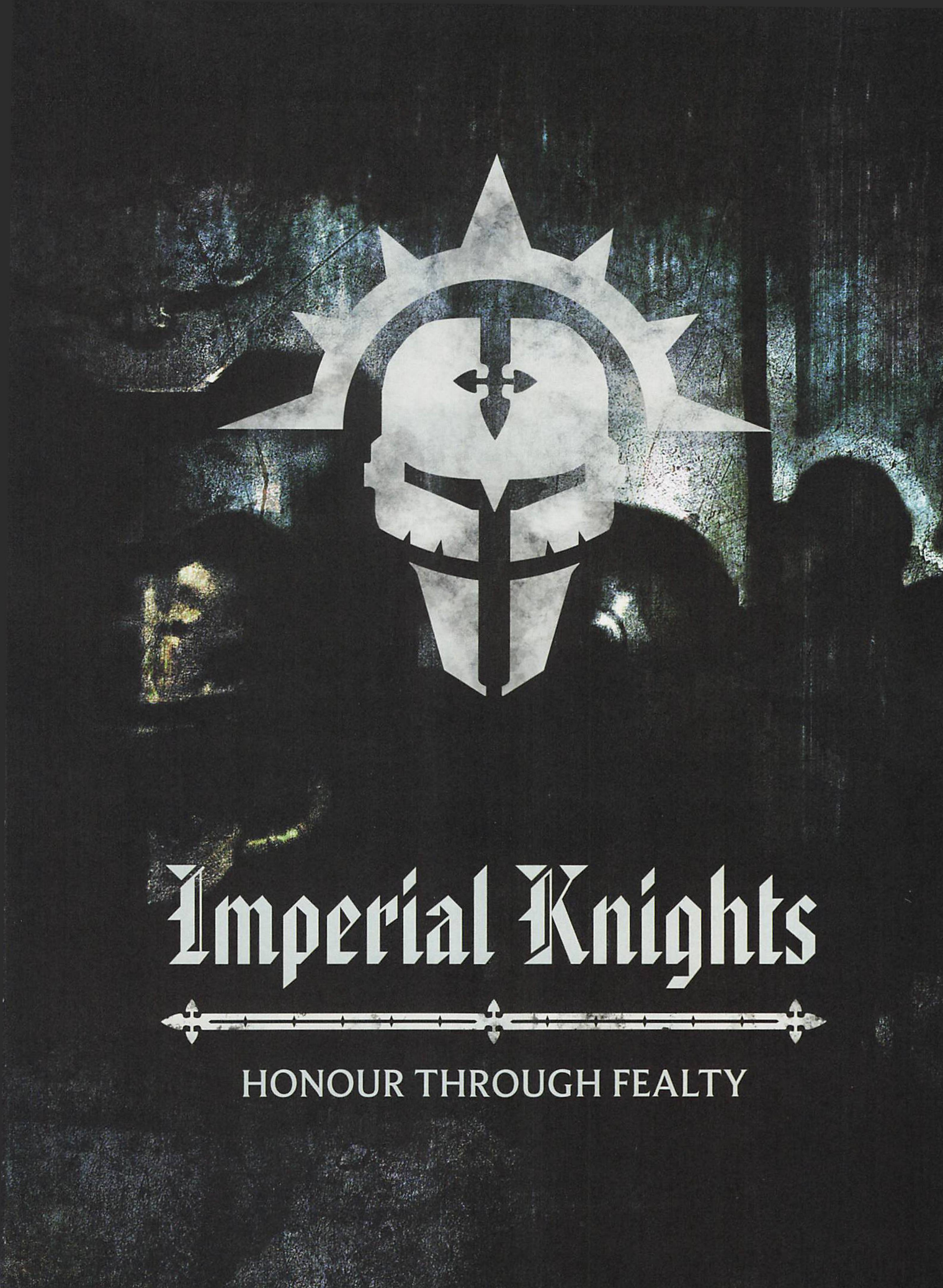

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IMPERIAL KNIGHTS


Imperial Knights
HONOUR THROUGH FEALTY

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Heartlance's iron footsteps reverberated from the canyon's not-too-distant walls. Cocooned within the Knight Errant's armoured cockpit, enmeshed with his Throne's neural interface, Lord Oderik Griffith sensed the echoes via a host of inputs. Microscopic Tyranid spores sleeted from the sky in a constant rain as he stalked along the canyon's floor, fizzling to ash as they hit Heartlance's ion shield. Squirming xenos growths amidst the muddy sediment were pulped and compacted under Heartlance's colossal weight with the Knight's every step. Oderik felt the distasteful sensation as if treading through it with his own feet.

The eager stomps of others of Dragonsplice Lance formed an aural background, beating a complex tattoo that he felt through Heartlance's metal bones. The rhythm and weight of each Knightly steed's tread was unique. Even without accessing Heartlance's array of ancient sensory augurs, he proudly entertained the conceit that he could mark out every Noble and Bondsman at his back by feel alone. They were his, sworn and bonded one to the other in ties of blood and fealty, but ultimately to his service in the name of House Griffith and to the successful hunting of Dragonsplice's Tyranid prey.

Not all of the lance followed at Oderik's back. His quarry hounds – the Bondsmen Lhya and Viskus – roved far ahead. For three cycles, they had hunted out the xenos' trail for their lord, finally tracking it to this canyon. Lhya and Viskus' vox-transmissions had become patchy, before failing altogether. Oderik surmised the ceaseless spore rain was to blame – vox-networks had degraded everywhere the foul deluge was heavy – but by then the trail had become fresh enough for Oderik and his companions to follow with his Bondsmen's specialist guidance. He privately vowed to discover what had become of them, but the hunt took priority.

Via Heartlance's augurs, Oderik scanned ahead for any sign of his prey. Glacial boulders and slews of moraine impeded any distant view of the canyon floor. Its shallow walls, rising to either side, were pocked with the dark mouths of caverns. Snaking ahead through the rocky terrain was the trail. It was a dark scar of churned earth and filth smeared by the passage of a great swarm of creatures, large and small. With every mile, the trail had become fresher. Dragonsplice Lance was closing on its quarry. The spore hail had fouled Heartlance's far-reaching augurs, but a bio-thermal mass they detected ahead was unmistakable.

It was a swarm of the xenos invaders and, Oderik fervently hoped, contained the particular monstrosity in their midst that he hunted. There would be vengeance for the acts of destructive slaughter the beast and its vile kin had committed. Oderik had vowed no less to the dying Imperial commander of Fortress 23-Alphus, as her remaining eye had glared fiercely from the ruin of her acid-melted form. Most of all, however, there would be the honour of the hunt and the slaying of the towering beast that pict-feeds determined had massacred hundreds of loyal soldiers. Such was House Griffith made for.

Oderik could feel Heartlance's anger and eagerness pulse through his Throne's interface. It mirrored his own. With a thought, he sought to calm Heartlance's emotions.

We have them now, my steed. Now, after so long. But we will not dive straight into their jaws.

Oderik opened the vox-net connecting each warrior of the Dragonsplice Lance.

'Now is the time, Nobles and Bondsmen of House Griffith. The foul beasts are near. Heartlance can smell their spoor. Let none of Dragonsplice Lance be found wanting in their duty. Let none who spend the coin of courage and valour freely be denied their due honour.'

Oderik grinned as he heard the Nobles in his wake retort with challenges and vows to uphold the honour of House Griffith. The Bondsmen too, piloting their nimbler Knight suits, gave voluble shouts, affirming amid the hunt as they had countless times in court, their loyal service. Oderik felt Heartlance's engine surge with fresh power as Dragonsplice Lance increased speed.

Xenos appeared in sight quicker than Oderik had anticipated. Two masses of slinking shapes scuttled and bounded from several of the high cavern mouths, converging on his Knights from both walls of the canyon. Another wave of them swept towards the striding war engines head-on as if birthed from thin air.

Shield of Terra, how did we miss them?

The obscuring spores rained down in thicker gusts, but there was a hazy fog now discernible ahead that Heartlance's augurs could not penetrate, a writhing density of the spore rain. The greater mass of the thermal trace was in the fog's midst, bio-signature fragments broken and reknitted. He couldn't see, but Oderik could sense the taint that lurked there.

Lady Ahdgifa, piloting the Knight Errant Gauntlet of Blood to Oderik's left, snorted in derision at the sight of the teeming beasts flowing towards them. Oderik heard a growing susurrus now of hisses and snarls from the Tyranids.

'*Will you grant forgiveness, Lord Oderik, if I do not dirty my blade with such meagre fare?*' Ahdgifa asked.

Oderik allowed himself a grin, but it was only right that the warrior, as fearsome and skilled a duellist as she was, sought his permission. No household survived that did not rigidly enforce the hierarchy of nobility.

'The Lady Ahdgifa is so excused. There are bigger heads to be taken in this hunt. These are merely their spawnlings. Let those with such duty sweep them aside.'

There were acknowledgements over the lance's static-filled vox-net. Within a heartbeat, the command to Oderik's senior Nobles had been transmitted to those Bondsmen sworn to them. Baertrik and Kolmund, bonded to Lord Mordahn and Lady Faska respectively, skirted nimbly to either flank. They skilfully intercepted the Tyranids racing down the shallow slopes of the canyon. From their forelimbs, the creatures spat hails of corrosive projectiles. Oderik accessed Heartlance's passive monitoring of the lance's most agile members, sharing the engine's pride in the young warriors' bravery. Baertrik, piloting the Armiger Warglaive Tyrant's Due, crashed bodily into the brood on the right. The Knight pivoted sharply, crushing more under its stamping feet before Baertrik swept the Knight's chain-glaive in a sweep that bisected three Tyranids.

Kolmund, on the lance's left, was more temperate, but no less hungry for honour. He fired the heavy stubber of his Warglaive, Honourblade, in a traditional arc that forced the onrushing Tyranids to bunch up. Oderik smiled as he saw Lady Faska's teaching at work. Kolmund fired a beam of thermal energy into the remaining brood, a knot of the xenos bursting in spitting gobbets of charred flesh.

Bondsman Vahaera, sworn to Lady Ahdgifa, was permitted the distinction of clearing the path to the squirming fog bank before the Nobles themselves. Vahaera carved apart the first few hunched xenos and advanced on the survivors, trampling, rending and incinerating anything that came near. The Bondsman had passed partway into the pall when the veil was torn apart by three huge xenos beasts.

The creatures roared as they came. Their hunting howls, guttural screams and razor-sharp chittering all mixed into a feral challenge. The trio of bunker-sized beasts were clawed and spined, their fanged maws slavering for the flesh of Oderik and his companions. Just as the dense cloud of xenos mist closed again behind the beasts, Oderik glimpsed a dark shape deep within that was larger than any Carnifex.

Lady Faska drew first blood from the monstrous xenos. She waited until the closest behemoth had almost reached her before unleashing a torrent of heavy shells from her steed's avenger gatling cannon. Chunks of flesh were torn from the creature's frame. Ichor and nameless fluids gushed from craters gouged in the beast's carapace. The creature barely slowed in its charge, but Faska's attack had thrown the Carnifex marginally off balance. She piloted her Knight Warden, Executioner's Blade, to sidestep the beast at the last moment, a stunning feat that made Oderik wince at the stresses on her huge steed. She brought her immense reaper chainsword down upon the Carnifex's neck as it cannoned into the space she had just left.

Lord Mordahn, at the helm of Ogroskand, and Lady Ahdgifa, aboard Gauntlet of Blood, strode forward to destroy the other two hulking fiends. Oderik drove Heartlance past the duellists, directly into the briny miasma. The looming shadow he had seen in the fog had triggered a deep-rooted need within Lord Oderik Griffith. He marched Heartlance into the mist.

The creature came with a roar that Oderik felt in the pit of his stomach. A portion of his consciousness knew that the mist was obscuring its form, that Heartlance's augurs were being eaten away by the acidic toxins all around him. He knew that what he might see was perhaps not there. It made no difference to his response.

Oderik beheld the dragon spawn of House Griffith's most ancient histories. There were the leathery wings. There were the six cerulean eyes. There, the rasping claws, the breath of black fume and there, the feral crown upon its head by which it ruled everything foul upon House Griffith's home world. It was the monster of all monsters. Whatever the xenos beast's true form, Oderik perceived it as myth made manifest. The voices of his ancestors, whispering from within the ancient Throne Mechanicum of Heartlance, permitted him no time for shock or fear. Such concepts were anathema to House Griffith. His ancestors' voices were the distilled essence of everything it meant to be a Noble of Dragon's End.

His honour was at stake. He would not surrender to the creature. Let it wear the skin of his House's greatest foe in his mind. Let it learn why that legend is vaunted on Dragon's End. He roared his challenge as he charged, echoing from Heartlance's vox-emitters.

'For glory, for honour, for Terra! Come and meet your end, abomination!'

Let this beast learn what it is to become prey.





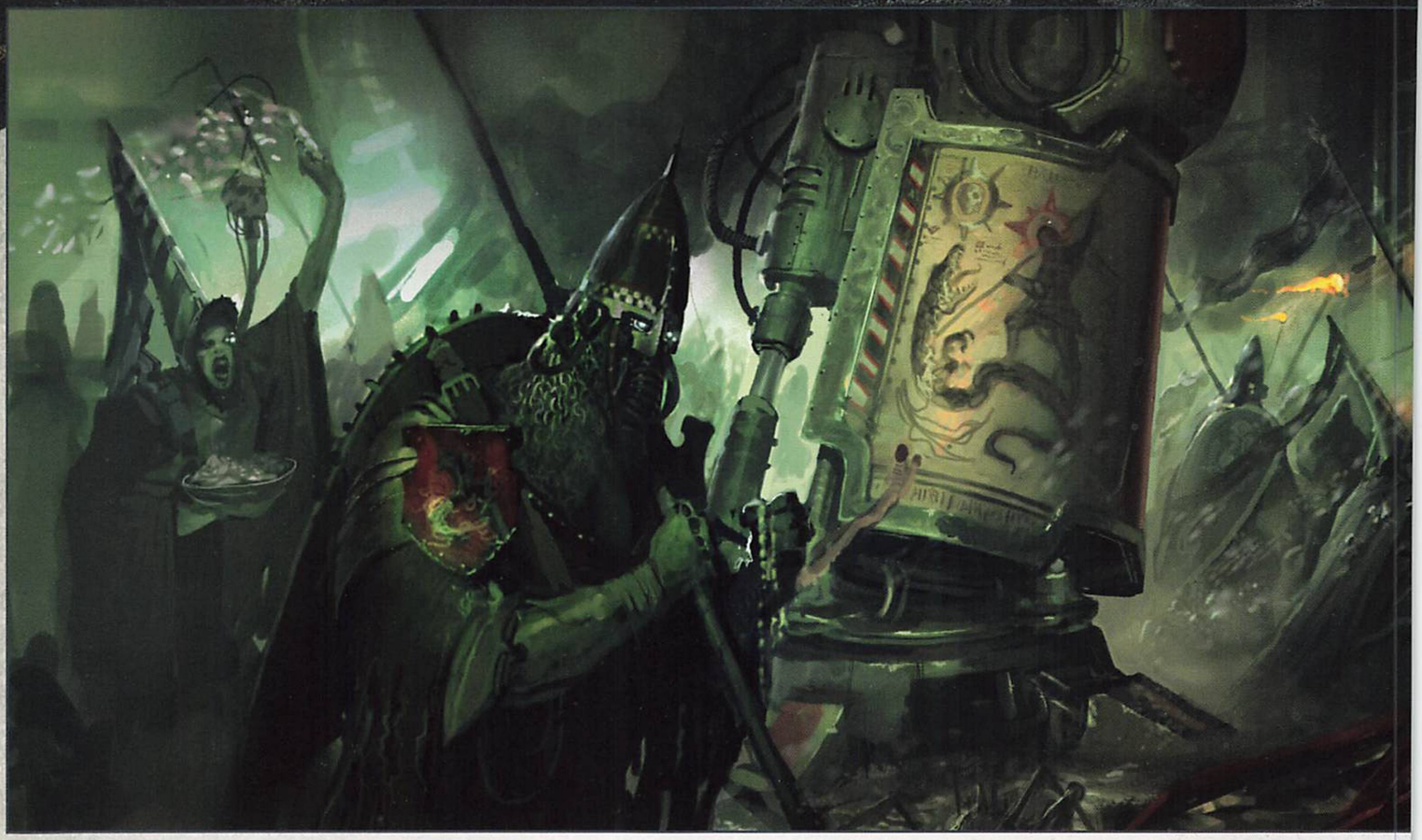
Paragons of Virtue

THE BATTLEFIELD SHUDDERS AS LANCES OF IMPERIAL KNIGHTS MARCH TO WAR. THESE TOWERING WAR MACHINES ARE PILOTED BY A RAREFIED ELITE, MEN AND WOMEN WHOSE NOBILITY IS ETCHED INTO THEIR EVERY PUISSANT DEED. EACH THUNDEROUS STEP OF THEIR STEEDS' IRON TREAD IS A PROCLAMATION OF THE BLOOD TALLY THAT WILL BE REAPED. THE LIGHT OF BATTLE GLINTS FROM THEIR ANCIENT HERALDRIES EMBLAZONED ON ARTIFICER-WROUGHT ARMOUR AND EMBROIDERED ON SNAPPING PENNANTS. THE FOE'S BATTLE CRIES ARE DROWNED BY THE PILOTS' DEAFENING CHALLENGES. THEY BLARE FROM GILDED EMITTERS WHILE RITUAL BALLADS ARE BROADCAST BY SERVO-TROUBADOURS, TRUMPETING THE NOBLES' DEADLY CHARGE.

