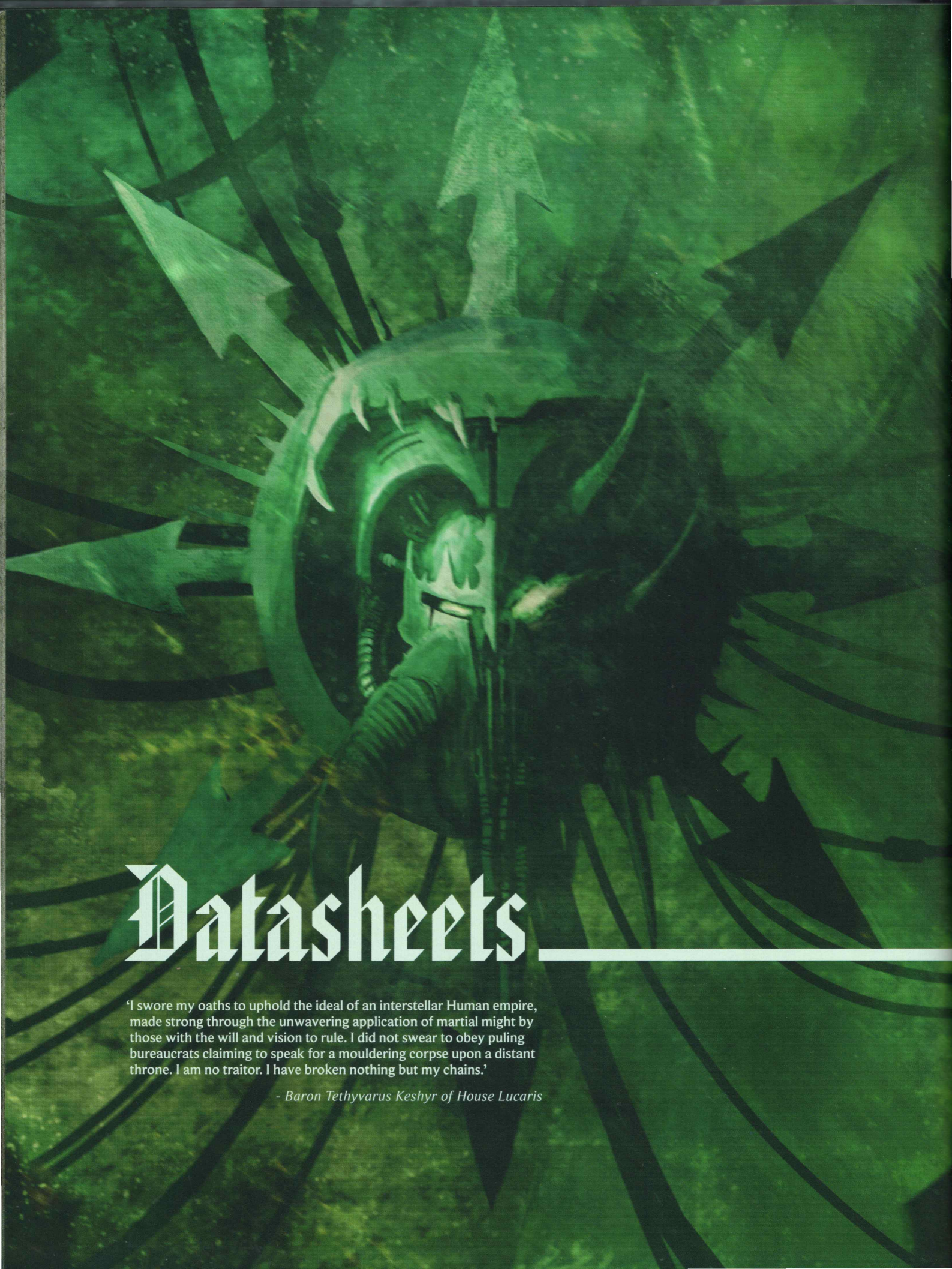
The War Dogs of the dread household move to outflank and encircle their prey.

1CP

WHEN: End of your opponent's Fight phase.

TARGET: One **WAR DOG** unit from your army that is wholly within 12" 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.



Datasheets

'I swore my oaths to uphold the ideal of an interstellar Human empire, made strong through the unwavering application of martial might by those with the will and vision to rule. I did not swear to obey puling bureaucrats claiming to speak for a mouldering corpse upon a distant throne. I am no traitor. I have broken nothing but my chains.'

- Baron Tethyvarus Keshyr of House Lucaris



KNIGHT TYRANT

M	T	SV	W	LD	OC
8"	12	3+	28	6+	10

5+ * INVULNERABLE SAVE

** Against ranged attacks only*



Knights Tyrant are walking bastions of corruption. Their mere presence is enough to foul reality with warp-taint that drives back foes and scrambles teleportation signals, even as it provides infernal protection for smaller classes of Chaos Knight. Combined with their incredibly heavy arsenals of weaponry, they are terrifying war engines indeed.

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	-3	2
Ectoplasma decimator – supercharge [BLAST, HAZARDOUS]	36"	D6+3	3+	9	-4	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
Warpshock harpoon [BLAST, DEVASTATING WOUNDS]	12"	D3	3+	24	-6	12

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

WARGEAR OPTIONS

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

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.

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: 1-10 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.

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

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

FACTION KEYWORDS: **CHAOS KNIGHTS**

KNIGHT DESPOILER

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

5+ * INVULNERABLE SAVE

** Against ranged attacks only*



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 their pilot's temperament, they unleash their hatred at range or in thunderous melee.

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
Diabolus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1
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
Hellstorm autocannons [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	7	-1	2
Ruinspear 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
Titanic feet	Melee	4	4+	8	-1	2
Warpstrike claw – strike	Melee	4	3+	20	-3	8
Warpstrike claw – sweep	Melee	8	3+	10	-2	3

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D6**

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

Dread Dominion (Aura): While a friendly **War Dog** model is within 9" of this model, improve that **War Dog** model's Leadership and Objective Control characteristics by 1.

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: 1-9 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, Titanic, Towering, Abhorrent, Character, Chaos, Knight Despoiler**

FACTION KEYWORDS: **Chaos Knights**

KNIGHT ABOMINANT

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

5+

*** INVULNERABLE SAVE**

** Against ranged attacks only*



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 from their volkite combustors. In combat, they thrash coiling, warp-wrought appendages, crushing anything that remains untainted.

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"	12	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

UNIT COMPOSITION

- **1 Knight Abominant**

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

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 24" of and visible to 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: 1-9 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.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Abhorrent, Psyker, Character, Chaos, Knight Abominant**

FACTION KEYWORDS: **Chaos Knights**

KNIGHT RUINATOR

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

5+

*** INVULNERABLE SAVE**

** Against ranged attacks only*



Knights Ruinator charge the enemy lines amidst searing torrents of cursed flame and salvoes of shocking terrorpulse missiles. Fixating on a single foe or enemy formation until it is utterly destroyed then moving on to the next, these ghastly war engines burn and drill a trail of utter devastation for their comrades to follow into the very heart of their foes' position.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Darkflame lance [IGNORES COVER, TORRENT]	18"	2D6	N/A	8	-1	2
Terrorpulse missiles [BLAST]	36"	2D6	3+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fellbore – strike [ANTI-MONSTER 2+, ANTI-VEHICLE 2+]	Melee	4	3+	14	-3	6
Fellbore – sweep	Melee	10	3+	9	-2	2

UNIT COMPOSITION

- **1 Knight Ruinator**

This model is equipped with: darkflame lance; terrorpulse missiles; fellbore.

ABILITIES

CORE: **Deadly Demise D6**

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

Methodical Destruction: At the start of the first battle round, select one unit from your opponent's army to be this model's victim. Each time this model makes an attack that targets its victim, you can re-roll the Wound roll. Each time this model's victim is destroyed, select one new enemy unit to be this model's victim.

Close-range Killers (Aura): While a friendly **War Dog** model is within 9" of this model, each time that **War Dog** model makes an attack that targets the closest enemy unit, improve the Armour Penetration characteristic of that attack by 1.

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, Titanic, Towering, Abhorrent, Character, Chaos, Knight Ruinator**

FACTION KEYWORDS: **Chaos Knights**

KNIGHT DESECRATOR

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

5+ * INVULNERABLE SAVE
* Against ranged attacks only



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. Their darkly regal pilots are cruel taskmasters, snarling commands to War Dog followers that lope to battle at their sides.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Desecrator 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

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.

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

ABILITIES

CORE: **Deadly Demise D6**

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

Obsessive Ruthlessness: Each time this model makes a ranged attack that targets 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: 1-9 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.