ANCIENT POWER PLANTS ROAR AS THE KNIGHTS STORM INTO THE FRAY. THEY UNLEASH FIRESTORMS OF MISSILES, ENERGY BEAMS AND EXPLOSIVE SHELLS. THE ENEMY'S RETURN FIRE PATTERS FROM THE KNIGHTS' THICK ARMOUR OR IS SKILFULLY DEFLECTED BY FLICKERING ION SHIELDS. LESSER FOES ARE CRUSHED UNDERFOOT, WHILE MONSTROUS PREY IS BUTCHERED WITH GIANT BLADES AND CRACKLING GAUNTLETS. BONDSMEN PILOT MORE NIMBLE KNIGHT SUITS, SERVING AS HOUSEHOLD THRALLS AND SWIFT COURTIERS, FLUSHING OUT PREY INTO THEIR MASTERS' SIGHTS.

TREACHERY WILL BE EXCISED THROUGH CHIVALRY. DISHONOUR AND INFAMY WILL BE CRUSHED THROUGH VALIANCE. EVERYWHERE AND ALWAYS DO THE IMPERIAL KNIGHTS CHAMPION AND DEFEND THE VIRTUES OF THE CODE CHIVALRIC AND STAMP DOWN UPON THE ENEMIES OF THE IMPERIUM.





THE LONG MARCH

Legend describes Humanity's initial colonisation of the stars as the Long March. Millennia before the birth of the Imperium, independent fleets of scouts and settlers forged outward from Terra on decades-long journeys. They sought worlds to help supply Humanity's growing numbers and to fuel ever-greater expansions across the galaxy. Many of these fleets no doubt perished in the void. For those that did reach suitable worlds, life was a struggle for survival. Yet, many of the problems they faced had been anticipated. The fleets of the Long March were supplied with Standard Template Construct systems, which allowed them to build machines and habitats that aided their survival. Amongst them were bipedal walking machines able to negotiate hazardous terrain, haul raw materials and provide protection. These towering mechanisms evolved into the first Knight suits.

A LEGACY OF HONOUR

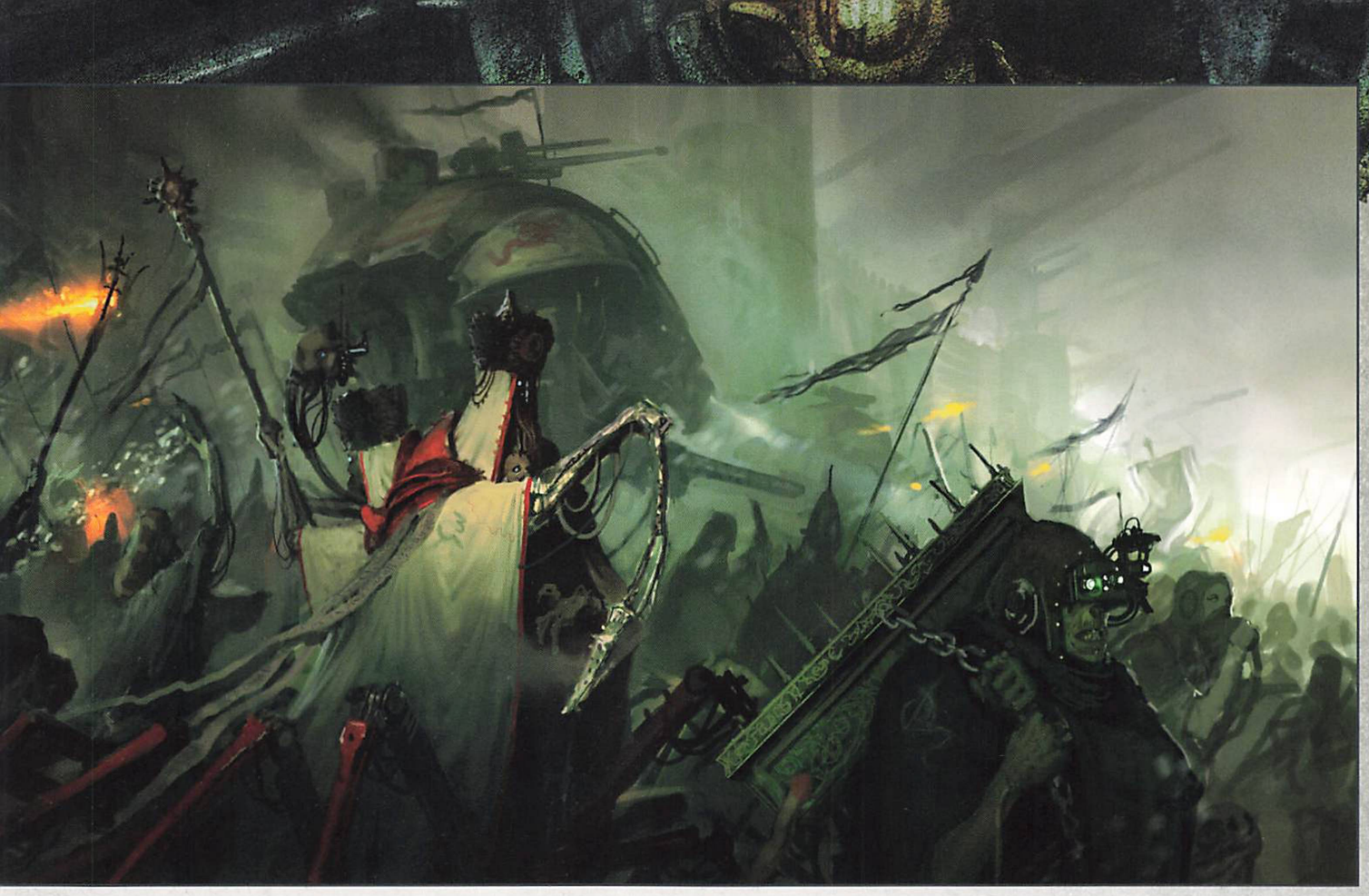
The bastions of the Imperial Knights have endured for millennia, their worlds fortified against encroaching darkness. They accumulated material resources, preserved ancient technologies and defended their domains. Households of Imperial Knights have stood as a bulwark, one of iron, honour and chivalry, against the manifold threats of a dangerous galaxy.

The colonists who settled the planets that would come to be Knight worlds relied heavily on their walking engines for protection. Relatively small numbers of their people were able to operate them, imprinting their will upon the neural command throne at the heart of each mechanism. Those who could were feted and respected, hailed as their settlement's protectors. Over time, the pilots rose to greater prominence, emerging as a dominating social stratum whose word was law. The plasteel plates of the war suits' exo-skeletons were slowly replaced with more ornate armour, providing better protection as well as a panoply befitting the wearers' prestige and rank. The elite pilots and their families founded dynasties, and their striding war engines became known as Knights. What the colonists did not know was that the neural machinery the pilots used to bond with their Knights was conditioning their minds. As the pilots imprinted themselves upon the Knights, strong notions of honour, duty and nobility were imprinted upon the pilots in turn. It became obvious to the pilots that they were born to the role and a breed apart from their lessers.

The societies that evolved upon Knight worlds were built upon concepts of fealty, honour and duty – three things that all Knights hold in the greatest regard. All of the Nobles on a Knight world owed their allegiance to a Knightly house, whose ruler could call upon them at any time to carry out their commands. Furthermore, each house could field large numbers of serf warriors, mounted or on foot. The houses also had groups of artificers and technicians who maintained the suits of Knight armour, and over time, guilds of them became an integral part of society on all of the Knight worlds.

Then came the blackest era that Mankind has ever suffered: the Long Night. It was an epoch that would later be known throughout the Imperium as the Age of Strife.

Humanity's fall was swift and terrible. Emergent psykers drowned worlds in warp storms and daemonic incursions. Human civilisations were cut off from one another, often from any escape from the horrors that assailed them. Thinking machines carried out genocidal purges. Gene-wars buried entire star systems beneath writhing tides of fleshy abominations. Surges in



mutation overwhelmed once-glittering cradles of society, millennia of knowledge was lost or perverted, terrible weapons were unleashed and countless tyrants arose. Predatory species of xenos were swift to exploit the sudden vulnerabilities of Humanity's colonies.

A high proportion of the Knight worlds withstood the cataclysm. The Knights themselves offered matchless protection, but the innate conservatism of their leaders had also insulated those planets. The draconian rule of their masters meant new technology had been eschewed and psykers persecuted. So as the shadows deepened around them, the Knight worlds shored up defences, stoked their watch fires, and continued as they had for hundreds of years.

ISOLATED KEEPS

Thousands of years passed. The darkness of Old Night persisted, yet so too did the Knights and their people. Cultures regressed and technologies wore down, yet many Knight worlds managed to avoid succumbing to the dangers of the hostile galaxy. They maintained their traditions, fought to defend their borders and hoped for a dawn to arrive.

Hope for Humanity's future eventually unfurled when the fleets of the Emperor's Great Crusade began spreading into the galaxy from Terra. Envoys, generals and resource-hungry colony founders contacted the dwindling worlds of Mankind's ancient diaspora. Crumbling data-crystals held by the Administratum claim that the Knight world of Chrysis was the first Noble holding beyond the Sol System to have been reached by the Great Crusade. A Rogue Trader discovered its feudal society and in their reports advocated the potential of both the planet's Knightly warrior caste and its raw material wealth. Other delegations and armies followed as the Great Crusade advanced. They located many more ancient Human worlds on which Noble lineages fought from within colossal relic war suits. The Knight worlds were brought into the Imperial fold, vowing oaths of honour to different elements of the nascent Imperium. The Knights soon proved their worth alongside the Great Crusade's armies, pushing back the frontiers of Human conquest and crushing xenos with their terrifying might.

When the catastrophic Horus Heresy engulfed the Imperium in galactic civil war, some of those Knight worlds – bound by their cast-iron vows – turned traitor alongside their heretic masters. Many more, however, joined battle alongside the loyalist Space Marine Legions. They proved their honour on untold bloody battlefields and continued to do so in the millennia that followed. To this day, the surviving Knight worlds are linchpins of the Imperial defence in countless sectors, protecting their allies from xenos and heretic invaders.

Q3.14 +12 ROLLS:AL-NB
DEBTS LONG OWED

Already stretched dangerously thin, House Hawkshroud find themselves in deadly peril as the Orks of Waaagh! Zagsmasha descend upon their home world of Krastellan. Cries for help are sent, and debts long owed are called in from the many allies that Hawkshroud have so selflessly aided over the millennia. Most fall upon deaf ears, but on Baal, Valhalla and Dragon's End, relief forces begin to muster, while in the empyrean the Marines of the Valiant Blades turn their ships' helms towards Krastellan. Whether these reinforcements will arrive before the home world of House Hawkshroud is overrun remains to be seen.

Q6.97 +08 ROLLS:GC-RB
THE LAY OF SIRE PARVAN
What begins as an isolated conflict between the Adeptus Mechanicus and the T'au Empire on the quarry world of Fundas Reach becomes a war spread across the entire sub-sector. Across the planets of the Adeptus Mechanicus and the Knights, the invasive presence of T'au trade, diplomacy and technology is suddenly and startlingly revealed. On Haenos, the Grand-Sire Parvan recalls swathes of House Hastine's Knights from the edges of the Eastern Fringe, jeopardising their chances of winning an ongoing war against emergent Necron tombs to counter the T'au threat upon Hastine's home world.

QUESTOR IMPERIALIS

The Knightly households of the Questor Imperialis constitute those whose vows of loyalty were made to the God-Emperor of Mankind or the cradle of Humanity, Holy Terra. Wildly divergent in terms of the home worlds that have shaped them, and in the specifics of their culture, still there are similarities in their fiercely independent spirit.

When the Emperor's Great Crusade began to spread across the galaxy, its armadas, scouting fleets, Rogue Traders and explorators encountered many of the surviving Knight worlds. Most bore the terrible scars of Old Night. Their regressed and totalitarian cultures were riven by ingrained suspicion, their landscapes bore the hallmarks of catastrophic wars and, in the shunned wildernesses beyond the light of the Knights' citadels, mutant breeds and xenos monstrosities lurked. Yet they had survived, and amongst the Great Crusade were many who saw great potential on these worlds. Some boasted expanses of natural resources waiting to be tapped and hardy populations that were free of taint. Others had managed to preserve fragments of ancient Human technologies unknown to the Imperium. The greatest prize, however, was the Knights themselves and the warrior Nobles who piloted them. They would be powerful allies in the battles to reclaim the galaxy.

It can be imagined that a great many institutions employed bluster and bribery, intimidation and coercion in their courting of the Knightly houses. Fiercely independent and well-versed in politicking, the Nobles of most Knight worlds doggedly resisted becoming the pawns of one Imperial organ or another. Their pride and sense of exalted status demanded that if allegiance had to be made it would only be to the highest authority. When they did swear to cement their fate with that of the Imperium, the majority made their oaths in the name of the Emperor or to Holy Terra. They vowed to crusade amongst the stars and to defend Humanity's empire. In time, they became known as the Knightly houses of the Questor Imperialis.



FEUDAL EMPIRES

The planetary domains of a Questor Imperialis house are the sovereign territory of the ruling dynasty. Many such Knight worlds are home to several separate households. At any given time, one of these will be the ruling house, having risen to pre-eminence through martial power, the depths of their coffers, their political influence or some combination of factors. In these cases, power can switch to another house of the world through a change in fortunes that can be either shockingly sudden or agonisingly slow. The ruling house may suffer terrible casualties while upholding their pledges to the Imperium during a distant war, leaving them unable to enforce their rule at home, or a minor house may secretly secure a series of profitable compacts with off-world institutions and thereby throttle the ruling house's income or influence. Other Knight worlds have instead seen the spread of a single, powerful Knightly house whose rivals – if any existed – have long since been destroyed or subsumed. Such institutions are known as great houses and count amongst their number some of the most renowned martial corps in the Imperium.

The societies on Knight worlds are feudal. The planets' territories are divided into fiefdoms that may be known on different worlds as baronial realms, manor-states, benefictums or one of several local terms. These territories are each ruled by one or more Nobles. Beneath them are ranks of lesser nobility, sometimes granted portions of rulership, wealth and title, each a vassal who owes their allegiance to a higher-ranking individual. Lower still are the serf classes. These are the labourers, artisans, bonded militias, agriculturalists, hunters, builders and more who all serve one of the lords or ladies of the nobility and, ultimately, the territory's ruling Noble. In return, the Noble and their lesser vassals swear to protect their serfs. They stride from their manses to combat roving bands of mutants, feral monstrosities, xenos invaders, heretic usurpers and even rival Nobles attempting to expand their holdings.

The Nobles that control each fiefdom all owe their fealty in turn to the individual or family that rules the planet. Amongst the houses of the Questor Imperialis, many such rulers style themselves as high monarchs, but other titles that draw on their house's history and its mythic founders, heraldic concepts or unique aspects of their culture are known. The ruling Noble of House Griffith, for example, is traditionally known as the Grand Master of the Lance rather than the High King or High Queen. Lady Jhaskia, meanwhile, who seized rulership of House NatGilder from her mother in a bloody coup, declared herself the Marcher-Empress of Morveth after her capital hold.

The veneration of the God-Emperor forms a visible part of these houses' culture. It is identifiable in their rites and ceremonies, in the architecture of their bastions and prominently amongst their heraldry. Some Knightly courts include lay preachers or ordained clergy of the Adeptus Ministorum amongst the aides and advisors to the nobility. Nobles may fund the building of temples or cathedrums and the most pious houses can be relied upon to answer when the Ecclesiarch calls a War of Faith.

THE MARCH TO WAR

Whether a Knight world hosts several entirely separate Noble families pledged to the most powerful of their number or a web of distantly related lineages and cadet branches of the same extended family, the ruling high monarch's word is law. They effectively rule as planetary governor but are not subject to the Imperial Tithe. Instead, their vows mean they will answer the Imperium's call to arms if at all possible. Upholding their honour is of paramount importance to a Knightly house and none would willingly suffer the abhorrent blemish to their name that would come from failing to discharge their duty.

The bellicose spirit of their Nobles and the martial natures of the houses' cultures mean that they will go to war as often as the opportunity presents itself. Though they may be privileged with cosseted lives within their keeps – especially compared to their toiling serfs – every Noble raised to fight yearns to embark upon far-flung crusades to prove their honour in combat. When they do so, it is with much ostentatious grandeur and majesty. Fanfares are broadcast from their keeps. Miles-long fortified avenues flutter with heraldic tapestries and champions' pennants. Regiments of serf militia stand as honour guards, artillery barrels held aloft to salute the titanic forms of the trooping Knights. They march from gatehouses to landing fields and spaceports, letting all witness their newly appointed heraldries, oath seals and honour tabards that recount the house's legendary deeds and promise more to come.

Most houses of the Questor Imperialis maintain their own fleets of transport barges and heavily armed escorts. Others may have long-standing ties with Space Marine Chapters or Navis Imperialis battlefleets whose ships can carry a Knightly house to war. With the Nobles and their Knight suits travel entire courts of serfs, aides and vassal nobility, as well as the Sacristan artisans tasked with maintaining the Knight suits. These army-sized entourages help prepare the Nobles and their iron steeds for war. They gird the drop keeps and conveyance vaults that will deliver the Knights into battle and herald their presence amongst other Imperial forces.

HOUSE MORTAN

Many Knight worlds remained unknown to the Imperium long after the horrors of the Horus Heresy. Kimdaria was obscured from the rest of the galaxy by a dark nebula. This mysterious Black Pall was so pervasive that it restricted the light from Kimdaria's star. Predatory creatures haunted the planet's perpetually twilit landscapes, well-accustomed to the nightmarish shadow, and it is likely only thanks to the power of the early Knight suits that the original settlers survived at all.

When the Black Pall dissipated and revealed Kimdaria to the Imperium, the Knights of House Mortan eventually pledged their fealty to the God-Emperor. The planet remains known by Mortan's hidebound nobility as the Black Planet. Though the mysterious nebula has lifted, the world remains bleak and shadowy, as if permanently tainted. Their nobility has been shaped by Kimdaria's gloomy and hazardous environment. They are grim and taciturn, alert to hidden danger with an almost paranoid focus, while even under the light of alien stars, the twilit shadow of Kimdaria seems to still cling to the sinister Knights of Mortan.

House Mortan's fiefdoms are ritualistically ordered, with towering walls and bastions separating its domains of hard-won civilisation from wildernesses that still seethe with monsters. Many of these, such as the principal fortress of Blackcrag, are centred on immense dark keeps that rise like the tombstones of gods. Their battlements are strung with heavy weapons and batteries of orbital cannons. Yet the dour Mortan Nobles expect all battles to end in the murderous work of close quarters and place a premium upon such deadly skills.



QUESTOR MECHANICUS

Amongst those who strove to claim the allegiance of the Knight worlds during the Great Crusade were the Tech-Priests of Mars and other forge worlds. Their manner of persuasion was more insidious than others. The Knight houses who came to swear loyalty to the adepts of the Machine God became known as the Questor Mechanicus and their bonds of fealty are cast in unyielding iron.

The Tech-Priests of the Great Crusade pursued alliances with the surviving Knightly houses with greater fervour than their rival institutions. The prospect of new sources of raw materials and powerful allies was enticing, but more so were the rumours of archeotech and STC fragments. Almost all of the newly encountered houses began trading with the Tech-Priests. The Nobles of these worlds saw the great boons the Machine God's adepts could provide and willingly accepted gifts of technological aid that would increase their house's power and thereby its ability to honourably discharge its duty. Vastly improved repairs and supplies of rare and master-crafted components cemented these growing bonds.

The artisan clans of the Knightly houses, the Sacristans as they became known, were inducted into certain lesser mysteries of the Cult Mechanicus. They returned to their Noble masters with increased knowledge, but also with a devotion to the Machine God. As the Great Crusade spread throughout the galaxy, and the Emperor's armies brought new worlds into the Imperial fold, so too did Tech-Priests claim worlds in the name of the Machine God. Many of these newly founded forge worlds were located near recently discovered Knight worlds. Their Tech-Priest masters wasted no time in dispatching their envoys to the Nobles' courts to offer the word of the Omnissiah and the ancient knowledge that came with it.

For many Knightly houses, the Tech-Priests and their growing numbers of forge worlds were strange but honoured allies and no more. These Knights' rulers, strong-willed and politically astute through generations of inter-dynastic competition, saw the secretive and acquisitive cybernetic clerics as necessary trading partners but unworthy of their house's wholesale loyalty and kept at arm's length. The Nobles of other Knightly houses, however, saw great opportunity in such alliances. They embraced the worship of the Omnissiah and fostered deeper ties to the Tech-Priests. Their rulers hammered out unbreakable pacts with nearby forge worlds, binding them to mutual support in perpetuity. Thus spread the Knightly houses of the Questor Mechanicus.



THE OPUS MACHINA

The symbol of a skull within a cog, half bleached bone-white and the other half embedded with holy augmentation in dark iron, has been a symbol of the Machine Cult and the Tech-Priests for millennia. When they encountered the Knight worlds, Tech-Priests provided invaluable knowledge and skills. These enabled the Knightly houses to restore their towering steeds' systems and weapons to the heights of glory. Few houses refused these technological gifts, with some swearing fealty to their new benefactors. Most did not give themselves entirely to the Tech-Priests; even amongst those houses that became the Questor Imperialis, Knights bear the Opus Machina sigil upon weapon casings, moulded onto reactor housings and stamped into armour plates.

The Opus Machina is a reminder of the honour done to a Knight and their house by the servants of the Omnissiah through their preserved technological wisdom. Those Knightly houses of the Questor Mechanicus who fully embraced the aid of the Machine Cult bear variations on the Opus Machina in great profusion. It is woven into their electro-fibre tabards and acid-etched amongst their heraldry. Some of their Knights carry cog-toothed crenellations upon their armour plates or wear face plates that mirror the sigil's binary colours.

COORDINATED CULTURES

Though usually operated along rigid parameters similar to those of the Questor Imperialis, the Knight worlds sworn to the Omnissiah are often markedly different. The unmistakable influence of the Tech-Priests can be seen in strip mines visible from orbit, sprawling factorum complexes and forge temples that disgorge continent-blanketing fumes. Some of these Knightly houses, such as House Taranis, do not control their own world and are instead granted hereditary holdings upon the forge world itself. The Nobles of the Questor Mechanicus often wear robes that reflect the forge world's theocratic heraldry. Many of them carry electoo circuitry under their skin, conduct their traditional rituals wearing metallic masks or sport augmetic appendages.

Each household of the Questor Mechanicus is sworn to a forge world of the Adeptus Mechanicus. The details of each pact vary, but all compel the Knights to rise to the forge world's defence. The Nobles may accompany the forge world's Tech-Priests on exploratory crusades to uncover archeotech relics, to protect trade routes or to visit annihilation on those who have fallen foul of the Adeptus Mechanicus. In return, the forge world's Fabricator General assures the Knightly house is supplied with the sacred technological wisdom and resources it needs to remain a powerful protector.

Questor Mechanicus houses benefit greatly from their patrons' arcane expertise. Cabals of Tech-Priests attend the Nobles' courts, serving as counsel in matters of mechanistic lore. They ensure the house's Sacristan orders are strong and influential, raising the artisans' senior members higher in the Cult Mechanicus' echelons than those who serve other Knightly houses. Most importantly, the forge worlds provide more secure and preferential lines of supply to their sworn houses.

The houses of the Questor Mechanicus are less autonomous than those of the Questor Imperialis. They are no less driven by honour, however, holding themselves to ancient standards and undertaking quests when not serving the forge worlds. When a forge world calls upon their ancient pacts, the house's ruling Noble – often referred to as Princeps – musters their Knights to march to the Tech-Priests' aid. Duty demands no less, but the Nobles are not enslaved to the Tech-Priests' will. The Princeps alone decides whether the request merits a single champion or entire lances of Knights. The strong wills of the Nobles, meanwhile, as well as their drive to defend others and uphold their chivalrous repute, can put the house at odds with Tech-Priests who demand more of the Knights than their vows of fealty require.



HONOURING THE VOW

When Knights of the Questor Mechanicus march to war, they often accompany other forces that their patron forge world can call upon. They stride at the head of Skitarii cohorts, provide devastating close-quarters power for siege hosts of the Ordo Reductor and annihilate enemy war engines threatening battle automata of the Legio Cybernetica.

Of greatest honour to the Nobles, however, is to fight alongside the god-engines of the Titan Legions. The Knights may be tasked with using their manoeuvrability to protect the slower war engines' flanks, they may serve as a vanguard sally to root out lurking saboteurs or even fight amidst a Legion's maniples directly. To dare the apocalyptic engagements in which Titans duel earns the Nobles the respect of the Titans' exalted crew, with some granted the privilege of adopting elements of Legion heraldry.

With their reverence of the Omnissiah and the influence of the Tech-Priests, Questor Mechanicus Nobles employ battle strategies that are expertly cogitated and may be infused with tactics that honour sacred tenets of logic and holy theorems. Though often sombre, they are bellicose and highly skilled warriors who revel in individual glory and triumphant honour for their house. The bond between each Noble and the machine spirit of their towering mount is said to be at its purest and strongest amongst the Questor Mechanicus. Their ion shields glow with the holy Motive Force and their Thrones Mechanicum house the wisdom of aeons.

RITUALISED TRAPPINGS

Each Knight suit is an awe-inspiring artefact, a relic that evokes Humanity's technological past. They incorporate arcane systems whose operation and maintenance have become ritualised and embellished as true understanding has eroded.

Every Knight suit, no matter the allegiance of its pilot and their extended household, is controlled by means of mechanisms whose design is truly ancient. What fragmentary knowledge remains of the means to activate, control and preserve them has long since been subsumed in layers of rich pageantry, ceremonial symbolism and rote mummery.

THRONES MECHANICUM

A Noble does not drive their Knight suit; they merge with it via a neural interface device known as a Throne Mechanicum. Outside war, these devices are stored in a huge chamber atop the Knightly house's most ancient keeps and halls. Amongst many houses, this is referred to as the Communion Dome. It is invariably the most ornamented of a household's chambers. The Communion Domes of some houses boast stained glassaic arches portraying deeds of valour performed by their greatest Nobles, while others are draped in elegant ironweave tapestries, hung with holoportraits or host crowds of automata statuary.

When a house's Nobles muster for war, they gather in the Communion Dome in their armoured bodygloves and settle into their personal Thrones Mechanicum. Neurocables and cranial uplinks are connected through specially crafted ports, sliding into skull sockets and spinal jacks. Amongst some Knightly houses, this process is an intensely private moment, amongst others a Noble is attended by a host of Sacristan aides. Once connected, each Noble and their Throne are transferred along mag-rails or down grav-cushioned chutes through the bowels of the citadel until they reach the Vault Transcendent, where their Knight suit awaits dormant, amidst gigantic servo-docks and marshalling piers. The occupied Throne Mechanicum is lowered reverentially into the cockpit. Spinal plugs and locking bolts slam into position. Power surges through the neural interface. As systems flicker into life, the Noble senses the awakening machine spirit of their Knight. The towering suit becomes an extension of the Noble. They see through their steed's augur feeds and perceive information through its data-manifold. They flex their arms and the Knight's huge weapons cycle into readiness. Though Nobles of the Knightly houses have been conditioned since childhood to accept such power and are cerebrally augmented to bear the neural load, connection with their Knight suit never fails to awe. In its multisensory deluge, it is ascension to virtual omnipotence.

Beyond its function as an interface of control, each Throne also captures and stores synaptic echoes, fragments of emotion and memories of those Nobles that bond with it. Via mnemic engram reliquaries and spectrobionic foci, these neural patterns accrete over time. When a Noble dies, their patterns remain, haunting the Throne alongside echoes of others from ages past. These fragments manifest when a living warrior is connected to the Throne Mechanicum, with the pilot perceiving whispering voices, wordless urges and strange phenomena that offer guidance in battle. To the living Nobles, these are without doubt the voices of their ancestors speaking directly to them. Thus do Knights go to war amidst their glorious past.

Most Nobles have a preferred Knight suit from amongst their house's stable of war machines. The bond of loyalty with a particular Knight and the unique temperament of its machine spirit is strong, and some Nobles fight their entire lives only ever within a single, trusty Knight suit. Though generally conservative and intransigent, should a Noble consider the situation demands it, they will order that their Throne be connected to another Knight suit. This may be due to strategic considerations of the upcoming battle, severe damage incurred to their favoured steed or matters of house tradition that connect certain Knight suits to certain ceremonial or tactical roles. The same is never true for a Throne Mechanicum, however. A Noble only bonds with a single Throne, imprinting themselves upon it for life in a dangerous and defining ritual.

THE RITUAL OF BECOMING

Not all the high-born youths of a Noble household go on to pilot its carefully preserved collection of Knight suits. It is the outcome of the Ritual of Becoming that decides whether or not the scion stands alongside the warrior elite of their kin. Different Knightly houses have varying traditions on when the rite is undertaken. For years leading up to it youths strive to absorb the history and traditions of their Knightly house, learning the catechisms of the Code Chivalric and steeping themselves in the duty that the position of Noble demands. Children of the nobility that are soon to come of age submit themselves to the house's pledged medicae and chirurgeons. They are fitted with skull sockets and neural interface plugs, and injected with chemical stimulants. This surgery is lengthy and painful, testing the character of the potential pilots, yet no physical agony can prepare them for the Ritual itself.

HELMS MECHANICUM

Only larger Knight suits are piloted via a Throne. Lighter classes, such as the various kinds of Armigers, are piloted through a Helm Mechanicum. These devices are placed on the pilot's head and connect to their cerebrum via cranial sockets to the Knight suit's neural interfaces.

There is no Ritual of Becoming required to use a Helm Mechanicum. The prestige of using one, and of piloting the lighter classes of Knight, is therefore significantly less than that attached to sitting upon a Throne Mechanicum. Those who do, known in many houses as Bondsmen, are usually nobility of lower social strata, perhaps the scions of familial branches that are only distantly related to the ruling house. Others may be especially respected members of the Knights' household guard or serf militias, not Noble-born but elevated for their service. Others may be shamed Nobles, denied from ever taking up their Throne again for some dishonourable deed.

What sets Helms apart is that the majority are neurally enslaved to the impulses of a particular Throne Mechanicum. This mental serfdom allows a Noble piloting a larger Knight suit to link their mind to their Bondsmen, commanding and guiding them with instinctive pulses as loyal hounds are controlled by their master.



A Knightly house's Chamber of Echoes is where those Thrones Mechanicum without bonded pilots are housed. Here, the aspirant takes their seat in one of the empty Thrones, set within its own dark alcove in the torch-lit chamber. Sacristan adepts connect the youth to the Throne's neural interfaces, extinguish the torches and leave the scion in darkness.

Throughout the long, lonely night that follows, the aspirant attempts to bond with the Throne. The neural echoes of the Throne's many previous occupants bombard the youth's mind with hallucinations and waking nightmares. They induce shuddering fugue states and fevered convulsions. As the hours of darkness wear on, the aspirant experiences terrifying eternities of churning ghosts and visions of madness, mental trials that test their honour and worthiness. Each must find within themselves the strength of will and character to subdue the echoes of the past and prove themselves to the spirits of their forebears. Those who manage to imprint themselves upon the Throne's neural circuitry later speak of a sense of seizing command and planting their pennant proudly amongst those of the past before dragging their consciousness back to the present. Those who fail rarely speak again, their minds burned out by neural feedback or their sanity shattered by synaptic trauma.

THE SACRISTAN ORDERS

Alongside the Knightly houses since their earliest days have been artisan castes of craftspeople and armourers. It was they who kept alive the knowledge and skills to maintain the Knight suits through the terrifying millennia of Old Night. With the coming of the Imperium and the influence of the Tech-Priests, they became known as Sacristans.

Beyond their rigidly stratified societies and their cleaving to the tenets of the Code Chivalric, the esoteric Sacristans are another unifying factor common to all Knight worlds. Sacristans comprise the strange orders of scienticians, mechanists and artificers that exist on all Knight worlds. It is they who repair and restore the arcane technology of Knight suits and Thrones Mechanicum. They craft the sculpted flourishes on the Knights' armour, apply the pilots' complex heraldry, stoke their reactors and arm their cannons. They appease the Knights' machine spirits with devotional chants and rare unguents, and will even follow the Nobles to war, erecting forge shrines in fortified encampments or scurrying to the aid of fallen Knights in varieties of mechanised crawlers or lurching walkers.

On some Knight worlds, subsects of Sacristans specialise in tending to certain aspects of a Knight suit's mechanisms. This results in much political and theocratic jockeying as the Nobles strive to ensure all their needs are met by sometimes rival cliques. There are others who excel as artisan-historitors, crafting exquisite heraldries and maintaining genealogical lore.

The appearance, customs and organisation of Sacristans vary from one world – sometimes one Knightly house – to the next. All exhibit some traits similar to the Tech-Priests who are the source of their most arcane knowledge. Sacristans are indoctrinated into certain mysteries of the Cult Mechanicus, for the Tech-Priests would never countenance any but those with the correct sacred knowledge to tamper with such revered artefacts as the Knight suits. This also grants the Adeptus Mechanicus influence even on those Knight worlds not formally bound to the Omnissiah. First and foremost, however, Sacristans are loyal to their masters and their own, ancient traditions, and they are as much a part of the culture of the Knight worlds as the Nobles themselves.

QO.42 +74 ROLLS:AK-MS THE GREAT CULL

On Raisa, the number of mutants lurking in the forests explodes beneath the baleful light of the Siren's Storm. As the heretical hordes swell, they spill across the land, destroying agri-plexes and settlements at will. Baron Roland declares a Cull to end all Culls, marching out from Swinford Hall at the head of his household. Weeks of slaughter follow, and the lives of many proud Knights and courageous Sacristans are lost before the mutants are driven back. They leave behind mountains of dead so high that the pall from blazing corpse pyres shrouds Raisa in smoke. House Cadmus raises new fortifications to overlook the deepest woodlands, more wary now of the lurking danger there.

For the Edification of the highborn Issue of my Noble patron, the Baroness Prime Vosant, Mistress of Lore amongst the Exalted Court of the Most Illustrious and Venerable House Taranis. May its Virtue outlast the stars.

Being an Introductory treatise on diverse Systems and holy Apparatuses held within the mechanical form of your household's most glorious artefacts – these being the noble Steeds Questoris that all know by the name of Knights.