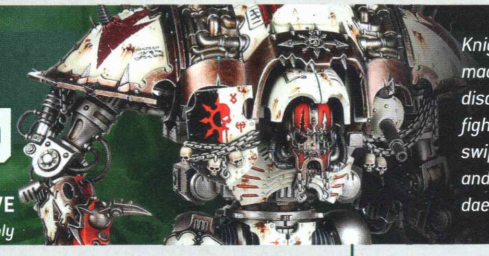
KEYWORDS: **VEHICLE, WALKER, TITANIC, TOWERING, ABHORRENT, CHARACTER, CHAOS, KNIGHT DESECRATOR**

FACTION KEYWORDS: **CHAOS KNIGHTS**

KNIGHT RAMPAGER

M	T	SV	W	LD	OC
12"	11	3+	26	6+	10

5+ * INVULNERABLE SAVE
* Against ranged attacks only



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.

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 [SUSTAINED HITS 1]	Melee	6	2+	14	-4	6
Reaper chainsword – sweep [SUSTAINED HITS 1]	Melee	18	2+	9	-3	2
Warpstrike claw – strike [SUSTAINED HITS 1]	Melee	6	2+	20	-3	8
Warpstrike claw – sweep [SUSTAINED HITS 1]	Melee	12	2+	10	-2	3

UNIT COMPOSITION

- **1 Knight Rampager**

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

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

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 **[DEVASTATING WOUNDS]** ability.

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: 1-9 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.

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

FACTION KEYWORDS: **CHAOS KNIGHTS**

WAR DOG HUNTSMAN

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

5+ * INVULNERABLE SAVE

** Against ranged attacks only*



Like hounds on the scent, Huntsmen often pursue much larger enemies and seek to drag their prey down as a pack. Their daemonbreath spears melt through the thickest armour while chaintalons are employed to drive deeply into gushing innards, tearing through organs and crew alike.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Daemonbreath meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Daemonbreath spear [MELTA 4]	18"	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

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.

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

Huntsman: Each time this model makes an attack that targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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

FACTION KEYWORDS: **CHAOS KNIGHTS**

WAR DOG EXECUTIONER

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

5+ * INVULNERABLE SAVE

** Against ranged attacks only*



Methodical and coldly merciless, the Fallen Nobles who pilot War Dog Executioners employ their steeds' 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 greater murderous tallies than their peers.

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

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.

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

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. Each time an enemy unit is destroyed as the result of this model's attacks, before removing the last model in that unit from the battlefield, each unit from your opponent's army that is within 3" of it must take a Battle-shock test.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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

FACTION KEYWORDS: **CHAOS KNIGHTS**



WAR DOG BRIGAND

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

5+ * INVULNERABLE SAVE

** Against ranged attacks only*

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 ballistic elegance, or else to purge war zones of all life employing only ranged firepower.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	3+	6	-1	1
Daemonbreath spear [MELTA 4]	18"	2	3+	12	-4	D6
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
Armoured feet	Melee	4	3+	6	0	1

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.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

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

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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

FACTION KEYWORDS: **CHAOS KNIGHTS**



WAR DOG STALKER

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

5+ * INVULNERABLE SAVE

** Against ranged attacks only*



Only the most strong-willed pilots have the mental fortitude to harness 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. Boasting a balance of long- and short-ranged weaponry, these War Dogs are fearsome foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger chaincannon	24"	12	3+	6	-1	1
Daemonbreath spear [MELTA 4]	18"	2	3+	12	-4	D6
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	4	3+	10	-3	3
Reaper chaintalon – sweep	Melee	8	3+	8	-2	1
Slaughterclaw	Melee	4	3+	12	-3	D6+2

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.

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

ABILITIES

CORE: **Deadly Demise D3, Scouts 6"**

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: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, WALKER, CHAOS, WAR DOG, STALKER**

FACTION KEYWORDS: **CHAOS KNIGHTS**



WAR DOG KARNIVORE

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

5+

*** INVULNERABLE SAVE**

** Against ranged attacks only*



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

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 [SUSTAINED HITS 1]	Melee	12	3+	8	-2	1
Slaughterclaw [SUSTAINED HITS 1]	Melee	6	3+	12	-3	D6+2

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.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Harbingers of Dread**

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

DAMAGED: 1-5 WOUNDS REMAINING

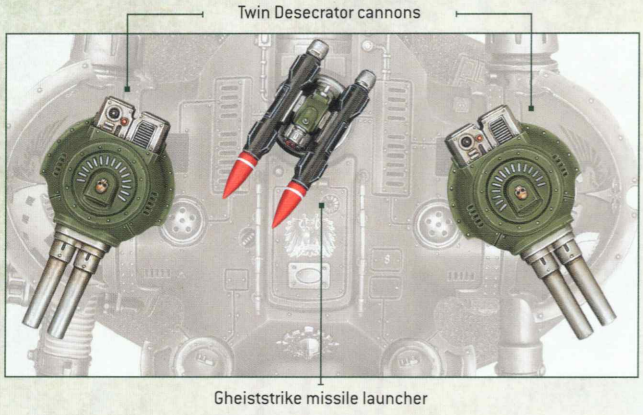
While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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

FACTION KEYWORDS: **CHAOS KNIGHTS**

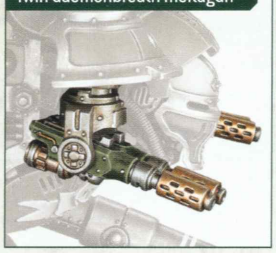


WARGEAR OF THE CHAOS KNIGHTS



DOMINUS-CLASS KNIGHT WEAPONRY

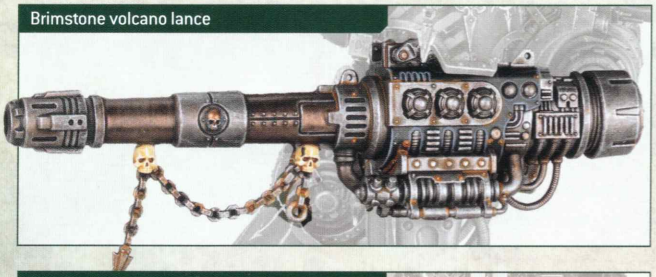
Twin daemonbreath meltagun



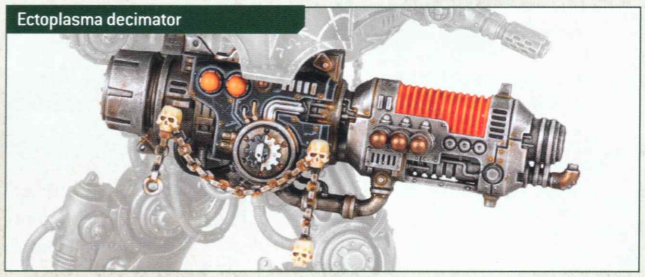
ECTOPLASMA

A perversion of ancient technologies, ectoplasmic weapons are made by the Dark Mechanicum for use on many war engines. They combine conventional plasma weaponry with warp magicks and infernal daemonic ichor to eradicate not only physical matter but also the soulstuff of their targets.

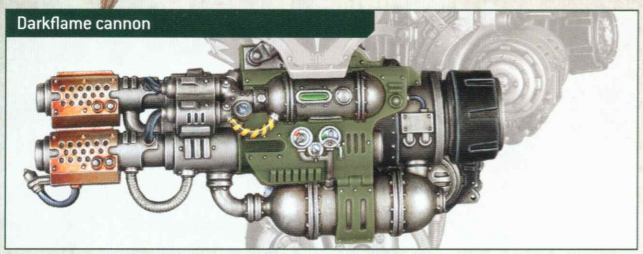
Brimstone volcano lance



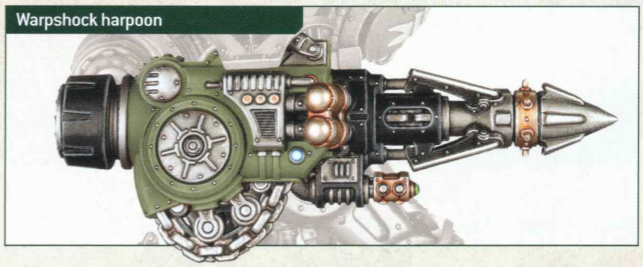
Ectoplasma decimator



Darkflame cannon



Warpshock harpoon



ARMIGER-CLASS WAR DOG WEAPONRY

Daemonbreath spear



Avenger chaincannon



Reaper chaintalon



War Dog autocannon



Diabolus heavy stubber



Havoc multi-launcher



Slaughterclaw

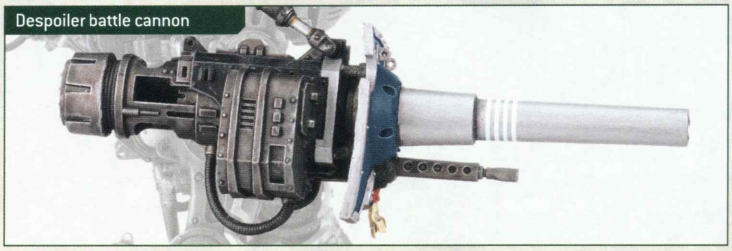


DAEMONBREATH

Melta weapons typically work by unleashing short-range blasts of microwaves that excite molecules to generate extreme and incredibly destructive energy blasts. Their targets rupture, burn and melt in moments. The daemonbreath armaments employed by Chaos Knights are similar. However, they also incorporate infernal warp energies into their operation. Thus, daemonbreath weaponry looses sulphur-stinking columns of ensorcelled energies that agitate the target's molecular structure and trigger eruptions of cellular mutation that bursts the bonds holding the victim together. The effects are wholly destructive and spectacularly gruesome.