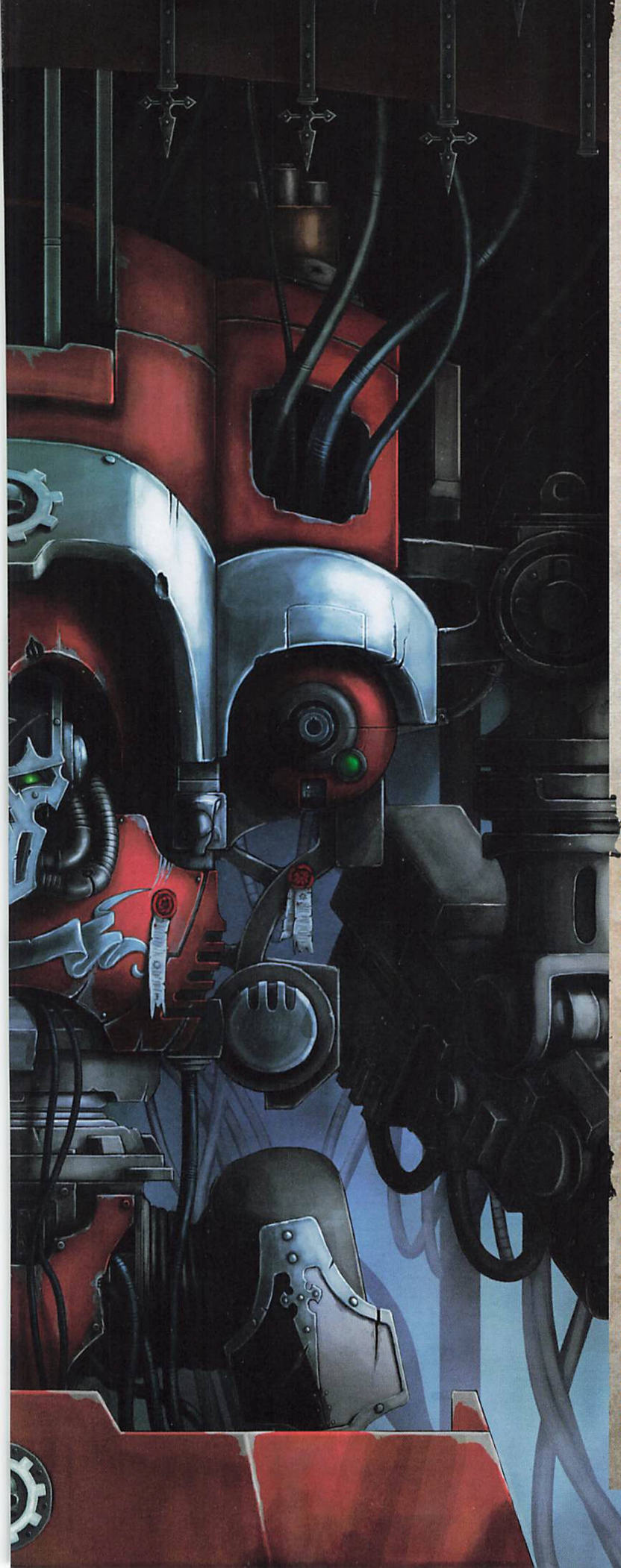
Know ye, honoured youths, that we Sacristans of the Scarlet Guild of Hran'cha have loyally served your house since before the Time of Founding. As your Duty will be to Become, to mount a Knight of your own and take up its arms, so is the Duty of my sisters and brothers to empower it and by such Burden to honour House Taranis. In this first of many Lessons, it is my singular privilege to be able to describe to you some of the most important elements of these revered artefacts.

The Ion Shield

The Palisade 'Twixt Honour and Evil'

Within the armoured body of each Knight owned by House Taranis is the generator of the Knight's ion shield. By the Omnissiah's grace, this priceless relic projects a series of ion fields in a flat plane. Those maintained by the Scarlet Guild of Hran'cha employ servo-motile magnaferric emitters, though we cannot vouchsafe this is the same method used by other Orders. Through neural manipulation via the mysteries of the Throne Mechanicum – or via the Helm for those Bondsmen who may one day owe you fealty – the shield's plane can be adjusted in pitch, density and albedo at the speed of thought. By mastering this system, the enthroned Noble can deflect the firepower of the honourless foe, dissipate energistic blasts and bleed the force from solid projectiles. The ion shield is not an all-encompassing bubble of force; nay, for it is superior. In the Machine God's wisdom, the enthroned Noble is permitted to display their full skill at arms by swiftly altering the ion shield vector and angle from one moment to the next. I was once blessed to witness – from atop a battlefield forge shrine – a lance of House Taranis stride headlong into a searing volley of the T'au on the Krinschat Plain. The Knights' fore was wreathed in ionised energy, rays of plasma cast from them like those of a rising star. As soon as they had shattered the xenos' lines, each Noble redirected their ion shield to flank, rear, fore and back again, rejecting every attempt by the xenos to discover a weak spot and shaming the xenos with House Taranis' prowess.





The Chassis and Armour

The Foundations of Chivalry

Like adamantine bones, the underlying chassis of every Knight suit is the unyielding structure that gives form to these revered artefacts. The Ferrous Archives of the Scarlet Guild of Hran'cha contain holo-illuminated schematics that reveal to the initiated the irrevocable fact that such structure has underpinned the Knights of House Taranis since the beginning. Every motile element is obliged by its own servo-motor, enabling the will of the honoured pilot to manifest such that the Knight responds with the grace of their own body. The most attentive of you may notice the sigil-etched harness anchors positioned across the suit and its components according to the Twelfth Lore. These facilitate the navigation of the Knight or its armaments within the shrines of the Scarlet Guild during the shrouded hours of the Sacristans' ministrations. Mounted to the chassis are the impenetrable bulwarks of each Knight's armour. These serve not only to shield the Knight and its pilot from the depredations of ignobility but – perhaps more importantly – to display blazoned heraldries. They speak of House Taranis' glories, announce the enthroned pilot's proud allegiance and honour, and demand obeisance before the litanies of feats achieved. How else, of course, might the traitor and the xenos understand the manner of hero about to strike them down?

The Plasma Core

The Inferno of Marital Purity

The plasma core is the heart of the Knight suit. It is the fire inside, the furious wellspring of sacred energy whose ignition is at the sole discretion of the Omnissiah. Each of these blessed reactors is an awe-inspiring wonder, hand-crafted by an Arch-Magos of House Taranis' most sacred and principle ally, the holy forge world of Mars. As befits such wondrous marvels, no two are alike, but there are broad similarities amongst their hierarchies that one may categorise. The plasma cores of the Armiger-class suits – such as Eyrine Hunter piloted by your Noble mother's cousin of the Fifth Seed, Sir Fazil – are smaller but flare with intense emissions. Larger plasma cores power Knights of the Questoris class, ringed with hermetic sigils that must be repeatedly sanctified to constrain the incredible power output. Those of the far-larger Dominus class are twinned in nature. Individually significant, together they project the fierce dual essence required to stimulate such large Knights. The plasma core nourishes a Knight's machine spirit, and the character of one can influence the other. A fitful or sluggardly reactor may be calmed or motivated by the inspirational ardour of the machine spirit. Likewise, a tormented or exhausted machine spirit may be spurred to holy wakefulness by the pilot's careful manipulation of the plasma core.



Glorious Lineage

THE QUESTING ELITE

Amongst the Knightly houses, most of their ancient and powerful suits are drawn from the towering but tactically adaptable Questoris-class and the even heavier support types of the Dominus-class. Those are the most widespread, but other classes are known, rare survivors from millennia past, known by name in ancient journals or preserved only by a few houses.

Isolated as the Knight worlds were before the coming of the Imperium and ignorant of each other's existence, it was the Tech-Priests of the Machine Cult that first began to categorise the various forms of Knight suits they discovered. Despite local variations, artistic flourishes and personal adornments worked into them by the Sacristans, the endurance of the STC designs means that there is a commonality in size, structure and power, with almost all sharing a hunched bipedal design protected by heavy armour. To the uninitiated, different patterns of each class are primarily denominated by their armaments, but Tech-Priests and Sacristans, and the Nobles who bond with each Knight, know the hidden internal systems and the character of the suits' machine spirit that marks each from another.

The Questoris-class Knight suit is the most prevalent amongst the surviving Knight worlds of the Imperium. Adapted to fulfil long-range support, close assault and tactically flexible roles, it has spawned the greatest number of recognisable patterns. The Dominus-class of Knights are larger and heavier, more akin to mobile bastions than fighting engines. Amongst lesser known classes are those of the tall and swift Cerastus-class, the walking siege engines of the bullish Trycholus-class and the Acastus-class that are so massive as to approach the legendary Titans in size.

KNIGHTS PALADIN

Amongst the most widely recognised pattern of the Questoris-class, Knights Paladin have the versatility and strength to engage almost any foe on their own terms. These suits mount a long-barrelled rapid-fire battle cannon and one of a variety of enormous combat attachments. Paladins are the preferred Knight suit of many highly experienced Nobles who regard its combination of speed and armour, long-range devastation and up-front brutality as a worthy match to the ever-changing demands of the battlefield.

The battle cannon would be a fearsome direct-fire artillery weapon if mounted on a siege cradle. United with the Knight Paladin's mobility, the experience of the veteran Noble pilot and the war engine's bellicose machine spirit, the battle cannon becomes a dire threat to entrenched infantry, mobile reserves, armoured columns and shielded fortifications alike. The weapon's distinctive double thump of its high explosive shells has led some allied regiments of Astra Militarum to hail the reverberations and wish the twinned thunder upon the Imperium's hated foes.

The pilots of Knights Paladin often consider themselves the epitome of virtues laid down in the Code Chivalric. Though their battle cannon's long range enables them to take a heavy toll on the foe almost as soon as they are sighted, few hold back, using the Knight's long stride to plough into the enemy's battle lines. It is in the thick of battle that a Knight Paladin truly earns its reputation. Some mount gigantic reaper chainswords to butcher whole trench lines of infantry or eviscerate enemy war engines and monstrous beasts in showers of oily entrails. Others wield huge powered gauntlets they use to smash and tear the enemy apart. All the while, the pilots keep up a stream of battle cannon shells, the repeated booms a deafening tattoo that trumpets their challenge to all.

KNIGHTS ERRANT

The Tech-Priests of many forge worlds see the machine spirits of Knights Errant as murderous close-ranged killers. No matter how big the enemy war engine, no matter how gruesome the xenos beast, these battlefield hunters have the tools to end it.

Knights Errant are another common and highly regarded pattern of Questoris-class suit, forming a mainstay of a great many Noble houses' lances. There are worn stone monuments to the deeds of Knights Errant during the Great Crusade, and records of others loyally fighting against the traitors during the foul acts of the Horus Heresy. In the Era Indomitus, the urban tangle of millennia-old hive cities, the feral nests of xenos monstrosities and the toxic wildernesses of bombarded no man's lands littered with shell craters and rusting engine carcasses are frequent hunting grounds for these deadly Knights. Their pilots do not hesitate to thunder forward into the thick of the fighting, where they can best capitalise on the terrifying power of their weapons.

The thermal cannon borne by each of these Knight suits employs the same technology as multi-meltas but on a massive scale. The touch of its searing beam is enough to melt layered ferrocrete. Living tissue is explosively evaporated, leaving behind nothing but a greasy smear. Any foes that escape the thermal cannon are quickly crushed or messily torn apart by the Knight's huge combat weapon.

THE WHITE WARDEN

Once, the Noble Neru Degallio was the ruler of House Degallio. He and his consort – the Lady of the Keys – ensured that House Degallio rose to pre-eminence upon the Knight world of Alaric Prime. Neru's Knight suit, the White Warden, was a symbol of the power and influence of his extended family. All of that was lost when the Red Waaagh! descended upon his planet. As the most powerful Knightly house, it fell to Degallio to weather the brunt of the fighting. Of all the house's Knights and Nobles, however, Neru alone survived the invasion. Most of his kin he saw fall in battle alongside him, but the fighting was anarchic and widespread and he never learned what became of some, including the Lady of the Keys.

In the wake of this pyrrhic victory, the lord of House Degallio found himself made a scapegoat by Alaric Prime's lesser houses, those House Degallio had once fought in the War of Fetters. With the mysterious disappearance of his consort, Neru turned Freeblade, taking the name of his Knight, a handful of skilled Sacristans and leaving Alaric Prime far behind. Since that time, the White Warden – Noble and Knight suit – has pledged loyalty to generals, castellans and planetary governors, fighting countless enemies of the Imperium, each time proving their joint lethality.

SIR LUDWIG

Ludwig has achieved a remarkable tally of a dozen Titan-class kills, denoted by the banding on his steed's reaper chainsword. Despite his many years of service, he has lost none of the impulsiveness of youth, and no matter the carnage and bloodshed he has witnessed, he is as eager as ever to get to grips with the foe. If anything, the more deaths of his fellows he has seen, the more eager he has become to avenge them. It is fitting that he pilots the Knight Gallant War Strider, a particularly bellicose suit that went unpiloted for centuries. No scion of House Mortan had the mental fortitude to conquer its spirit in a Ritual of Becoming until Ludwig. The two have forged a strong bond amidst dozens of conflicts.

Such is Ludwig's reputation for daring he has unintentionally gathered about him Knights eager to win acclaim on the battlefield by defeating powerful enemies. These include Wilhemina of the Knight Gallant Longsword and Sabine of the Knight Errant Beast Breaker. Though many of his following have met bloody ends in battle, this has dissuaded few. The rewards of killing a brute as powerful as a Titan are seen by many of House Mortan's youth as more than worth the risk.



KNIGHTS WARDEN

When the enemy attacks in great numbers – bestial hordes of xenos, packs of saboteurs infiltrating dense terrain, waves of deluded heretics or speeding squadrons of light vehicles – they threaten to overwhelm the Knights' positions like a biting swarm of vermin. Many Nobles that pilot a Knight Warden see their role as safeguarding both the lives of allied infantry and also the honour of their Noble kin from falling to such lesser and ignoble foes.

Wardens are well-suited to the role of reaping tallies of lightly armoured enemies. They are armed with an avenger gatling cannon with such an incredible rate of fire that it can stunt enemy charges, scythe gouges in the foe's battle lines and break an army's morale. Some Knights Warden mount additional ranged weapons such as heavy stubbers or carapace-mounted missile pods to their Questoris-class chassis. These add to the fusillade with which Wardens hold back the tide of foes from their position.

Knights Warden are renowned amongst the Noble houses for their strong-willed machine spirits. Typically only accomplished and veteran pilots can bend them to their will, holding back the machine spirits' tendency to surge ahead in defence of vulnerable allies when a greater duty demands they hold their ground. Should the enemy somehow reach a Knight Warden's position, however, they never flinch from meeting them head-on with great sweeps of a reaper chainsword or thunderstrike gauntlet in between point-blank salvoes of gatling fire.

KNIGHTS CRUSADER

Knights Crusader forego the bearing of one of their house's honourable combat weapons in favour of additional super-heavy firepower. The typical pattern enshrined in most houses' Rolls of Arming stipulates the carrying of an avenger gatling cannon paired with either a thermal cannon or a rapid-fire battle cannon. The priority for these Questoris-class Knight suits is to claim a suitable position on the battlefield and then, like a cannon-studded bastion, to lay waste to all enemies within their sights and clear advance routes for their peers. Once this is achieved, Knights Crusader will stride swiftly to another commanding position, perform their duty and then move again. More than one Knightly house has built entire victories upon strategies using groups of Knights Crusader working together and synchronising their apocalyptic firepower.

Those who pilot a Knight Crusader are often especially selfless or pious. These warriors typically forego the opportunity to engage in glorious duels for more humble honours. They seek out lurking threats and annihilate them before they have a chance to besmirch the house's nobility through ambush. They pound the foe with suppressive volleys to cover the charge of their more headstrong kin and may claim personal glory for the purity of their long-range kills of heretics and xenos. Any notion of shelter the pilot of a Knight Crusader is often an afterthought, of value to them only where it serves to prolong their capacity to annihilate the enemy.

KNIGHTS DEFENDER

Reliquaries of ancient technology, the Questoris-class chassis of Knights Defender contain Luminox-class energy relays, binharic transfigurators and armaglass-weave matrices. These and other arcane components enable the Knight suit to be mounted with rare systems that require enormous energy loads and precision calibration by embedded datachoristries to function, lest they explosively overload. These include the plasma executor, the distinctive conversion beam obliterator, and a carapace-mounted void shield generator. The Nobles who pilot these Knight suits have a duty to safeguard these ancient technological relics on and off the battlefield. They often maintain incredibly close ties with their house's Sacristans, and some inhabit shrine chambers and watch posts built into their house's repair and manufactorum facilities so that they might oversee all those who lay hands upon the Knight.

The technologies behind these systems are only partially understood, and maintaining them is difficult. Knights Defender are thus amongst the rarer patterns that still stride to war, although some houses – particularly those amongst the Questor Mechanicus – have preserved relatively large numbers of them. When Knights Defender are unleashed, it is in the selfless defence of others. The combination of the Knight's ion and void shields enables its pilot to interpose it between the most fearsome enemy firepower and allies or important sites, using its long-ranged energy weapons to silence the foe's own batteries. In this manner, Knights Defender serve the house's honour before their own, helping to ensure that as many of their Noble kin and treasured Knight suits survive to return home in glorious triumph.

Other Knights Defender serve their house's honour in far more ruthless ways. The weapons they carry can eradicate an enemy from existence, and some pilots of these suits specialise in targeted annihilation and assassination. In this way, the house's ruling Nobles expunge any stains to their name, whether they be desecrators of the house's honour, killers of its scions or citadels that dared withstand the house's earlier assaults.