QUESTORIS-CLASS WEAPONRY

Despoiler battle cannon



Havoc missile pod



Ruinspear rocket pod



Hellstorm autocannons

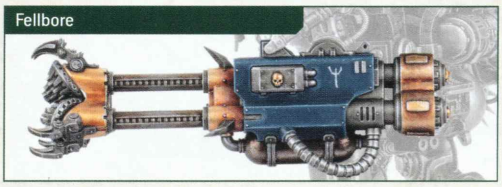


CORRUPTED ARMAMENTS

Many Chaos Knights mount weapons commonly seen upon their Imperial counterparts. Though they appear outwardly similar and operate within equivalent tolerances, most have been adapted with unholy power sources or warp-tainted ammunition, their machine spirits driven mad by scrapcode or replaced by spiteful empyric imps.

ABHORRENT-CLASS WEAPONRY

Fellbore



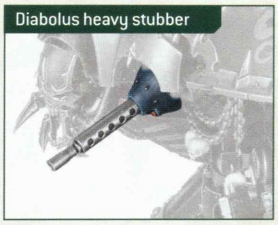
Terrorpulse missiles



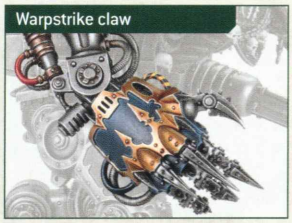
Darkflame lance



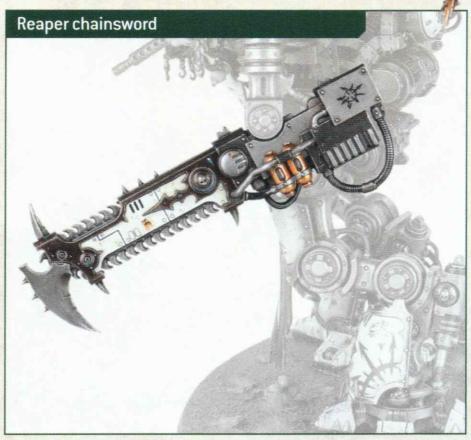
Diabolus heavy stubber



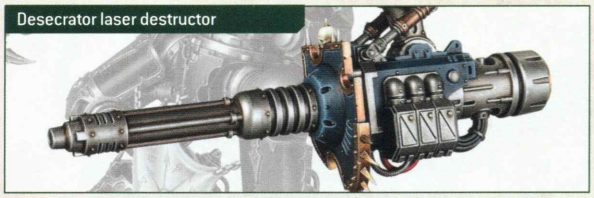
Warpstrike claw



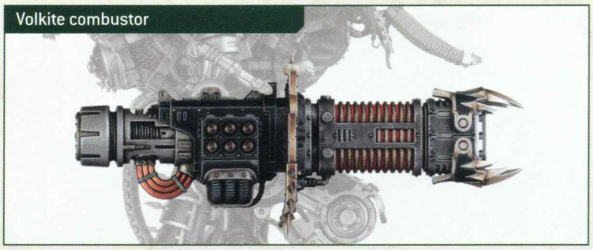
Reaper chainsword



Desecrator laser destructor



Volkite combustor



Electroscourge

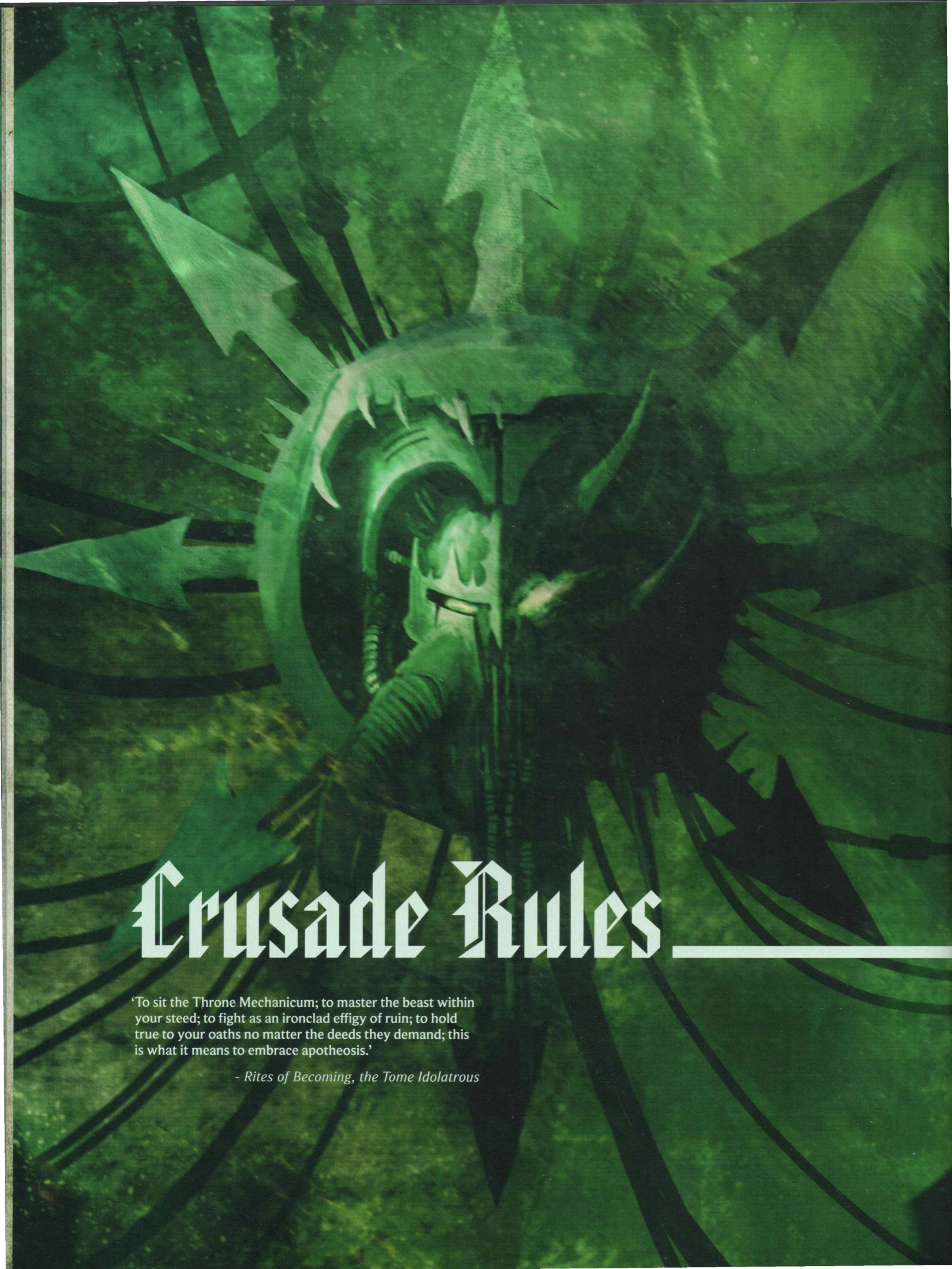


Balemace



VOLKITE COMBUSTORS

Once common within Imperial armies, volkite weapons have become ever more rare as the secrets of their manufacture are lost or forgotten. Many conclaves of dark magi retain this knowledge, however, and delight in crafting these enormous heat ray weapons, which rapidly deflagrate their targets before causing their ravaged forms to erupt explosively.



Crusade Rules

'To sit the Throne Mechanicum; to master the beast within your steed; to fight as an ironclad effigy of ruin; to hold true to your oaths no matter the deeds they demand; this is what it means to embrace apotheosis.'

- Rites of Becoming, the Tome Idolatrous



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to CHAOS KNIGHTS units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

AGENDAS

CHAOS KNIGHTS armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

AMASSING POWER

The rules presented in this section represent the efforts of a Chaos Knights household force, as it strives to carve out its own dominion in the galaxy, by gaining power over the various forces that can aid or hinder them in the form of the Idolators that are essential to maintaining and upgrading your colossi of brutality, the War Dog Hunting Packs that are driven by their heinous instincts, or the malefic pacts offered to the Dark Gods themselves.

IDOLATORS' OFFERINGS

As they gain experience and prowess, **CHAOS KNIGHTS TITANIC** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere. Each attaches to different parts of the Knight itself, letting you create a bespoke war machine of death.

HUNTING PACKS

As the harrying Hunting Packs congregate, **WAR DOG** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere. These allow them to hunt savagely together, working to bring down their foes as one.

PACTS OF DAMNATION

Over your Crusade force's journey, **CHAOS KNIGHTS TITANIC** units in your collection can make pacts with the Dark Gods. These special Battle Honours represent the unique benefits and perils that come from such dealings.

REQUISITIONS

CHAOS KNIGHTS armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE SCARS

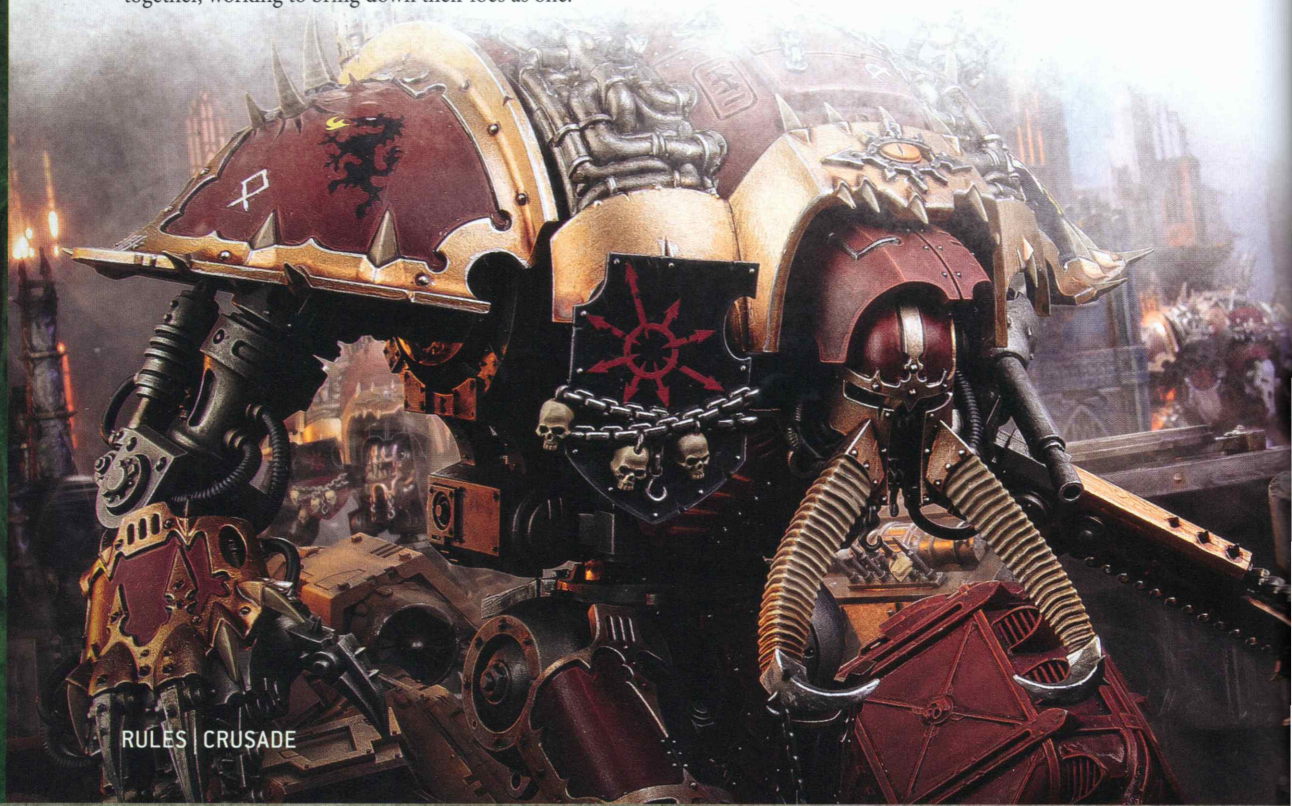
In addition to the Battle Scars presented in other publications, the ones presented here can better portray the damage to the **CHAOS KNIGHTS TITANIC** units from your Crusade force.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **CHAOS KNIGHTS CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



AGENDAS

If your Crusade army includes any CHAOS KNIGHTS units, you can select Agendas from those presented here.

MALICIOUS HUNT

Singling out their mightiest foe as little more than a game animal to prey upon, the Fallen Nobles ride out to prove their dominance by competing to be the one to slay it.

At the start of the battle, the enemy unit with the highest Wounds characteristic (excluding **DEDICATED TRANSPORT** units) becomes your Crusade army's Prey. If there are multiple such units, select one of those units to be your Crusade army's Prey. At the end of the battle, if your Crusade army's Prey was destroyed by a **CHAOS KNIGHTS** model from your Crusade army, that unit gains 3XP. If that model from your Crusade army has the **WAR DOG** keyword, your Crusade force's standing with the War Dog Domination increases by 1 level (pg 92).

SEIZE RICHES

The foe bears ancient devices and complex weapons of whose might they are not worthy. The Chaos Knights must crush those who hoard these technological riches, claiming them as their rightful due or using them to curry favour with Idolators and dark priests.

Each time a **CHAOS KNIGHTS** unit from your Crusade army destroys an enemy unit within 6", if that enemy unit has an Enhancement or a Crusade Relic, that **CHAOS KNIGHTS** unit gains 2XP and your Crusade army recovers one tech-trophy. At the end of the battle, if your Crusade army has recovered two or more tech-trophies, your Crusade force's standing with the Idolators' Influence increases by 1 level.

TEAR DOWN THE FALSE GODS

Many Fallen Nobles are fanatical in their devotion to the Gods of Chaos, quick to topple the idols and smash the fanes of any other deity.

At the start of the battle, your opponent must set up three Sacred Site markers, 40mm in diameter, anywhere on the battlefield not within 9" of any battlefield edges and not within 9" of each other. Sacred Site markers are controlled in the same manner as objective markers. At the start of your Command phase and at the end of the battle, for each Sacred Site marker you control, select one **CHAOS KNIGHTS** unit from your Crusade army within range of that Sacred Site marker. That Sacred Site marker is desecrated by your Crusade army and removed from the battlefield, and that selected unit gains 2XP. At the end of the battle, if two or more Sacred Site markers were desecrated by your Crusade army, your Crusade force's standing with the Dark Gods increases by 1 level.

TYRANNICAL DOMINATION

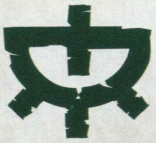
The enemy must be driven from this place and the banners of the Chaos Knights raised high over it, proclaiming to all their dominion and their right to seize whatever lands they please.

At the end of the third, fourth and fifth battle rounds, for each objective marker you control that is not within your deployment zone, you can select one **CHAOS KNIGHTS TITANIC** unit within range of that objective marker (excluding Battle-shocked units). Each selected unit gains 1XP. At the end of the battle, if your **WARLORD** is on the battlefield, your **WARLORD** gains a number of XP equal to the number of objective markers you control that are not within your deployment zone.



AMASSING POWER

Chaos Knights attempt to amass power and influence on their campaigns throughout the galaxy. The true strength of a Chaos Knights force lies in the Power Bases presented below.



Dark Gods

Those who strike dark bargains with warp entities or their mortal servants may gain great power. Yet there is always a price to be paid.

Those blessed by the Dark Gods can enter into powerful Pacts of Damnation (pg 98), granting them potent abilities at the cost of some part of themselves. The more favoured they are by these malign entities the better they will be able to bargain with them, and the greater the blessing they will receive in return.



Idolator Influence

It is a wise Fallen Noble who either cultivates the favour of their Idolators or sets one cabal against the other and reaps the rewards of their fierce competition.

Leaders that have curried goodwill amongst the ranks of the Idolators will have access to new and powerful Battle Traits in the form of Idolators' Offerings (pg 94), which can be fashioned onto various parts of a Knight, granting unique capabilities specific to that part of their Knight suit.



War Dog Domination

Be it Fallen Nobles perfecting their control of War Dogs via the link between Thrones and Helms, or a pack of Unleashed Chaos Knights gaining their independence, mastery of these lighter Knights brings tactical benefits.

The War Dog pilots in this force have been firmly dominated by Fallen Noble masters or pack Alphas, allowing them to be formed into large Hunting Packs (pg 97) and used to pin and bring down foes.

When a Crusade force begins to amass power, it will have a standing level in each of these Power Bases that is determined by the type of Chaos Knights force it is. Over the course of its Crusade, it will gain and lose standing in each of these Power Bases through a combination of achieving Agendas and making various decisions between battles. Having a high standing within a Power Base will open up new opportunities specific to that Power Base.