KNIGHTS GALLANT

Impetuous, violent and passionate, the machine spirits of Knights Gallant and the Nobles who pilot them are bold champions of their house. Knights Gallant are armed almost exclusively for the crush of close-quarters fighting. They carry a reaper chainsword three times the height of their pilot that can carve through layered armaplas or multi-bonded alien carapaces with a screaming whine and the growl of its servo-motors. On the other arm, they bear a thunderstrike gauntlet, a super-charged power weapon whose adamantine knuckles crackle with a nimbus of energy.

This combination of weapons encourages Gallant pilots to sate their most impulsive and audacious lusts for combat. Many such Nobles eagerly take to the field to seek honour duels, displaying their valiant heroism. Others do so to fulfil a need for bloody violence. Even the most aggressive Knight Gallant does not enter battle with feral abandon, however. Their pilots trust their skill with their ion shield as they close with their targets, deftly fending off attempts by the increasingly desperate enemy. Once among the foe, Knights Gallant proficiently take the enemy apart in masterful decapitating strokes, backhand swipes and crushing blows, skilfully parrying or evading return strikes.

KNIGHTS PRECEPTOR

Knight Preceptor pilots stand as embodiments of their house's doctrines and the Code Chivalric. From the heraldry these Questoris-class Knights bear to the weapons they carry, every aspect is a manifestation of martial prowess, courage and unwavering devotion to duty. Knights Preceptor aim first to close with the enemy to an honourable range, then to engage them with force sufficient to show respect before killing swiftly. To those ends, a Knight Preceptor wields a fearsome reaper chainsword or thunderstrike gauntlet, as well as a las-impulsor which, while a deadly laser weapon, is most effective at short range.

Preceptors are often piloted by their house's arms-master, or precept. These are grizzled veterans who act as examples to their Noble peers and mentors to their lessers. Outside battle, they train the young scions, minor Nobles and honoured Bondsmen. They instil the mental fortitude and courtly behaviour required by the house's Nobles and hone the ritualised servitude expected, inspiring those who pilot Armiger-class Knights. Preceptor pilots recount the tenets of the Code Chivalric as well as acting as guardians of the house's histories and traditions, such that they become figures of awe who are due a fearful and reverent respect.

Q5.41 +99 ROLLS:LJ-HB DAEMONIC VENGEANCE

Amidst the swirling fury of the Damocles Gulf, High King Tybalt leads the Knights of House Terryn in their latest push against the T'au invaders. They strike at the T'au colony world of Shans'et, formerly the Imperial-held planet Gossamehr. Initially, supporting Raven Guard Space Marines, the Terryn offensive progresses well.

The battle takes an unexpected turn, however, as the skies curdle and black rain falls, rotting all that it touches. From the sucking morass rise daemons of Nurgle. In the conflict that follows, House Terryn sustains terrible losses, and Tybalt himself is sorely wounded. The Knights endure long enough, however, to give the Raven Guard time to lure the T'au into the daemons' path, then extricate themselves in a stunning breakout.



KNIGHTS CASTELLAN

All Dominus-class Knights are gigantic war engines – taller, broader and more heavily armed and armoured than their Questoris-class peers. Even amongst this notable class, the Knight Castellan pattern has been likened to a walking fortress, one garrisoned by its pilot and with an array of weapons so fearsome that little short of the god-engines of the Adeptus Titanicus can hope to stand against it. The dual plasma cores of the Dominus-class fuel the Castellan's potent firepower and drive it in an exorable march towards the enemy, one thunderous footfall after another.

A Knight Castellan's primary armaments are the plasma decimator and the volcano lance. The former is a masterwork of the armourer's art, triple sanctified by a Magos of the Cult Mechanicus and its containment fields sung into magnospectral harmony by choirs of chanting priests. The enormous power reserves of the Castellan's dual cores are needed to regulate the flow of plasmic energy through the weapon and Castellan pilots become adept in its calibration. When unleashed, the weapon incinerates the enemy in a boiling cloud of star-bright plasma. The volcano lance is a massive laser cannon with long-range and terminal stopping power. It is the bane of super-heavy war engines and xenos beasts, capable of coring the largest of T'au ballistic suits and even scoring kills against the heretek god-engines of the Dark Mechanicum.

The primary weapons of Knights Castellan enable their pilots to specialise in hunting down especially large prey. But these Knight suits are equipped with an array of support weapons to ensure nothing can get between them and their priority targets. Carapace-mounted racks carry shieldbreaker missiles that bypass armour by skipping through the skin of reality. Siegebreaker cannons, meanwhile, unleash pummelling salvoes of heavy shells that pulp screening squads of infantry and shatter barricades. Any that survive this bombardment usually vanish under the Knight Castellan's armoured feet, unceremoniously crushed as it wades through the remnants of their defence.

KNIGHTS VALIANT

Another Dominus-class engine, the Knight Valiant embodies the principle of sudden and overwhelming destruction. Their pilots apply the relatively short-ranged power at their control after marching full tilt into the fight. Nobles piloting Knights Valiant thus become experts in manipulating their steed's ion shield to deflect and scatter the enemy's firepower.

The Knight Valiant's primary armaments are its conflagration cannon and thundercoil harpoon. The former is a magnificently unsubtle weapon,



comprising three enormous flamers linked together and fed from armoured promethium reservoirs. When triggered, the conflagration cannon spews forth an inescapable firestorm that washes over everything in range and reduces all to blackened ash. So does the Knight Valiant burn the Emperor's enemies as the worthless heretics they are. The thundercoil harpoon is a rather more unusual weapon: a huge spear of adamantine fitted with pneumatic grapnels and attached by thick chains to an electrothaumic generator, allowing it to be fired then reeled back in time and again. Not only does its impaling mass gouge massive wounds in larger targets while crushing smaller victims outright, but once the harpoon has hit home, the pilot can trigger their generator and send a massive electrical charge through the chain. Arcing electrogheists leap from the harpoon, cooking monstrous beasts from the inside and overloading the circuitry and power supplies of war engines.

THE SQUIRES' DUTY

Armiger-class suits are amongst the lightest Knights regularly deployed by Noble households in the Era Indomitus. They are nimble war engines, ideal for swift vanguard sweeps, scouting patrols or flanking thrusts. Though smaller than the Questoris class, Armigers still tower above enemy infantry and mount a fearsome array of heavy weaponry.

Many Armiger-class Knights operate far from others of their house. They patrol the wilds about their masters' keeps, or use their speed and greater agility to keep track of prey being hunted by their liege. The Bondsmen who pilot them must be as capable of initiative as they are of hunting in packs alongside others of their rank. None – with the exception of those who take up the mantle of the Freeblade – are ever truly autonomous. Their pilots submit to neural serfdom, with their Helms Mechanicum slaved to the Throne of a more senior Noble. For a few Armiger pilots, the mental bond with a superior can feel invasive, or feedback from their master's Throne Mechanicum may instigate loops of neural degradation. The ingrained seemliness of this hierarchy, however, means it is looked on as a natural extension of the house's social stratification.

There are lineages, such as House Griffith, that maintain specialist orders of favoured retainers who all pilot Armiger suits. These warriors may be tasked with priority missions bereft of direct support, but each is still bound to a lord or lady of higher rank. Overall, the status of Bondsman is less glorious, but it is not without respect and the opportunity for valour.

ARMIGER HELVERINS

The Armiger Helverin is a fast-moving weapons platform ideally armed to lay down blistering hails of heavy fire while outmanoeuvring the enemy's forces. Each of these Knights bears a pair of Armiger autocannons. Capable of firing hundreds of armour-piercing shells per minute, such weapons can swiftly whittle down infantry ranks or shred lightly armoured vehicles. With Helverins mounting two of these formidable weapons each, and hunting in packs up to three Knights strong, their withering fusillades can rapidly break an army's flank or blunt the foe's assault well before it can hit home.

Helverins also mount carapace weaponry, with many pilots favouring heavy stubbers to add to the war engine's weight of fire. Other Bondsmen will choose – or have their betters choose for them – to mount carapace meltaguns on their Helverins, making them a potent threat should the enemy's armour or elite infantry move in too close. At the whim of the Noble they serve, Helverin pilots must be ready to fulfil varied missions from laying down long-range enfilading fire, to guarding their master's flanks from light enemy armour or making deadly scouting runs into hostile territory.

ARMIGER WARGLAIVES

Light and responsive, Armiger Warglaives lope towards the enemy with purposeful strides. On one arm, they wield fearsome reaper chain-cleavers, their adamantine teeth whirring, their actuator motors roaring. On the other arm, they bear menacing thermal spears, bulky melta weapons that are essentially stripped-down equivalents of the Knight Errant's thermal cannon. A single shot from such a weapon can vaporise all but the most heavily protected combatant, melt through the wall of a bunker or reduce a battle tank to a molten wreck. Atop their carapace, each Warglaive also carries a heavy stubber for reaping infantry or a meltagun that augments their already fearsome anti-armour capabilities.

Though they are the lightest class of Imperial Knight regularly deployed to the battlefields of the 41st Millennium, each Armiger Warglaive is still an imposing war engine capable of butchering entire squads. They possess exceptional speed, can outpace most battle tanks and transport vehicles when moving at a flat-out run and react almost as quickly as a flesh-and-blood warrior. Moreover, to compensate for their comparatively smaller size, Armiger-class Knights typically hunt in pairs or larger packs. In the case of Warglaives, this involves rapidly outflanking and encircling their quarry like wolves on the prowl, before closing in on a rune-transmitted signal to trap and slaughter the enemy.

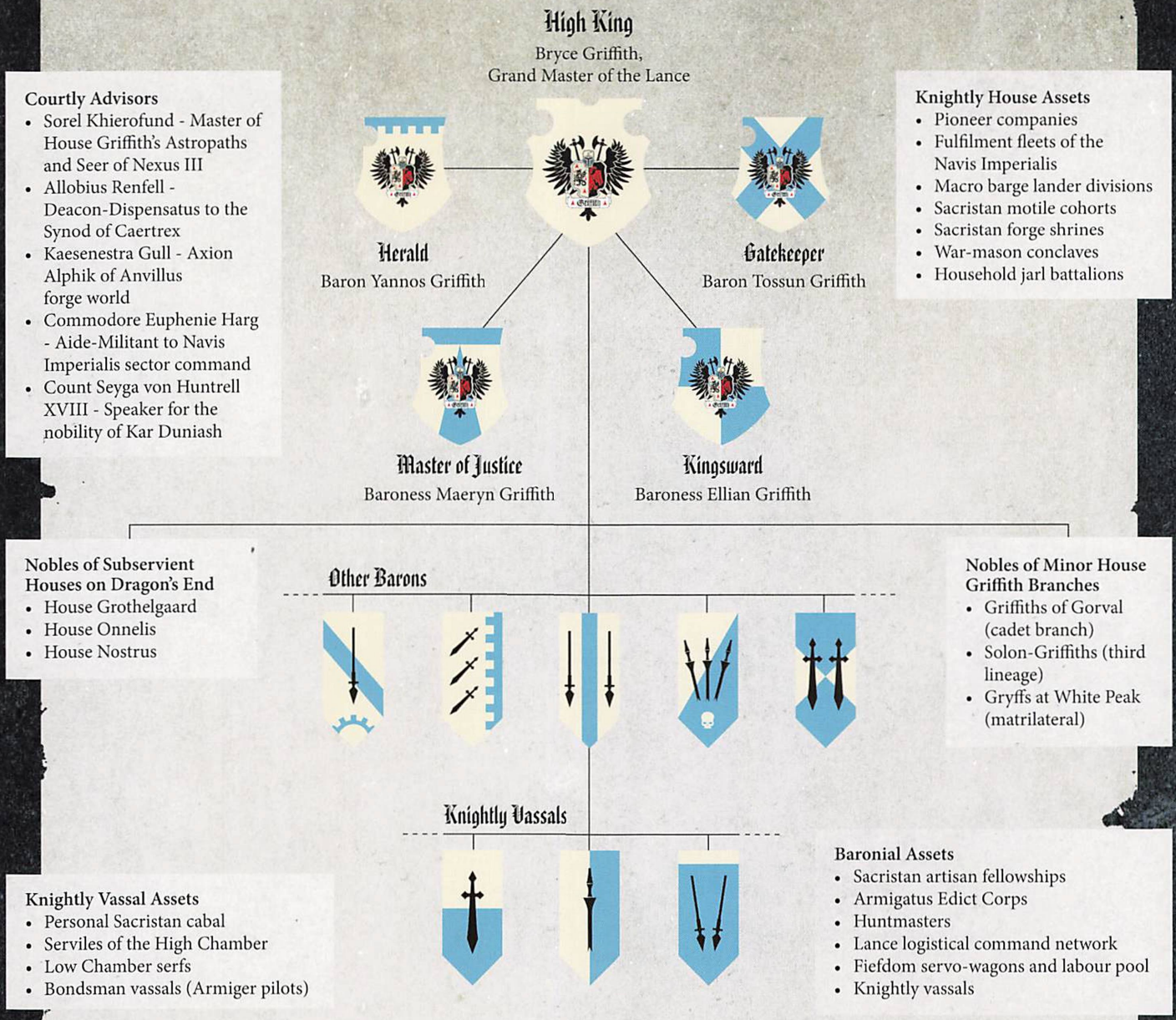
BONDSMAN IRENNOS

Bondsman Irennos is the pilot of the Armiger Warglaive known as the Omnissiah's Fury. In House Crenmer, the position of Bondsman is signified by twin stripes atop the carapace. The Omnissiah's Fury has endured severe battle damage and none more so than under Irennos' command. The fearless Bondsman is eager to prove her familial branch – whose fortunes have waned in recent centuries – still holds their duty as paramount. In this effort, she has won much respect from House Crenmer's senior nobility.

As a senior Bondsman, Irennos' duties are to maintain her lord's honour in dutiful service, and to answer the call of the high queen should she summon House Crenmer to war. Depending upon her liege's needs, Irennos might support a lance of Crenmer's Knights at the side of her lord, go into battle herself on quests of aggressive reconnaissance, or lead her favoured escort of fellow Bondsmen into battle as a spearhead of Armigers.

House Griffith

Strategic blazon as laid down in the sixth cycle of the Indomitus Crusade, by Dragon's End chronological reckoning. Recounted by decree to the masters of every keep by Baron Yannos, Herald of the Exalted Court.



The high monarchs of House Griffith rule Dragon's End; the Adeptus Terra affords them the dignity of planetary governor. Beneath them is the Exalted Court of their most experienced – or, at least, most influential – Nobles. These barons hold individual titles in addition to their inherited positions.

In times of war, the Kingsward or Queensward guards the high monarch, placing themselves and their ion shield between their liege and the foe. Outside battle, they oversee the defence of the high monarch's sovereign holdings. They must also be a canny political combatant, fending off those who strike with subtle insinuation. The Herald of House Griffith ensures the deafening battlefield fanfare befits the rank and privilege of each Noble. It is their role to declare sightings of the enemy and to coordinate the heavy vox-traffic amongst a lance of Knights. The Master of Justice is the principal military advisor. They are invariably a veteran lance commander and help to focus House Griffith's martial strategy. The Gatekeeper, meanwhile, is allotted the solemn honour of defending the house's many strongholds. In war, they oversee House Griffith's camp-forts, crenellated shield networks, forge shrines and the deployment of any serf militia.

Not as elevated as the Exalted Court, other barons and baronesses of House Griffith owe their allegiance directly to the high monarch. Each rules a territory on Dragon's End, bequeathed to them in return for their loyal service and devotion. They are responsible for their fiefdom, receiving tribute from their lands. As part of this tithe, they receive the service of those Knights beneath them. These Nobles control portions of the Baron's fiefdom, earning tribute from the serfs beneath them and groups of Bondsmen sworn to their service. When the high monarch readies for war, in addition to distantly related branches of House Griffith, minor Knightly houses that have been sworn vassals to Griffith's high monarch or one of their senior Barons for millennia join the muster.

House Krast

Structure of the most noble Chrysine hosts as depicted in holo-tapestry commemorating the Gamma-IV Requisition to the Indomitus Crusade, chronofixed to the arrival of the Dignitas Martian.