There are five levels of standing for each Power Base:



Hostile **Distrustful** **Wary** **Cautious Alliance** **Aligned Interests**

A standing level can never be reduced below Hostile and can never be increased beyond Aligned Interests.

BEGINNING TO AMASS POWER

When your Crusade force begins to Amass Power, select one of the following Allegiances (Iconoclast House, Infernal House or Dreadblades) and make a note of it on your Order of Battle. The starting standing level of each of your Crusade force's Power Bases is then shown in the table below.

Iconoclast House

Given to tyrannical leanings and a violent drive to determine their own fates, the warriors of most Iconoclast houses are slow to place their fates in others' hands. They prefer to politick and dominate, amassing power through their own efforts and wielding it in their own name.

Infernal House

The Infernal houses are often defined by their oath-sworn service to dark magi, heretic warlords or the Dark Gods themselves. Such bargains bring them great and terrible power, their souls traded away in exchange for supernatural abilities and unholy weapons.

Dreadblades

Amongst Dreadblade companies and mercenary lances, power and influence are all. Though they do make use of War Dogs at times, such smaller, weaker Knight suits are usually expended with callous disregard by masters who prize dark riches and personal might more highly.

	Iconoclast House	Infernal House	Dreadblades
Dark Gods Starting Standing	I	III	II
Idolator Influence Starting Standing	III	I	III
War Dog Domination Starting Standing	II	II	I

GAINING STANDING LEVELS

Additional standing can be gained through completing Agendas. In addition:

- Each time you win a battle, select one Power Base and increase its standing level by 1. Then roll one D6 for each other Power Base: on a 1-2, reduce that Power Base's standing level by 1.
- Each time you draw or lose a battle, roll one D6: on a 1-3, randomly select one Power Base and reduce its standing level by 1.

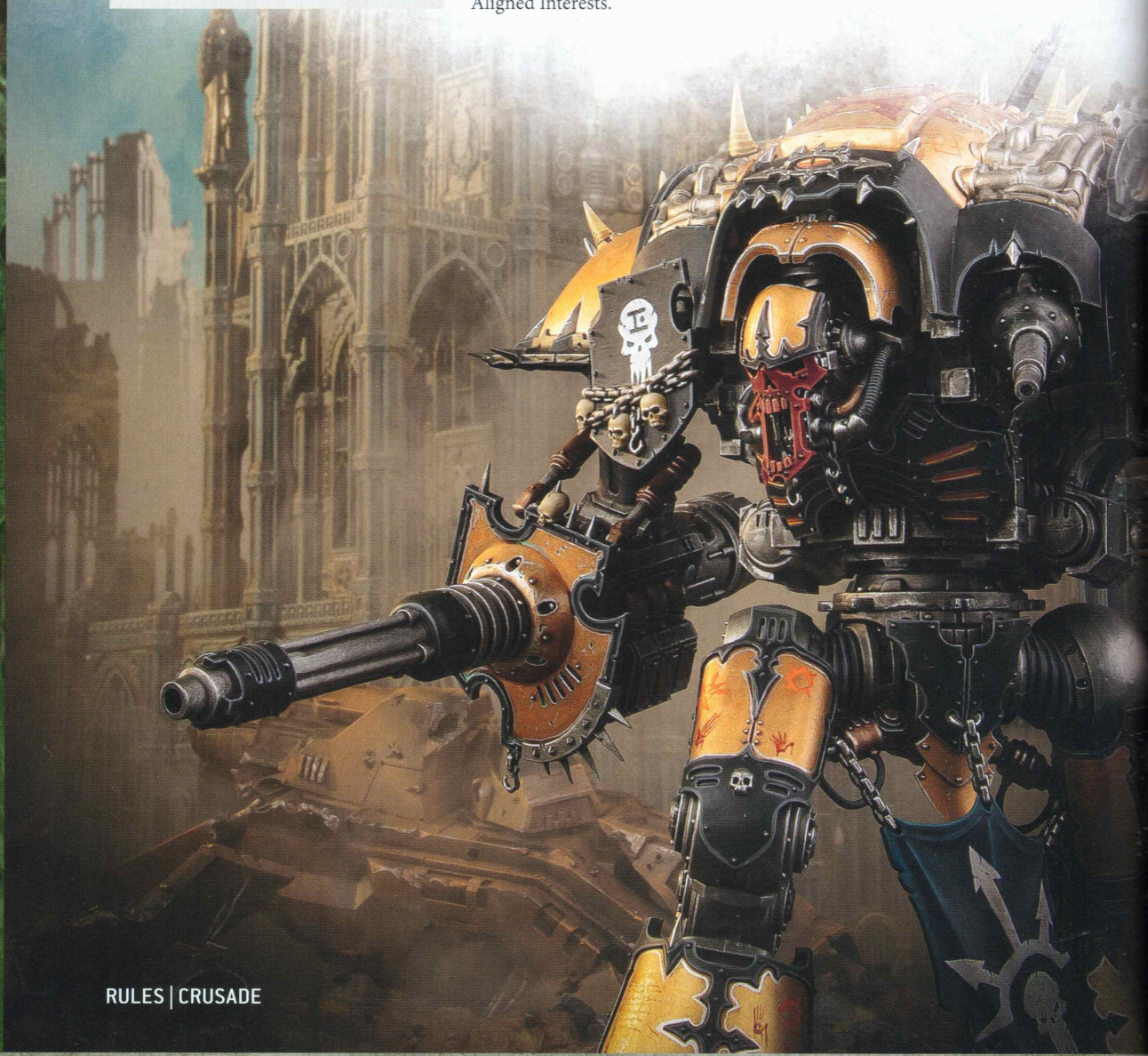
IDOLATORS' OFFERINGS

'Through conquest, rule. Through rule, power. Through power, strength. Through strength, conquest. So it has always been. So it must always be.'

- Dictats Dominatis, Chant of the Rites of Tyranny

Idolators' Offerings are a form of Battle Trait. Each time a **CHAOS KNIGHTS TITANIC** model from your Crusade army gains a Battle Trait, as long as your Idolator Influence standing level is Wary or better, you can give it one of these Battle Traits instead of one from elsewhere. Each Idolators' Offering is assigned to a different part of the Knight suit, and no model can have more than one Idolators' Offering for each suit location. If you wish to change a pre-existing Idolators' Offering which is on model for another one, you must use the Vile Reworking Requisition (pg 99).

Each time you give a model an Idolators' Offering, after selecting the location you wish to upgrade, you can either roll one D6 to randomly determine the Battle Trait or select the one most appropriate for your narrative. If you have a good standing level within the Idolator Influence, you will also gain access to some of their most powerful technologies that you can install instead of ones generated from the table. Each location has two special Idolators' Offerings: one that can only be given to a model if your Idolator Influence standing level is Cautious Alliance or higher and another that can only be given if it is Aligned Interests.



LEGS D6

FLESHMETAL SERVO-TENDONS

These bundles of gruesomely harvested muscle and rune-etched machinery strain with unnatural vitality. They lend a Chaos Knight an obscene turn of speed.



Add 2" to the Move characteristic of this model and you can re-roll Advance rolls made for it.

CRUEL SPIKES

Clusters of vicious spikes, wrought from metal or bone, have been mounted on this Knight's hull or have sprouted from it. They impale luckless foes at close quarters.



Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-4, that enemy unit suffers D3+1 mortal wounds; on a 5+, that enemy unit suffers D3+3 mortal wounds.

RUNES OF SCORN

Carved into the Knight's huge armoured greaves, these foul glyphs radiate hatred and arrogance, foes struggling not to instinctively cower at the sight of them.



At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

SPITE CAPACITORS

With every stride towards its victims, every foe crushed underfoot, the Chaos Knight fills these empyric batteries with a charge of spiteful power to be released in the form of speed at a vital moment.



While your Idolators Influence standing level is Cautious Alliance or better, this model is eligible to declare a charge in a turn in which it Fell Back.

RAKING TALONS

Those seeking to flee from this towering monster may be caught and torn apart by swipes of these vicious talons.



Only one model in your Order of Battle can have this Idolators Offering. While your Idolators' Influence standing level is Aligned Interests, each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) that is within Engagement Range of this model Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

ARMS D6

DOOMLOCK TARGETER

This arcane device reads the strands of its victims' fates in the winds of the warp, then guides even the most wildly aimed firepower to where their doom awaits.



Ranged weapons equipped by this model have the **[ASSAULT]** ability.

MUTANT MUSCULATURE

Threaded through the mechanisms of the weapon arm, these foul masses of muscle and flesh lend extra force to the Chaos Knight's blows.



Each time this model makes a melee attack, if it made a Charge move this turn, add 2 to the Strength characteristic of that attack.

SOULSIGHT OCCULUM

Blister-like eyes peer from this arm's weapon housing, perceiving the souls of the prey no matter where or how they hide.



Each time this model makes a ranged attack, it can ignore any or all modifiers to its Ballistic Skill and the Hit roll.

PREDATORY MACHINE SPIRIT

This weapon has been infused with a machine spirit so fierce and predacious that it will strike before its pilot even consciously recognises the need.



While your Idolators Influence standing level is Cautious Alliance or better, once per battle, you can target this model with the Counter-offensive Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

AUTO-FURY CACODAEMONS

Caged within the weapon limb, these sparks of warp sentience watch constantly for approaching foes and turn their spite upon any who dare draw too near.



Only one model in your Order of Battle can have this Idolators' Offering. While your Idolators Influence standing level is Aligned Interests, each time this model makes a ranged attack, if it targets the closest eligible unit within 12", that attack has the **[SUSTAINED HITS 1]** ability.

TORSO D6

ION COWL

This rare device channels momentary surges of ion shield energy across the Chaos Knight's hull, protecting it from the back blast from its own point-blank fire.

When making ranged attacks with its Blast weapons, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit).



MALIGN WARDS

This Chaos Knight's hull crawls with heretical warding runes and protective spells.

This model has the Feel No Pain 4+ ability against mortal wounds.



BALEFURY FAIL SAFES

These reactor-limiter spirits actively overcharge the Chaos Knight's power plant in the instant before its destruction, ensuring its demise claims many lives.

When this model is destroyed, this model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.



SHRIEKING ARMOUR

Tormented faces constantly rise to the surface of these rippling armour plates, straining and screaming in terrifying fashion before submerging once again.

While your Idolator Influence standing level is Cautious Alliance or better, at the start of the Fight phase, each enemy unit within Engagement Range of this model must take a Battle-shock test.



DAMNED CONSTRUCTION

Supplied by magi of the Dark Mechanicum itself, these armour plates are fashioned from the most infernal materials that endure with supernatural tenacity.

Only one model in your Order of Battle can have this Idolators' Offering. While your Idolator Influence standing level is Aligned Interests, this model has a Save characteristic of 2+.



HEAD D6

WARP OPTICS

This fleshmetal visor slithers down over the pilot's face and allows them to see in supernatural spectra.

Ranged weapons equipped by this model have the **[IGNORES COVER]** ability.



VOX-SYMBIOTE

This foul entity's data-tendrils stretch out from the pilot's Throne to infest others in the lance and transmit whispered messages.

Each time you select this unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.



DAEMONIC POSSESSOR

This entity lurks within the shell of the Chaos Knight, held at bay by the pilot's will but ever ready to seize control should that will waver.

Once per battle, after this model fails a Battle-shock test, this model can use this ability. If it does, it is no longer Battle-shocked.



MALEVOLUS LOCKOUT

This pseudo-sentient machine spirit singles out key prey and temporarily dominates all other systems within the Chaos Knight, goading it to pour all its fury into the chosen victim.

While your Idolators' Influence standing level is Cautious Alliance or better, once per battle, when this model is selected to shoot, it can use this ability. If it does, select one enemy unit. Until the end of the phase, ranged weapons equipped by this model have the **[DEVASTATING WOUNDS]** ability while targeting that enemy unit.



TYRANTUS ARRAY

This arcane array of biomechanical and warp-infused instrumentation draws information in from both the realspace battlefield and its echoes in the warp, giving its user unparalleled strategic command.

Only one model in your Order of Battle can have this Idolators' Offering. While your Idolator Influence standing level is Aligned Interests, when selecting Agendas, you can select one additional Agenda for this battle.



HUNTING PACKS

Hunt Tactics are a type of Battle Trait that **WAR DOG** models can earn. Each time a **WAR DOG** model from your Crusade army gains a Battle Trait, as long as your War Dog Domination standing level is Wary or better, you can give it one of these Battle Traits instead of one from elsewhere. Each time you give a model a Hunt Tactic, you can either roll one D6 to randomly determine the Battle Trait or select the one most appropriate for your narrative.

At the start of the first battle round, you can form the **WAR DOG** models from your army into one or more Hunting Packs for the duration of the battle, the size of which is determined by your standing level with the War Dog Domination as shown in the table below.

War Dog Domination Standing Level	Number of models in a Hunting Pack
	2
	2-3

Once you have done so, you must select one Hunt Tactic for each Hunting Pack in your Crusade army. Until the end of the battle, while a model from that Hunting Pack is within 12" of one or more other models from that Hunting Pack, that model has the Hunt Tactic selected for that Hunting Pack.

Each Hunt Tactic has a secondary effect that only affects its Hunting Pack if that Hunting Pack is Ascendant. At the start of the battle, no Hunting Packs are Ascendant. Each time a model from a Hunting Pack destroys an enemy unit, after resolving all of that model's attacks, that Hunting Pack becomes Ascendant, if it is not already, until the end of the battle.

HUNT TACTICS

AGGRESSIVE CHARGE

Making straight for the prey, the pack aims to either tear it to pieces or else drive it from cover in terrified disarray.

This model is eligible to declare a charge in a turn in which it Advanced. In addition, if this model's Hunting Pack is Ascendant, each time this model makes a melee attack, if it made a Charge move this turn, that attack has the **[DEVASTATING WOUNDS]** ability.

PIN AND PREDATE

The pack focuses on trapping their prey before ripping them limb from limb.

Each time this model makes a melee attack, you can re-roll a Wound roll of 1. If this model's Hunting Pack is Ascendant, you can re-roll the Wound roll instead.

ROVING ASSASSINS

Prowling the battlefield, these War Dogs wait until their prey believe themselves safe before picking them off with long-ranged firepower.

Add 3" to the Range characteristic of ranged weapons equipped by this model. In addition, if this model's Hunting Pack is Ascendant, ranged weapons equipped by this model have the **[IGNORES COVER]** ability.

BRUTE TACTICS

The pack's War Dogs close formation and present their thickest armour to the prey, bulling forward into their midst.

This model has a 5+ invulnerable save against melee attacks. In addition, if this model's Hunting Pack is Ascendant, each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

HIDDEN STALKERS

These hunters focus on evading their prey's notice, closing in through dense terrain and loping low to the ground.

This model has the Benefit of Cover. In addition, if this model's Hunting Pack is Ascendant, this model can only be targeted by a ranged attack if the attacking model is within 18".

COORDINATED HUNTERS

Maintaining constant vox-contact and employing a gestalt warp-manifold to exchange strategic data, War Dogs hunt their prey with exceptional cunning.

Add 2 to this model's Objective Control characteristic. In addition, if this model's Hunting Pack is Ascendant, each time you select this model as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

PACTS OF DAMNATION

Pacts of Damnation are a type of Battle Honour that can only be gained and removed using the Path to Damnation Requisition (pg 99).

A Pact of Damnation consists of two parts, a Dark Boon and a Cursed Price. A Dark Boon is a powerful benefit that the model gains, and can be selected from those below, while the Cursed Price is a Battle Scar that cannot be removed without breaking the pact entirely using the Path to Damnation Requisition. Note that a Cursed Price does not count towards the number of Battle Scars a model is considered to have for the purposes of Out of Action tests (so you can choose the Battle Scar result on an Out of Action test for a unit with two normal Battle Scars and a Cursed Price).

When a unit gains a Pact of Damnation, choose the Dark Boon that most fits your narrative, based on your Crusade force's Dark Gods standing level. Then determine the Cursed Price by randomly generating a Battle Scar from those on page 100.

A model can never have more than one Pact of Damnation, and you cannot have more than one model in your Order of Battle with the same Dark Boon.

MINOR DARK BOONS

When a model from your Crusade force gains a Dark Boon, if your Dark Gods standing level is Wary, Cautious Alliance or Aligned Interests, you can select from the following options.



THRONE INSIDIOUS

The ghosts within this Fallen Noble's Throne have been granted malevolent insight. They constantly whisper into the pilot's mind, revealing the deepest fears of the foe.

Once per battle, in your Command phase, you can change one of your army's currently active Dread abilities (pg 67) for another one.

WRATHFUL AURA

Raw fury radiates from this Chaos Knight, crushing the will and courage of those it touches.

Double this model's Objective Control characteristic.

BEGUILER'S MAW

The words that slither from this Fallen Noble's twisted lips become irresistible compulsions in the minds of their servants.

Once per battle, in your Command phase, you can change the Hunt Tactic of one Hunting Pack from your Crusade army (pg 97). If that Hunting Pack was Ascendant before the change, it remains so.

MAJOR DARK BOONS

When a model from your Crusade force gains a Dark Boon, if your Dark Gods standing level is Aligned Interests, you can select from the following options.