Princeps

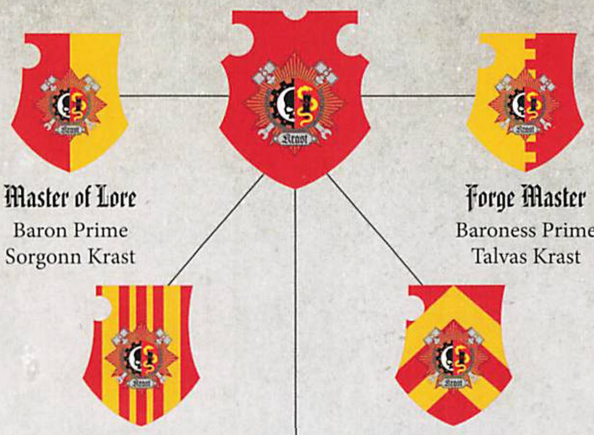
Anjae Narin Krast XI

Forge World Emissaries and Assets

- Sytonomeia Grel - Pontifex-Mechanicus and Forge Lord of Mars
- Kyrillus Vestoban - Emissary Questoris and Magos-Solius
- Conclaves of senior Tech-Priests appointed by the Fabricator General of Mars
- Martian naval assets and super-heavy citadel landers
- Drop keep maintenance cohorts

Sacristan Orders of Chrysis

- Krystos Sonnex - Sacristan Senioris to the Exalted Court of House Krast
- Trans-Order Council of High Sacristans
- Sybellan-Kastrex Order
- Order of the Sacred Traction Core
- Order of the Twelve
- Minor Sacristan orders
- Liveried servitor clades
- Sacristan terrano-motive maniples



Master of Lore
Baron Prime Sorgonn Krast

Forge Master
Baroness Prime Talvas Krast

Master of Vox
Baron Prime Innestor Krast

Master Tactician
Baron Prime Lagos Krast

Insulated Chivalric Orders

- Headtakers
- Crimson Tollkeepers
- Chrysine Sentinels
- Knights Cognatic

Other Barons



Nobles of Minor House Krast Branches

- Krasts XIIc
- Krast-Deltic Companions

Knightly Vassals



Knightly House Assets

- Noble emissaries to the Sacristan orders
- Pioneer companies
- Macro barge lander divisions
- Sacristan motile cohorts
- Sacristan forge shrines
- Household Guardian cohorts

Baronial Assets

- Sacristan artisan fellowships
- Lance logistical command network
- Fiefdom servo-wagons and labour pool
- Knightly vassals

Knightly Vassal Assets

- Personal Sacristan cabal
- Bondsman vassals (Armiger pilots)
- Serf labour corps

Entwined for millennia in the war machine of holy Mars, the rulers of House Krast have long adopted the title of Princeps, emulating the powerful commanders of Mars' Titan Legions. Owing loyalty to their Princeps are the house's barons and baronesses. Like House Griffith, Krast's baronies constitute fiefdoms representing territories upon Chrysis, nominally owned in full by the ruling Princeps but granted to loyal barons in return for tithed service. Where the fiefdoms of other worlds may be replete with agri-plexes, maritime rights and populous townships, those on Chrysis are often poisoned tracts of sterile rock. However, there are rich mineral rights and hardy serfs who toil in liveried hazard smocks over thin enviro-suits for House Krast.

Beneath the Princeps are their senior barons. These are ennobled as Barons Prime and form the Exalted Court, which advises and supports the Princeps. Like lesser barons, the Barons Prime each rule a fiefdom on Chrysis, though these are far larger and wealthier than others.

Most houses of the Questor Imperialis have generational compacts with Navis Imperialis battlefleets to transport them to distant war zones while others maintain their own formations of specialised vessels. House Krast relies almost entirely on the naval assets of their sworn forge world. In their case, Mars also serves as the Segmentum Fortress for Segmentum Solar. It commands exceptional voidcraft expertise and significant naval assets, ensuring House Krast reaches targets determined by the Fabricator General.

Many Questor Mechanicus houses have different traditions of nobility, title and privilege, usually influenced by their forge world. Some rulers of Knightly houses use the title primus or zenarch or continue to use more ancient forms of address like saertrabe, astir or high monarch. Others title their courts as High Conclaves or Servo-choristries, with ranks granted to the senior Nobles that may reflect ceremonial styles used by the forge world's adepts.



Knightly Houses



A GALAXY OF HONOUR

Noble households of Imperial Knights exist throughout the galaxy. Some were known from the very dawn of the Age of the Imperium, while others were only discovered through the long wars of the Great Crusade. Some have fallen into disregarded extinction or, worse, into treachery and heresy. Many more may be unknown still, their Nobles dutifully fighting on in hidden wilderness sectors, defending isolated pockets of Humanity to their last.

No Imperial records exist to tell of the scale of the Long March in which Humanity colonised distant worlds. The spread of Knight worlds throughout the Imperium speaks to an incalculable undertaking, for they are known to have survived in every segmentum. It is well that they have, for in the Era Indomitus, the Imperium has never been in more need of martial champions and powerful defenders. In the Imperium Sanctus, ravaging xenos fleets and heretic oppressors descend on vulnerable worlds. Mutant uprisings, psychic catastrophes and daemonic incursions threaten others. In the Imperium Nihilus, not even the light of the Astronomican sheds any warmth. Isolated and terrified, preyed upon by Chaos war fleets, on the brink of being subsumed by alien empires or drowning under the corrupting insanity of the warp, their inhabitants cry out for protection.

KNIGHT WORLDS

Though their societies share similar feudal traits, the home worlds of the Questor Imperialis houses vary considerably in almost all other ways. On some, the Nobles' citadels are concentrated amongst mountainous wastelands, upon craggy massifs rising above corrosive swamps or hidden in the depths of primordial forests. On others, successive Knightly houses have built up immense walled city-states spread across dusty plains, nestled at the foot of volcanic islands or embedded in the ocean floor with long pennants trailing in the prevailing current. While many Knightly houses tenaciously cling to a regressive culture, even the most hidebound have long since adopted many advances brought by contact with the Imperium. Spaceports, Sacristan manufactories and astropathic towers are guarded closely at the heart of many. Long transitways connect many otherwise isolated keeps, fortified, crenellated and patrolled by striding Knights or tunnelled beneath otherwise impassable mountain chains.

The worlds controlled by houses of the Questor Mechanicus often reflect the influence of the forge world to which the world's Knights are pledged. Other Knight worlds often maintain large operations devoted to resource extraction, but those of the Questor Mechanicus are far larger and older. Immense strip mines gouge the smog-filled landscape like scars. Factorum shrines and temples to facets of the Machine God blister the horizon like mountains of iron. Continent-sized agri-plexes, mile-high condenser stacks and industrial orbital stations are also common. For all this, the rule of the Knights is still paramount. On some worlds, they inhabit great riveted keeps with bastion-like gatehouses built into the soaring flanks of factorums. Others occupy subterranean complexes whose surface spires crackle with pure Motive Force.

A TAPESTRY OF CULTURES

The tenets of the Code Chivalric – as each house understands and espouses them – and a feudal hierarchy are two common threads that run through all Knightly households. Yet having grown and prospered in isolation through many dark millennia, there can be gulfs that separate the culture of one from another. The reasons are countless and varied. Some Knightly houses were coloured by the foes they fought before contact with the Imperium, whether native to their own worlds or xenos besiegers from the stars. Others specialise in tactics informed by the wildernesses they had to defend or the climates in which they fought: mountainous terrain, dense forests, dank swamps, chemical atmospheres, frigid polar regions, subterranean macro tunnels and many others. There are households whose oaths compel them to defend their own small stellar realms and no more, and others who stride into the unknown void at the smallest opportunity. House Essegore dispatched large lances of its Knights, as well as grand escorts of Sacristans and serf militias to join dozens of task forces of the Indomitus Crusade. High Queen Restana Essegore is possessed of an undaunted crusader spirit, and her Nobles' zealous fury on the battlefield has won her lineage many strong alliances and justified honours from other commanders.

Some households, while eager to sally forth from their worlds and trample the enemies of Humanity, are loath to bend the knee to any other beyond their direct masters. Cults of personality exist in which the ruler of the house is viewed as a reincarnation of some mythic founder of the Dark Age of Technology. Some familial lines are fanatical in their interpretation of the Code Chivalric, holding to variations of honour that other houses have never known. House Trenneth of Alym holds that their survival during Old Night is attributable only to their dedication to witch burning. They despise sorcery and psychic ability with equal ardour, stampeding into an enemy that has even a whiff of it about them, and even compelling their own Astropaths to wear painful flagellating tabards.

CODE CHIVALRIC

Every Knightly house upholds a raft of doctrinal obligations and moral tenets which define its Nobles' duties and behaviour. Though a few call it by traditional names unique to their culture, most know this collection of regulations as the Code Chivalric. It stipulates the responsibilities of Nobles, their vassals and serfs; it lays down the courtly respect Nobles must show to their allies and enemies; it provides frameworks for honourable conduct, heraldic display, diplomatic interaction and the settlement of duels, amongst countless other facets of a warrior's life.

The Code Chivalric is deeply ingrained in the Knightly houses. Amongst almost all of them, it has been perpetuated – generation after generation over millennia – by their use of the Thrones Mechanicum. These ancient relics contain behavioural subroutines that subliminally condition those who bond with them. The Nobles are inculcated with notions of honour and duty, chivalry and fealty to the extent that it has long since moulded their societies. Due to the shared origin of all Thrones, the Code Chivalric has manifested and remained in broadly similar form on worlds entirely isolated from each other since their colonisation. Some Knightly houses codify their tenets in grand volumes of treatises and lore, filling miles of shelving with decaying tomes.

HOUSE CADMUS

THEY WHO ARE NOT OUR ALLIES ARE OUR PREY

With a reputation as relentless hunters, the Knights of House Cadmus hone their predatory skill with bloody pursuits of feral mutants on their home world. They are a proud, unforgiving and independent nobility whose honour is built upon a foundation of personal triumph. Once sworn to a forge world, they are now a proud house of the Questor Imperialis.

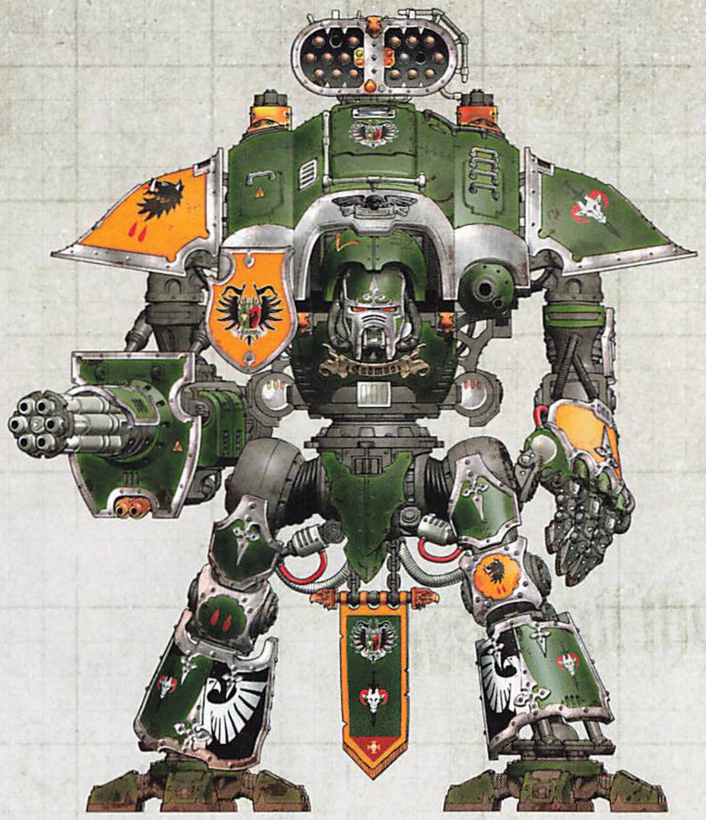
The Nobles of House Cadmus relish the hunting down and righteous destruction of the vilest hordes. On embattled worlds throughout the Imperium, they have waded into roaring mobs of Orks, shambling phalanxes of Necron soldiery and waves of heretic cultists. They cull such lesser foes not with wasteful overkill but with a calculated economy of power that sees their verminous prey entirely eradicated. Cadmus' Nobles cultivate and sharpen such ruthless skills on their heavily forested home world of Raisa. The planet is infested by packs of feral mutants that raid serf settlements and, in large numbers, may threaten the more isolated holdings of the Nobles before melting back into the dark tree lines. Rather than wiping them out, House Cadmus embarks on an annual hunt of the creatures known as the Cull. A much celebrated and highly anticipated event, the number of mutant skulls claimed by each Knight is a mark of prowess. The Cull is held in such high esteem that the champion of this macabre tourney goes on to rule the house's affairs as high monarch during the long Raisan year to come.

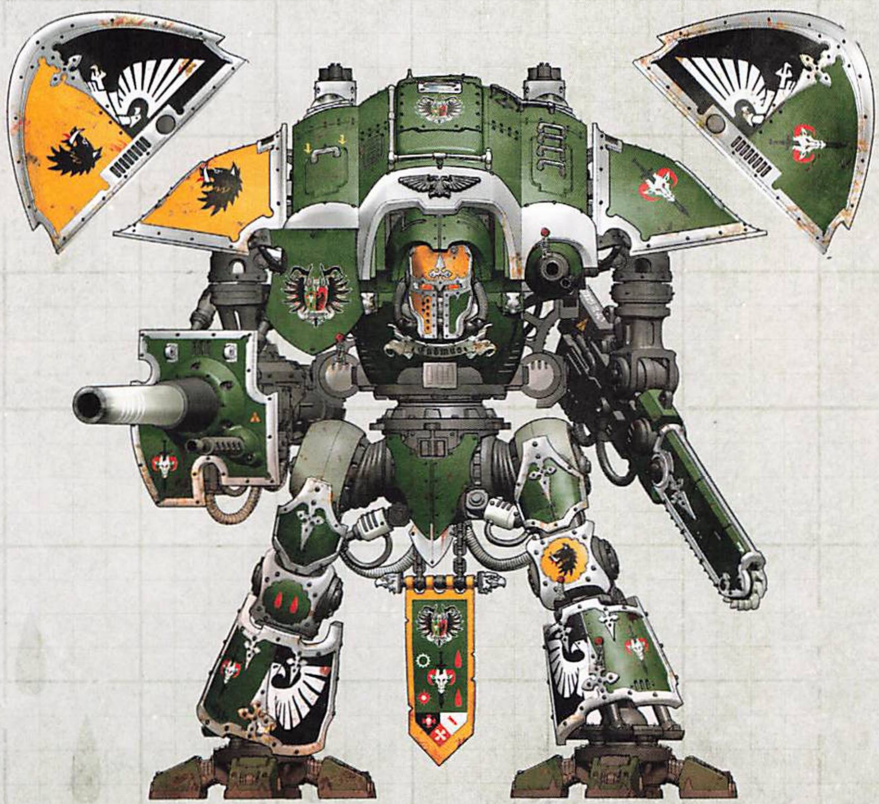
Formerly pledged in oath to the service of Gryphonne IV, a forge world in the far galactic south, House Cadmus benefited from Gryphonne IV's expertise in war engine manufacture, which made the planet legendary throughout the Imperium. The house's Nobles loyally served the forge world for millennia, gaining technological advancements to their suits. All that changed when Gryphonne IV fell to a tendril of Hive Fleet Leviathan. Lances of House Cadmus Knights fought the Tyranids at the forefront of every defence and ferocious counterattack. They led cohorts of Skitarii to hunt down lurking Tyranid broods and defended the god-machines of Legio Gryphonicus as the Titans gave their all to throw back the xenos swarms. Many Nobles and their precious Knight suits fell in the forge world's defence before the Tech-Priests finally orchestrated an extraction of their most priceless artefacts and signalled the retreat.



Upon the forge world's fall, House Cadmus considered their millennia-long obligations at an end, despite the furious remonstrations of the surviving Gryphonne IV Tech-Priests. All formal integration with the Adeptus Mechanicus was severed, and the Opus Machina was removed from Cadmus' heraldry. The house's Princeps, newly ennobled as high king, grandiloquently proclaimed allegiance to Holy Terra. Such long-standing fealty to Gryphonne IV, however, means that many legacy traits of the Questor Mechanicus remain ingrained. The Knights of Cadmus boast expertly maintained systems and specialist augmetics, including bio-scryer cogitators used when hunting elusive prey. Worship of the Omnissiah, too, remains widespread, especially among Cadmus' Sacristans. The house's break with the Adeptus Mechanicus has caused unrest amongst some sectors of its populace as some cling to the old ways and others strive to follow the high monarch's decree.

House Cadmus is the only Knightly house upon Raisa, though its familial lines are widespread amongst many fortified keeps. These rise on rocky plateaux thrust above the canopies of Raisa's continent-spanning arboreal wildernesses. In contrast to their masters, the Sacristans pledged to serve each belong to one of five orders. The Sacristans of all but one order, the Inheritance of Skhallax, wear varieties of rubberised crimson cassocks and keep their faces covered at all times, a traditional garb that evokes their connections with adepts of the Machine God. They use their own mystical hierarchies, but all ultimately serve House Cadmus. Each order vies with the others, viewing their rivals with distrust. They compete for political influence within various strata of the Knightly house, for technological seniority concerning specific systems of the Knight suits and for the patronage of different keeps. They aim to prove the worth of their ministrations to the towering suits by the Knights' performance in the Cull.





ORLANDO AND COWARD'S BANE

Orlando is next in line to become one of the Twelve Barons of Raisa, a position that would ordinarily mark out its occupier as a potential rival to the ruler of House Cadmus. However, Orlando's disregard for the annual Cull ensures that he cannot claim the kingship of his house. For Orlando, slaying the beasts is an everyday task, not an act to be feted. Thus, Orlando is content as ruler of Patton Hall, a keep in the most isolated province of Raisa.

When called to war, Orlando pilots Coward's Bane, one of the eldest of Raisa's operational Knight suits. Orlando's vassals know well the thunderclap roar emitted when its gauntleted fist strikes home. It is a sound heard often enough, for Orlando is tasked with leading many campaigns – a tribute to his fighting prowess.

RODERICK AND HOUND OF RAISA

Lord Roderick is a skilled and pitiless hunter and the favoured lance-brother to Lord Roland, the ruler of House Cadmus. Some attribute Roderick's ruthless zeal during the Cull to the deaths of his parents at the hands of abhumans while the pair travelled to a council at Golem Keep. Amongst Cadmus' less restrained Nobles, the tale continues that Roderick escaped into the woods and was taken in by a wild-living hunter. Whatever the truth, Roderick went on to reclaim his birthright, taking up his parents' privileges and duties, and has risen to a high position within House Cadmus.