ENSORCELLED SHIELD

The dark power of a patron deity flow through this Knight suit's ion shield and weave themselves about its hull in a divine protective aegis.

This model has a 4+ invulnerable save against ranged attacks, and the Feel No Pain 6+ ability.

WARP WALKER

Occluded by a magnificent gilded glare, this Chaos Knight vanishes into the warp seemingly at will only to emerge elsewhere.

At the end of your opponent's turn, if this model is not within Engagement Range of one or more enemy units, you can remove this model from the battlefield and place it into Strategic Reserves.

BRAZEN HEART

The blood fury of this raging power plant can reignite even after the most grievous damage.

The first time this model is destroyed, roll one D6 at the end of the phase: on a 3+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with 7 wounds remaining.

REQUISITIONS

If your Crusade army includes any CHAOS KNIGHTS units, you can spend Requisition points (RP) on any of the following Requisitions.

VILE REWORKING 1RP

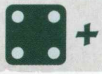
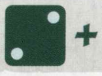
Cabals of Idolators can replace technologies they have previously worked into a Chaos Knight's chassis. There are risks to such work, however, as damage – accidental or malicious – may be inflicted.

Purchase this Requisition at any time. You cannot use this Requisition if your Crusade force's Idolator Influence standing level is Distrustful or Hostile. Select one **CHAOS KNIGHTS TITANIC** model from your Crusade force with one or more Idolators' Offerings. Select one of those Idolators' Offerings and remove it. You can then select a new Idolators' Offering for that model. Afterwards, if your Idolator Influence standing level is Wary or worse, roll one D6: on a 1, your model gains a Battle Scar.

PATH TO DAMNATION 1RP

The Dark Gods are said to be jealous patrons and the ways of the warp are fickle. There is peril in breaking and remaking pacts that court their favour.

Purchase this Requisition after winning a battle. You cannot purchase this Requisition if your Crusade force's Dark Gods standing level is Distrustful or Hostile. Select one **CHAOS KNIGHTS TITANIC** model from your Crusade army to attempt to make a pact with the Dark Gods. If that model already has a Pact of Damnation, it must break it. Remove that pact's Dark Boon, then roll one D6: on a 4+ remove that pact's Cursed Price; otherwise, that pact's Cursed Price is then treated as a normal Battle Scar. Finally, roll one D6, and consult the table below to see if your model successfully gains a Pact of Damnation.

Dark Gods Standing Level	Successful Result
	
	
	

DARK AMBITION 1RP

Many Fallen Nobles cleave with psychotic fervour to sworn oaths. Yet when the chance of greater power beckons, they can be all too quick to justify betraying these very pacts while believing that their deeds do no such thing.

Purchase this Requisition after a battle, and no more than once after each battle. Select one Power Base, and reduce your standing level with that Power Base to Hostile. For each level of standing lost when reducing it in this way, select a different Power Base and increase your standing level with that Power Base by 1.

> *For example, if your standing level with the Power Base you select is Aligned Interests, then you lose 4 levels of standing, and can increase your standing level with a different Power Base 4 times.*

A NEW STEED 1RP

Whether claimed as a trophy in battle and broken to heel, presented as martial tribute by fawning underlings or unleashed from within the dread household's hellish stable, a new Knight suit beckons.

Purchase this Requisition at any time. Select one **CHAOS KNIGHTS TITANIC** unit from your Order of Battle. Remove that unit from your Order of Battle and replace it with one **CHAOS KNIGHTS TITANIC** unit. You cannot purchase this Requisition if doing so would cause you to exceed your Crusade force's Supply Limit. The new unit starts with the same XP, Battle Honours, Battle Scars, Crusade points and Pacts of Damnation (if applicable) as the unit it replaced.

BATTLE SCARS

When generating a Battle Scar for a CHAOS KNIGHTS unit, you can use the table below. If rolling for a WAR DOG model, only apply results 1-3, re-rolling results of 4-6.

'Feel the ground shudder beneath your feet. Hear the roar of our reactors and the thunder of our guns. Sense the warp churn with our coming as the world around you becomes a waking nightmare. We are the Knights of Chaos, we are death incarnate, and we have come for you.'

- Final address by the Tyrant Queen Datoria of House Lucaris before the Fall of Treljan



CHAOS KNIGHTS UNITS	D6
CRIPPLED ACTUATORS *Motive actuators crucial to the Knight suit's mobility have been damaged.* Subtract 2" from the Move characteristic of this model and you cannot re-roll Advance rolls made for it.	
FERAL MACHINE SPIRIT *This Knight's machine spirit has devolved into feral savagery and needs goading back to full function.* Each time you target this model with a Stratagem, roll one D6: on a 1-2, that Stratagem has no effect.	
MIASMAL EMISSIONS *Battle damage or warp corruption has led this Knight suit to emit gouts of pollutant foulness and flaring energy that betray its position.* This model cannot have the Benefit of Cover.	
INADEQUATE OFFERINGS *Whether through intentional sabotage, battle damage or sheer incompetence, the Idolators' technological additions to this Knight suit are starting to fail.* Re-roll this result if this model has no Idolators' Offerings. In your Command phase, roll one D6: on a 1-2, randomly select one Idolators' Offering this model has. Until the start of your next Command phase, that Idolators' Offering has no effect on this model.	
FALTERING REACTOR *Capricious fluctuations in this Knight suit's power supply rob command systems and empyric resonators of energy at crucial moments.* The range of this model's Aura abilities is reduced to a maximum of 6" and cannot be increased by any means.	
TATTERED PANOPLY *Broken trophy chains, damaged armour and torn banners trail from this Knight suit, becoming snarled on battlefield obstacles.* Each time this model moves through a terrain feature, when rolling to see if it is Battle-shocked as a result of the Super-heavy Walker ability, it becomes Battle-shocked on a roll of 1-3.	

CRUSADE RELICS

When a CHAOS KNIGHTS CHARACTER model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

TYRANT'S RAIMENT

Legend has it this cloak of woven hair and threaded teeth comprises contributions taken from the populations of a hundred conquered worlds. Unutterably foul it may be, but any who wears it is imbued with a supernatural talent for oppression and martial domination. Wars have been fought between dread households over its possession.

Each time the bearer makes an attack that targets a unit within range of an objective marker, add 1 to the Hit roll.

ICON OF DAMNATION

This eight-pointed emblem is bestowed by dark artificers in return for a bounty of stolen technology. Striking it causes it to shatter, the fragments running like quicksilver to patch rent armour and mend broken power lines. Mysteriously, in the wake of battle, the icon is always discovered whole again somewhere about its owner's person – even should they seek to rid themselves of its unsettling presence.

Once per battle, in your Command phase, the bearer can use this Crusade Relic. If it does, it regains up to D6 lost wounds.

HARBINGER'S CHAINS

Said to have been forged from the despoiled ramparts of the Keep Inviolate, these warp-soaked chains radiate a malice that can make even the stoutest heart falter.

While an enemy unit is within Engagement Range of the bearer, subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 1).

ANTIQUITY RELICS

CRAAHDEKH'S THRONE OF SACRIFICE

This thrice-cursed Throne Mechanicum feeds off the blood and soul of its user as a perpetual offering to the Dark Gods, in return for a mote of their favour.

Each time the bearer is selected to shoot or fight, it can use this Crusade Relic. If it does, it suffers D6 mortal wounds and until the end of the phase, each time it makes an attack, you can re-roll the Wound roll.

SHADES OF RUIN

Those who assail this Knight are beset by a squall of shadowy wings, flashing beaks and gouging talons. It is a determined foe indeed who dares the wrath of these swarming Pterrorshades.

Each time an enemy unit within 18" of the bearer makes an attack that targets the bearer, until the end of the phase, that enemy unit's ranged weapons have the **[HAZARDOUS]** ability.

LEGENDARY RELIC

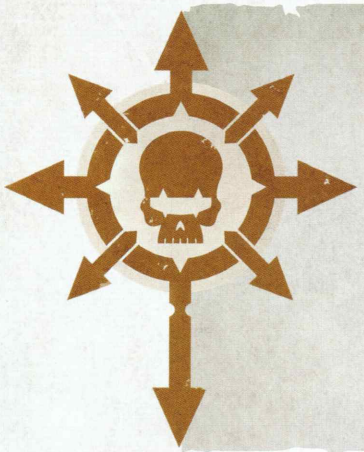
BALESTORM'S EYE

Said to imprison an entire warp storm, hues of madness ripple and change constantly in the crystal shard at the talisman's heart. Supernatural tempests gather about its bearer and drown the lands around them in a tide of dread.

The bearer always benefits from every Dread ability (pg 67), regardless of which ones are currently active for your army.