Roderick has hunted foes on countless worlds. On Kane's Sorrow, Roderick pursued Orks amongst a honeycomb of dank tunnels, uncovering a vulnerable route to the xenos' scrap-filled bunkers. While on Galfranus V, he tracked the chemical signatures of lurking Tyranid organisms, an experience that saw him emerge as one of the few survivors from the defence of Gryphonne IV.

HOUSE GRIFFITH

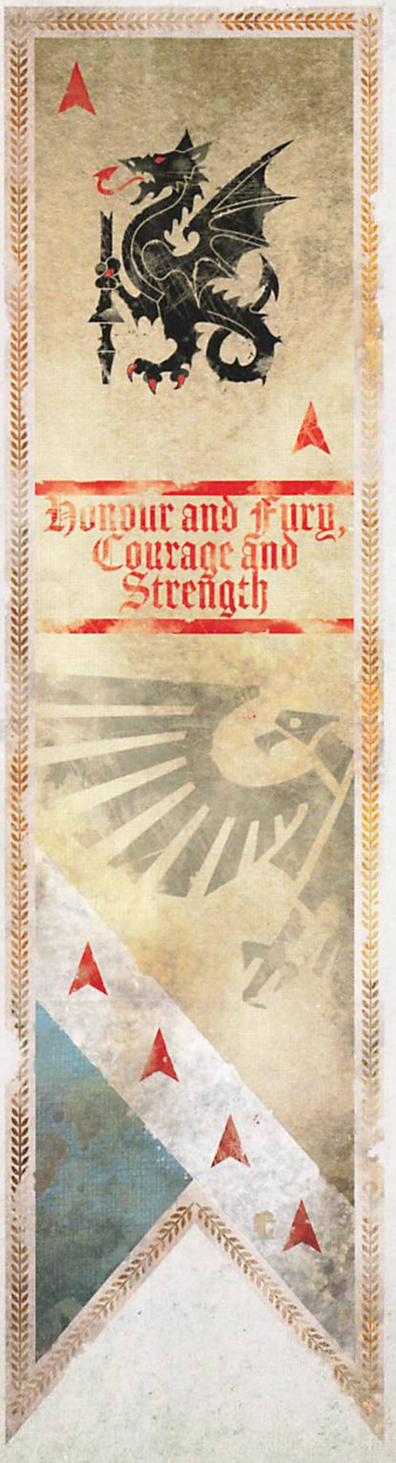
HONOUR AND FURY, COURAGE AND STRENGTH

Slayers of monstrous beasts and duellists of nightmarish war engines, the greatest of House Griffith's scions fearlessly charge the foulest threats before them. Theirs is a righteous line raised on tales of their forebears' epic heroism. None doubt the purity of their lineage and each Noble strives to embody a destiny as a champion against the horrors of the galaxy.

House Griffith's home world of Dragon's End is a potent backdrop to the mythic histories recounted by the house's preceptors, lore-masters and arms-masters. It is a bleak world of active volcanic mountain ranges, storm-lashed seas and sulphurous clouds. House legend of the early Human colonists populates this unforgiving world with terrifying lifeforms that a few stuttering dataslates name dragons. Whatever these creatures were, the colonists fought them initially from the backs of swift flesh-and-blood steeds. They are said to have wielded simple weapons carved from the beasts' bones and worn armour forged from the world's abundant mineral resources. Only after a desperate period of loss and survival against the odds did the most skilled of these riders cohere into a cadre of Noble rulers, and their deeds become intertwined with those of the earliest pilots of the Knight suits.

Every branch of House Griffith has its own legends dating from the time known as the Dragon War. Though it took decades, the creatures were finally driven to extinction through the strength and determination of Griffith's Knights. It is to this time that many youths on the brink of their Ritual of Becoming look as the ideal of Knightly heroism; there are even ancient Thrones Mechanicum that hold echoes of warriors who fought in the Dragon War.

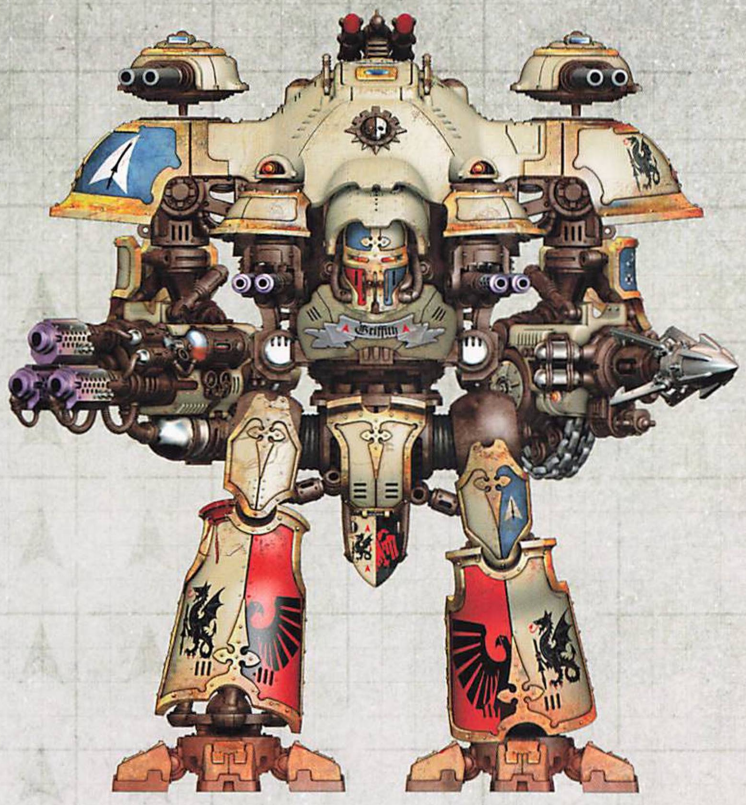
In House Griffith's millennia of loyal service to the Imperium, many more legendary feats of martial excellence have been laid down in the Chronicles of the Lance. This tally of heroism is entered in an ancient cogitator array in House Griffith's greatest sanctuary. The destruction of Warlord Grazzgha's Gargant by the High King Bryce Griffith; the countercharge of the Stone-blood Companions that broke the back of the mutated Knight Rampager Sevenseed; the heroic sacrifice of Baroness Kadrion when she ruptured a Necron Obelisk and triggered an instantaneous trans-atomic cascade; these and others are hailed as honoured exemplars of the glorious



charge and worthy inheritors of their beast-slayer forebears. In a centuries-old tradition, House Griffith Knights that slay an enemy high king carry a weapon painted a bloody red. What constitutes a high king is debated by Griffith's Nobles. All agree that their own ruler, Bryce, earned his unquestionably when he carved an Ork Gargant apart with his reaper chainsword and did so again when he felled a titanic Khorne Lord of Skulls with his thermal cannon.

The Nobles of House Griffith seek to emulate the heroes of their house. Even before they Become, high-born youths train to fight from the saddles of equid mounts and arms-masters drill them in the use of lance and blade. Disputes between rivals are settled in dangerous duels, forming an important facet of the legal recourse on Dragon's End. It is a culture that has spread throughout the populace. When shamed scions barred from ever Becoming, militia thralls and even serf drudges are all trained in some form of bladework, a Noble's martial prowess both in and out of their Knight suit must eclipse them all.

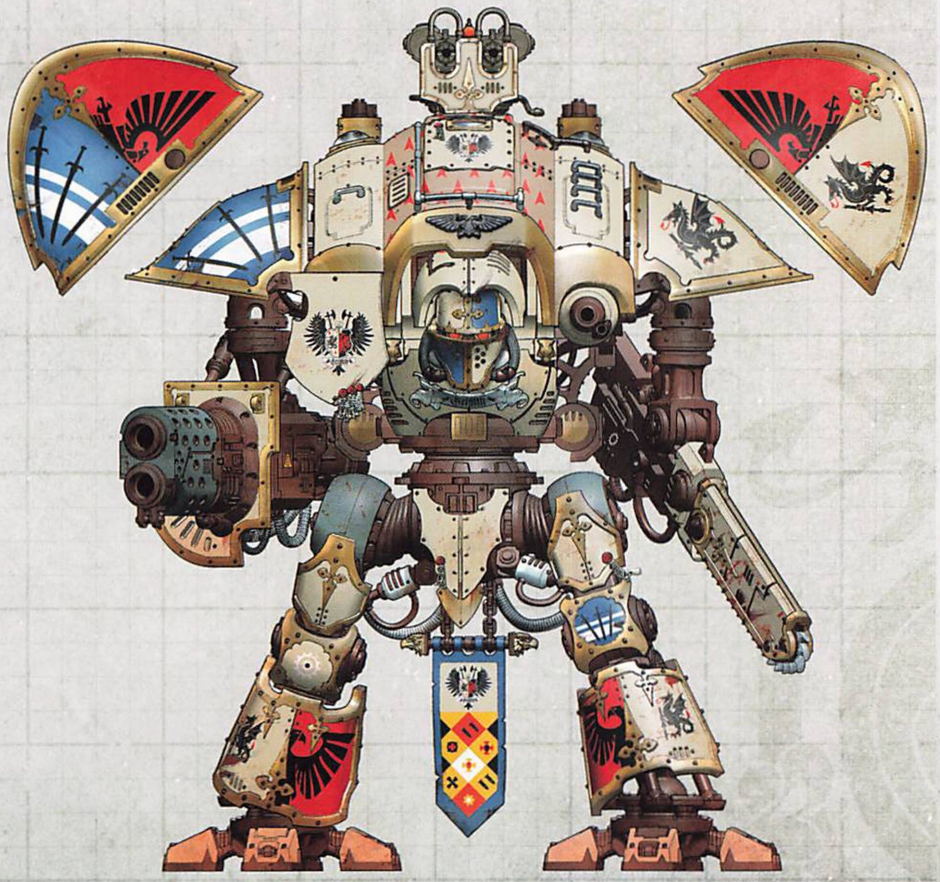
Outside battle, these traditions find their most ostentatious expression in the many martial tournaments held on Dragon's End, such as the Challenge of the Bone Ground, the Ferrognost Duels and the multidisciplinary tourneys held during the Feast of the Fall of Alvirax. The families of House Griffith's lineage and the Nobles of more minor Knightly houses upon Dragon's End compete in these regular contests for standing and prestige. These minor houses are technically outside House Griffith but are wholly subservient to its rule. Unlike other Knight worlds that host multiple independent Knightly houses, on Dragon's End House Griffith long ago rose to dominance. The Nobles of Houses Theyran, Brugannis, Ca Ffol and others are sworn to the high king's command, share elements of heraldic insignia and may – if their feats of foe-slaying are great enough – be granted full admission into House Griffith's hereditary ranks.



NATANYA AND BANE OF IRON

Lady Natanya pilots Bane of Iron, whose machine spirit is amongst the most aggressive of all House Griffith's hunting steeds. Natanya herself is strong-willed and courageous, the only Noble ever to fully break the unruly Knight Valiant to their command. Natanya has harnessed her war engine's natural ferocity and destructive power and now specialises in providing devastating close-range fire support to her comrades in the field.

An exemplar of Griffith's tradition of monster hunting, Lady Natanya excels in obliterating blasphemous war engines tainted with warp power. Amidst the Indomitus Crusade, she has proved her bravery by protecting her Ultramarines allies while annihilating heretical war machines.



RARTHANIS AND DRAGON'S LAMENT

The rare return of Lord Rarthanis to his keep is a time of feasting and recounting of feats from his battles on distant worlds. Amongst the most favoured is a tale drawn from the Noble's time pledged to the Rogue Trader Dragalos. Posidac IV was an ancient artificial world: a ball of water and ice held together by a failing gravity net. Using a modified suspensor array to guide his steed through the gloomy depths, Rarthanis discovered the remains of a rusting industrial city, seemingly abandoned by the builders of Posidac. Ancient eyes, however, tracked his progress. Sealed under the ice since the Age of Strife, corroded metallic automata had slumbered. They swarmed Rarthanis and his allies, firing bolts of blue and green fire. Rarthanis fought back with energy blasts from his suit's thermal cannon and sweeps of his blade, scattering chunks of the metal figures amidst churning steam. In the battle's aftermath, Rarthanis helped Dragalos to plunder the sunken city and retains the explorer's gratitude.

HOUSE HAWKSHROUD

NO REQUEST FOR AID SHALL BE DENIED

No house is as strident in proclamations of alliance and loyalty as Hawkshroud or as swift to reignite and uphold ancient pacts that others would have long since considered discharged in full. Many are the allies who have lauded House Hawkshroud for their trustworthiness and integrity, knowing the Knights of Krastellan will fight to the death in their support.

Honour is everything to the interconnected dynasties that form Hawkshroud's extended lineage. The concept is drilled into every high-born youth upon the house's home world of Krastellan, all hoping to one day earn a place amongst Hawkshroud's ranks of pilots and thereby bring prestige, glory and recognition to their line. Loyalty and obligation are embedded in the world's courtly culture, individual Nobles offering each other reciprocal support with eager urgency. High-born children are honour-bound before they are born to fulfil their family's debts, and even amongst Krastellan's serf classes a person's word is their bond; this echoes the famed selfless duty of the Knights by how they discharge their responsibility to the Imperium.

House Hawkshroud proudly maintains an unblemished record of answering every request for aid from its allies. It is a reputation that has been hard won and not without its danger. At any given time, almost all Hawkshroud's Knights are off-world, fighting alongside the house's sworn allies. More than one ruler of the Knightly house has feared that such continuous and widespread fighting may leave Krastellan itself poorly defended. Regardless of the cost to the individual or House Hawkshroud, oaths and bonds made in the house's name will always be honoured.

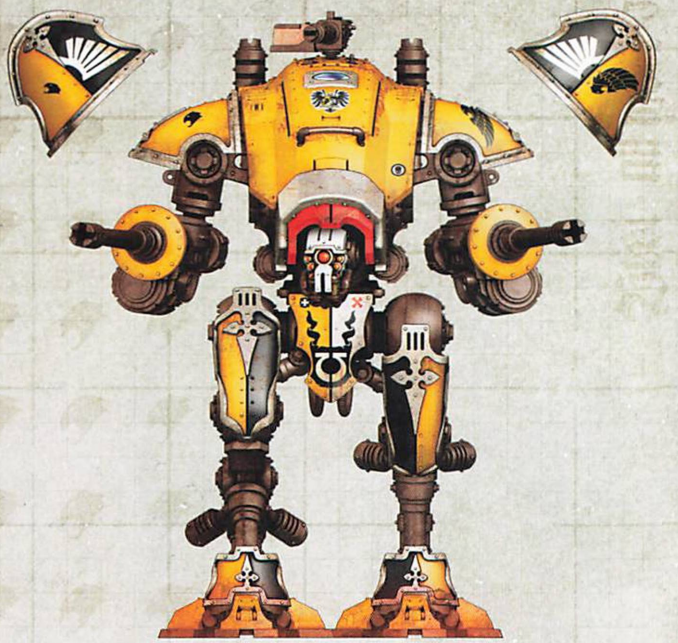
Besides their vow to the God-Emperor, House Hawkshroud often enter into oaths of allegiance with the forces they fight alongside. Their Knight suits frequently bear campaign badges, army badges and vow emblems, carefully applied to a Noble's personal heraldry to demonstrate loyalty to those they have sworn to serve. So strong is the bond with their allies that many Knights of Krastellan have been honoured to bear the hallowed sigils of Titan Legions, Space Marine Chapters and Adepta Sororitas Orders Militant alongside which they have long fought, or the personal crests of Astra Militarum officers whose descendants the Knights swear to aid.



The unusually close association between the Knights and those forces they fight with bring many opportunities for fresh vows of honour. It is not uncommon for Hawkshroud Knights to remain on campaign for far longer than their initial oath demanded. New bonds of fellowship, duty and loyalty are forged in battle, and Nobles swear new pacts to their comrades in the mobile feast halls their Sacristans erect at battle's end. In doing so, these Knights may end up effectively walking the path of the Freeblade. They have fulfilled the duty required of their house but have embarked on a new one. Unlike many Freeblades, these lone Hawkshroud Knights – the Oathsworn – continue to proudly bear their house's livery and vow markings, knowing that they will be welcomed back one day upon Krastellan with great honour.

House Hawkshroud has only grudgingly accepted the influence of Imperial culture and technology for the minimum required to fulfil their sworn obligations. The house's Nobles occupy severely austere fortresses as often warmed against squalls of freezing rain by foul-smelling open fires as by fitful reactor cores said to date from Krastellan's colonial era, while whatever secrets their Sacristans learn from forge worlds such as Graia are strictly limited to benefiting the Knight suits only. Such privations and harsh existences are preferable to the alternative of a life of extravagance, which is surely the first step on the road to weakness.

Hawkshroud's honourable hardship has been sorely tested since the opening of the Great Rift. Krastellan's position in the Imperium Nihilus has cut the Knightly house off from contact with many of its far-flung warriors, and an invading war horde of Orks descended on the Knight world with brutal savagery. In its time of need, several honoured allies repaid the house's enduring loyalty. Space Marines of the Valiant Blades and Blood Angels, Knights of Houses Griffith and Zorahn alongside hastily-mustered regiments from Valhalla, fought alongside Krastellan's few lances and serf cohorts.