CRUSADE BADGES

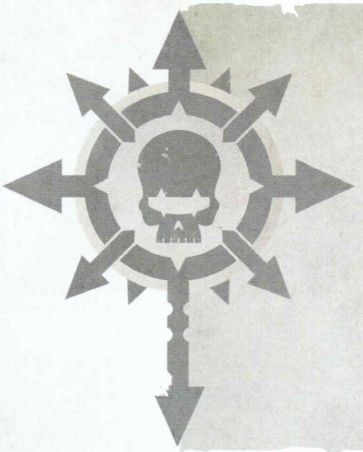
When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



DREAD BARON

Through violent conquest, cunning politicking and the striking of diabolical pacts, you have attained considerable personal power. A lance of Chaos Knights marches at your command. Lands are yours to tyrannise and exploit however you see fit. Yet this is only a beginning, a foundation laid for something greater still to come, and your cruel ambitions know no limit.

- You have the maximum standing level in at least one Power Base.
- You have won two or more battles.



EXALTED FIEND

So great and terrible is the tale of your deeds, so many foes have you slain and battlefields have you conquered, that your star is now firmly in the ascendant. You have earned a place within the innermost circle of your dread household's monarch, becoming a trusted advisor as well as their champion, herald, headsman or seneschal. Yet you still desire greater power, and the Path to Glory is paved with the skulls of rulers betrayed by their closest lieutenants.

- You have the maximum standing level in at least two different Power Bases at the same time.
- You have won six or more battles.
- At least one **CHARACTER** unit from your Order of Battle has reached the Heroic rank.



HERETIC MONARCH

Your victories – over enemies and former allies alike – have elevated you to ultimate power. You now rule an entire dread household, commanding the world-conquering might of its massed lances, Idolator cabals and myriad esoteric assets. Your realm is an entire world, perhaps even a stellar empire. Of course, with so much power at your disposal, the galactic conquests you could achieve are considerable. Fresh wars beckon. Your Path to Glory does not end here.

- You have the maximum standing level in all three Power Bases at the same time.
- You have won ten or more battles.
- At least one **CHARACTER** unit from your Order of Battle has reached the Legendary rank.

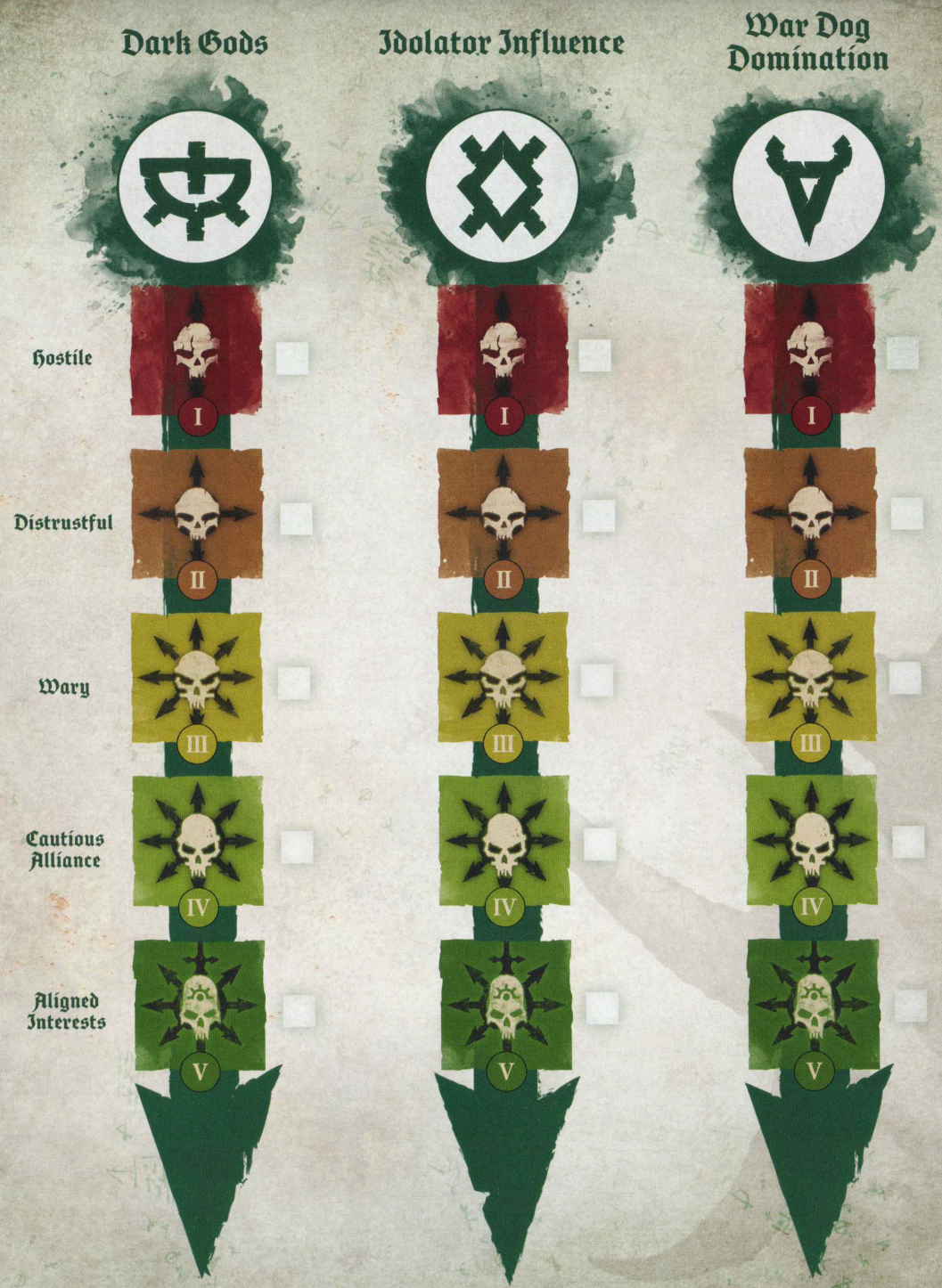
Player Name

Crusade Force Name

Allegiance

Iconoclast House | Infernal House | Dreadblades

List of the Damned



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POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.



Knight Abominant
1 model ..... 405 pts

Knight Desecrator
1 model ..... 390 pts

Knight Despoiler
1 model ..... 400 pts

Knight Rampager
1 model ..... 400 pts

Knight Ruinator
1 model ..... 375 pts

Knight Tyrant
1 model ..... 435 pts

War Dog Brigand
1 model ..... 145 pts

War Dog Executioner
1 model ..... 150 pts

War Dog Huntsman
1 model ..... 150 pts

War Dog Karnivore
1 model ..... 140 pts

War Dog Stalker
1 model ..... 145 pts

DETACHMENT ENHANCEMENTS

Houndpack Lance
Final Howl ..... 20 pts
Loping Predator ..... 10 pts
Panoply of the Cursed Knight ..... 15 pts
Preyslayer's Mantle ..... 15 pts

Infernal Lance
Bestial Aspect ..... 20 pts
Blasphemous Engine ..... 35 pts
Fleshmetal Fusion ..... 50 pts
Knight Diabolus ..... 30 pts

Lords of Dread
Blade of Celerity ..... 10 pts
Blessing of the Dark Master ..... 5 pts
Mirror of Fates ..... 10 pts
Putrid Carapace ..... 15 pts
Throne Mechanicum of Skulls ..... 5 pts
Warp-borne Stalker ..... 10 pts

Traitoris Lance
Malevolent Heraldry ..... 30 pts
Nightmare's Master ..... 20 pts
Tyrant's Shadow ..... 25 pts
Veil of Medrengard ..... 40 pts





The skies darken with unnatural storms, and the ground shakes beneath the tread of towering war engines as the Chaos Knights march to war. Even a single Chaos Knight is a terrifying force of destruction, a gigantic bipedal suit of combat armour whose ion shields and adamantine hull can shrug off the most fearsome enemy fire and whose Fallen Noble pilot wields an arsenal of devastating weapons. When gathered beneath the banner of a suitably tyrannical or diabolical leader, entire lances of Chaos Knights can shatter armies and conquer worlds. From the colossal Knight Tyrant with its overwhelming firepower to the loping packs of Armiger-class War Dogs, the ferocious Knight Rampager to the Warp-saturated Knight Abominant, these nightmarish machines and their heretical pilots are death to any who face them on the field of battle.

INSIDE YOU WILL FIND:

- The tragic and blood-soaked history of the Chaos Knights' dread households, the galaxy-shaking wars they have fought and the infernal powers they unleash in battle.
- All the rules you will need to assemble your collection of Chaos Knights Citadel miniatures into an all-conquering tabletop army ready to engage in Crusade and matched play games of Warhammer 40,000.
- A darkly magnificent showcase of expertly painted Citadel miniatures that displays the Chaos Knights in all their malevolent might, as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

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