MORLIAN AND OATHKEEPER

Piloted by the sure-sighted Sir Morlian, Oathkeeper has slain dozens of enemy aircraft, gutted entire squadrons of light attack vehicles and obliterated advancing squads of heavy infantry. Often, Morlian fights beside his sisters, the twins Morlia and Tegaria, who also pilot Armiger Helverins. Together, the three stitch trails of ruin across those battlefields graced by Hawkshroud's lances. The three Bondsmen all serve Baroness Saeron, whose influence ensures some of Krastellan's greatest Sacristans tend the war engines. Oathkeeper, in particular, is blessed to house a tri-sanctified Icarine datagheist, whose omens enable Sir Morlian to deny airspace to all but the most foolhardy of enemy pilots. His kill tally of airborne Tyranid beasts at the Battle of Lantis earned him the praise of the Ultramarines 5th Company.

BARTHANNEL AND THE REVERED FURY

Sir Barthannel is the living example of House Hawkshroud's motto. A well-travelled Baron, he has honoured debts across the galaxy. He has fought alongside Astra Militarum regiments raised from over a hundred different planets and no fewer than twelve Chapters of Space Marines. He holds seals of pious respect from the Order of the Argent Shroud and commendations from Navis Imperialis officers from three battlefleets.

Barthannel's Knight Crusader is the Revered Fury. It bears regalia from the most memorable of his many campaigns, notably the Brotherhood Honours presented to him by the Great Wolf Logan Grimnar of the Space Wolves. Because of his dedication to his duty, it has been many decades since Sir Barthannel stepped foot upon his home world. Now, though, hearing of the peril facing his house, Barthannel makes haste to lend his might to the battle.

HOUSE TERRYN

GLORY IN HONOUR

Hailing from the tropical world of Voltoris, the Knights of House Terryn can trace their line back fifteen thousand years in a history replete with tales of valour, strength and glory. Over the ages, they have earned countless battle honours, and it is widely believed that no one Knight house exemplifies proud martial tradition greater than they.

House Terryn derives its name from Maximillian Terryn, the first ruler of Voltoris, which legends say was colonised early in the Age of Strife. The practices and culture that he instituted are still honoured today by his successors, with each generation adding to them as they have achieved their own battlefield triumphs. Scholars say that House Terryn's heraldic colour is a cobalt blue because Voltoris' oceans were once that hue, though today they are green due to the reaction of algae to the system's twin stars. Its oceans surround tropical islands the size of continents. Bat-winged monstrosities hunt beneath the jungle eaves, and the giant amphibious predators that are similarly commonplace offer the Knights ample opportunity to perfect their hunting skills.

Over time, House Terryn has amassed so many rituals and traditions that they have become as renowned for their laborious ceremonies as for their magnificent battle skills. The daily intonation known as the Thousand Canticles of War Long Awaited takes three hours. It is joked by some of the house's observers that the tedium these events cause in the Nobles is a reason they are so eager to leave Furion Peak, their primary fortress, to go to war. Whatever the truth, when House Terryn forged their alliance with the Imperium, they ensured that Voltoris' law was changed so that any Knight under arms in the service of the Emperor was exempt from ceremonial obligations. After that, the Knights of House Terryn sought out conflict across the galaxy, pursuing foes with aggression born of years of unrequited yearning for war. Once a Terryn Noble has completed the Ritual of Becoming, they will join one of the Imperium's military campaigns as soon as possible, returning rarely to their home world to show fealty and ensure the continuation of their line.

Just as their rituals and ceremonies have evolved and grown over time, so has House Terryn's crest. The emblem is that of a white stallion's head emblazoned upon a field of blue. As members of a Questor Imperialis house, Terryn's Knights bear a demi-aquila as part of their crest, emblazoned upon red, representing the blood they have given in honour of the Emperor. At the time of the house's founding, however, the crest was merely a blue tilting shield with a stallion's head. It is believed that this symbol was chosen by Maximillian Terryn after he had mysterious visions of a white stallion. Millennia later, Lord Brutus Terryn led a victorious campaign against a monster the annals record as the Great Kroktar at the Battle of the Six Swords. After this, the crest expanded to include six blades pointing inwards towards the tilting shield. It was Brutus' descendant, Seuitonius Thucidies Terryn, who made the crest what it is today after he swore allegiance to the Emperor.



House Terryn Knights utilise all manner of iconography and symbols on the armour of their Knight suits. Many frequently repeat the icon of the white stallion's head. Battle honours, campaign badges and kill markings are a common sight. Family lineage is indicated using patterns and crests, particularly on their pauldrons and poleyns. There are also more bespoke symbols. To earn the right to display blue and red stripes on weapon arms requires the Noble to single-handedly slay a Titan-class foe. The Golden Arrow is the highest honour awarded to House Terryn Knights for fighting prowess. A Noble with this award displays it proudly on their armour and is regarded as a hero by their fellows.

In recent centuries, the Knights of House Terryn have been forced to fight closer to their home world despite a desire to fight further afield. The dual threats posed by Hive Fleet Leviathan and the rapidly expanding T'au Empire have ensured that Terryn's Knights remain on a constant war footing, lest Voltoris itself be threatened; this has proven to be of enormous benefit to the house since the emergence of the Great Rift, as silvered automata of the Necrons have risen from within Voltoris' once-tranquil lakes, endangering the lives of all on the planet.



YORAC AND SPEAR OF THE RIGHTEOUS

Baron Yorac's Knight, Spear of the Righteous, bears the house's blue, the white stallion's head and the black demi-aquila on a red field, but also numerous additions unique to Yorac. The broad check design on its shoulder and left knee guard is drawn from his family lineage. Each family wears differing patterns on their cloaks, a reminder of the clans among the first settlers of Voltoris before the rise of House Terryn. Over time, a Knight's heraldry will change as its pilot is tempered in the fires of war. On Spear of the Righteous, Baron Yorac has added a single white strip over his starboard salvation hatch; this indicates that he escaped after his Knight was crippled, climbing free from its wreckage. Far from a mark of disgrace, this shows both a Noble's tenacity and the skilled repair work of their house's Sacristans.



TAURUS AND HONOUR INTRACTABLE

Held by a Baron of the Exalted Court, the role of Gatekeeper involves the solemn duty of protection. As per time-honoured custom, their tilting shield bears the crossed bars sign of the saltire. The current Gatekeeper of House Terryn is Taurus, pilot of the Errant-pattern suit Honour Intractable. To him falls the sacred honour of defending the strongholds of Voltoris, a tradition that stretches back to the Long Night.

Long ago, it was realised that it mattered little if Knights marched out to protect their world only to return to find their strongholds in ruin. With the irreparable equipment and mechanisms of the Chamber of Echoes and the Sanctuary, new Rituals of Becoming could occur, and Knights could be repaired. Taurus assures that the stronghold of Furion Peak will forever welcome back the Knights of House Terryn.

HOUSE KRAST

CRUSH THE SERPENT

Tradition speaks of House Krast's home world of Chrysis being the first beyond the Sol System to be rediscovered by the Great Crusade. House Krast proudly pledged themselves, fighting with honour and distinction until betrayal scarred Chrysis forever. Krast's Nobles have since fought with singular fanaticism to extinguish heresy and punish traitors wherever they hide.

When discovered by the Imperium, Chrysis' position close to Mars saw the world's many Knightly houses benefit from the forge world's technological boons. Though the houses' rulers pledged to support the Emperor's Great Crusade, it was to Mars that they swore their allegiance. The Tech-Priests of the Mechanicum were swift to bolster their new alliances. House Krast, as the foremost of Chrysis' Noble households, was the first to set forth at Mars' bidding, with the majority of their Knights taking their place amidst the Emperor's armies.

When the Horus Heresy erupted, Chrysis' proximity to Terra and Mars, not to mention its loyalty, led to traitor forces devastating the world as they carved a path to the Sol System. At the forefront of the traitor forces – so House Krast later learned – were the corrupted Titans of the Legio Mortis, once one of Mars' own Titan Legions and allies of Krast in the Crusade's early years. When House Krast's veteran Knights eventually returned to their home world, they found what had once been a planet of verdant jungles, teeming oceans and glorious cities reduced to a hellscape of atomic-scoured wastes, toxic lakes and the skeletal remnants of loyalist keeps. House Krast's fellow Knightly houses, their serfs who had looked to them for protection, the Tech-Priests who had supported them and the organic bounty of the world were all eradicated.

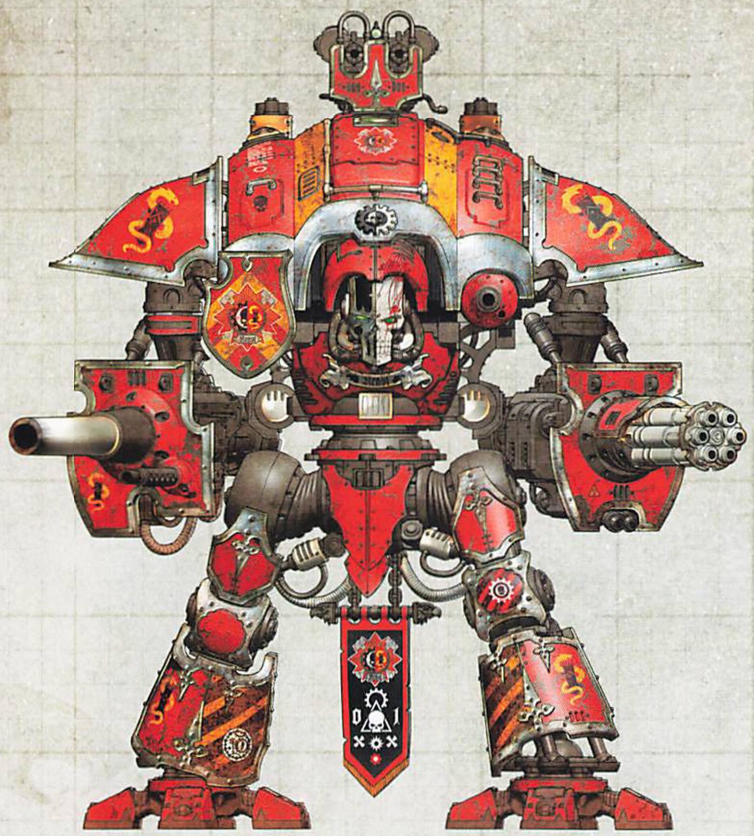
Even millennia after the Heresy ultimately failed, House Krast's Nobles repeatedly reaffirm the vows their ancestors first made upon discovering what had befallen Chrysis. To Mars, who helped the Knights replenish and rebuild, they swear undying fealty; to traitors, usurpers and heretics, they vow eternal hatred. These tenets have been driven inextricably into the house's psyche, embedded in layer upon layer of conditioning within their Thrones Mechanicum and woven deeply into the house's culture. The Knights of Krast are characterised by a sullen bitterness of spirit and an unquenchable thirst

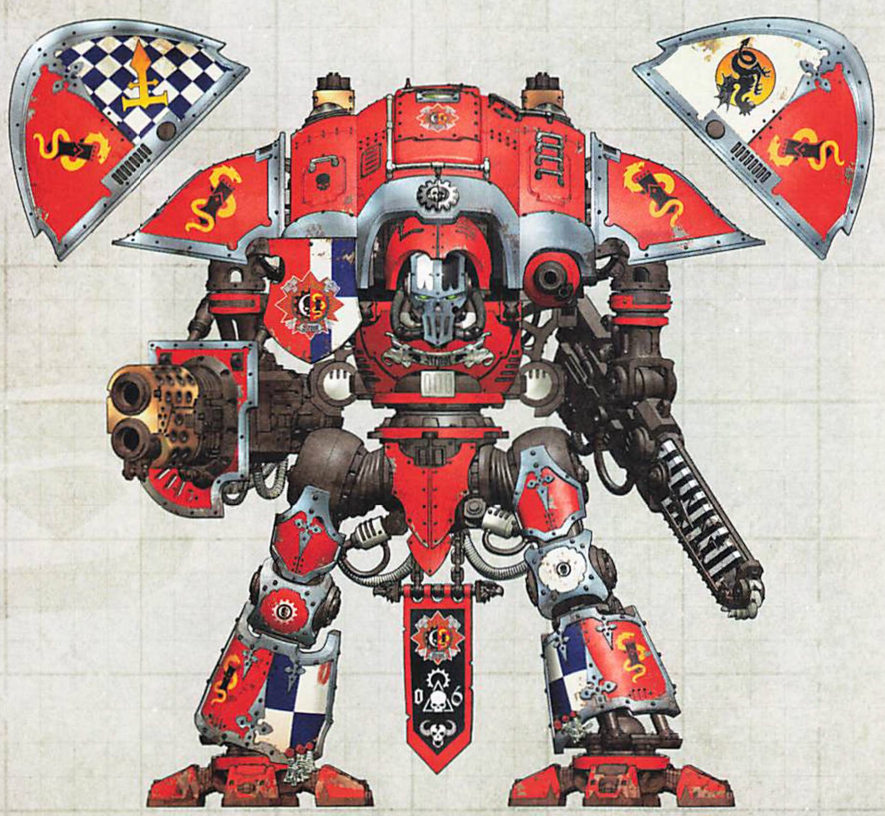


for vengeance. Within their rebuilt strongholds, there are artificial gardens and lakes, holo-projected flocks of extinct avians and the noise of a pastoral idyll fed through rasping vox-emitters. It is a parody of normality reconstructed from unravelling tapestries, glitching dataslates and the whispered memories within Krast's oldest Thrones. When they stare from their battlements across their toxic world, the Nobles of Krast seethe over what was taken from them and to whom they owe the greatest blood-price.

Following these events, the house also changed its crest, replacing the lion rampant with an iron fist squeezing the life from a serpent, which represents Chaos. Ever since, House Krast has been at the forefront of the wars against the Arch-enemy, maintaining their deep hatred for traitor Titans and the Legio Mortis especially. Knights of House Krast fought valiantly to defend Cadia, racing there once they heard the Legio Mortis were present. After the Great Rift emerged, and the forces of the Arch-enemy identified across the galaxy, House Krast launched six crusades of vengeance to the forge worlds of Voss, Phaeton, Urdesh, Stygies, Artemia Majoris and Graia, to link with Adeptus Mechanicus forces and bring the fight to the traitors.

The killing of a Traitor Titan causes great celebration for the Nobles of House Krast. Even greater triumph is earned by any Noble who claims one of the Legio Mortis, the greatest of House Krast's enemies. Such a feat is proclaimed with days of feasting, with sacraments made to the triumphant Knight suits and prayer to the Omnissiah, leading to a magnificent ceremony in honour of the slayer, who henceforth is known as a Headtaker. These mighty heroes are held in the highest esteem by their household and are permitted to bear the symbol of the broken Death's Head on their Knight suit or tabard. Outside battle, this rarefied group of companions hold their own rituals and train together, forging bonds that serve them in the field.





LAGOS AND REDEMPTION OF ADAMANT

Baron Lagos pilots the Knight Crusader Redemption of Adamant. In House Krast, the rank of Baron is signified by twin yellow stripes atop the carapace. Over long years of service, the Redemption of Adamant has weathered some of the worst battle damage the enemies of Mankind could inflict, yet always the Sacristans have repaired its adamantine armour; if anything, Lagos and the myriad ancestral engrams within his Throne come back stronger each time, eager to exact revenge.

Lagos' highest baronial duty is to answer, with the strength at his command, the call of the Princeps should he summon House Krast to war. Depending upon his liege's needs, Baron Lagos might send a household detachment of his Knights, go into battle himself, or lead his favoured escort – a Baronial Court – into battle.

FORILLUS AND HEADTAKER

Sir Forillus was seconded to the Cockatrices Titan Legion in the wake of his heroic efforts on Herald's Fall, where he prevented the destruction of the Legion's largest god-engine. Since that time, with the approval of Mars, the Noble now bears the Cockatrices' colours as part of his livery on the rear halves of Headtaker's shoulder plates. During the years of his service alongside the Cockatrices, Sir Forillus learned many strategies of mechanised warfare, including how to engage enemy war machines even more giant and deadly than his own and how to evade their fury long enough to wear them down and destroy them. These lessons proved invaluable when Forillus fought alongside the Vostroyan 87th against the war effigies of Waaagh! Cogstompa. He was the bane of the xenos' most powerful battle engines, claiming three solo kills of hulking Gorkanauts.

HOUSE RAVEN

HONOUR INVIOLATE, KOLOSSI ETERNAL

House Raven has a long history of serving the Imperium and has fought in countless conflicts from the galactic core to the wildernesses of the outer rim. Princeps Grevan Raven, the fourth of his name, is the Iron Duke of Kolossi. It is his honour to command hundreds of Knights in battle, their pilots drawn from some of the finest lineages in the Ultima Segmentum.

In the recent past, House Raven boasted the largest number of Knights of any house, the fealty of dozens of lesser households and one of the mightiest fortresses in the entire Imperium – the Keep Inviolate. The Keep is a prominent part of the house's crest, represented by a tall black tower. Kolossi, their home world on which it stood, was a place of immense industry; its cities were islands of steel and smoke among deep-core shafts and strip-mine canyons. House Raven's power was maintained by its wealth of resources and alliance with the forge world of Metalica. Together, they formed one of the strongest martial forces in the Charadon Sector.

When an immense heretic invasion blighted the sector, Princeps Grevan Raven led some eighty per cent of his house's strength to the Obolis Sub-sector to aid Metalica, leaving the defence of Kolossi in the hands of the experienced Sir Havlorn. With a sizeable contingent of Knights, large garrisons of serf militias and cohorts of Metalican Skitarii, Kolossi could hold against all the hate and strength of any conventional heretic force long enough for reinforcement. But the enemy with designs on House Raven's world was far from typical; the Daemon Prince Be'lakor wanted Kolossi for his own.

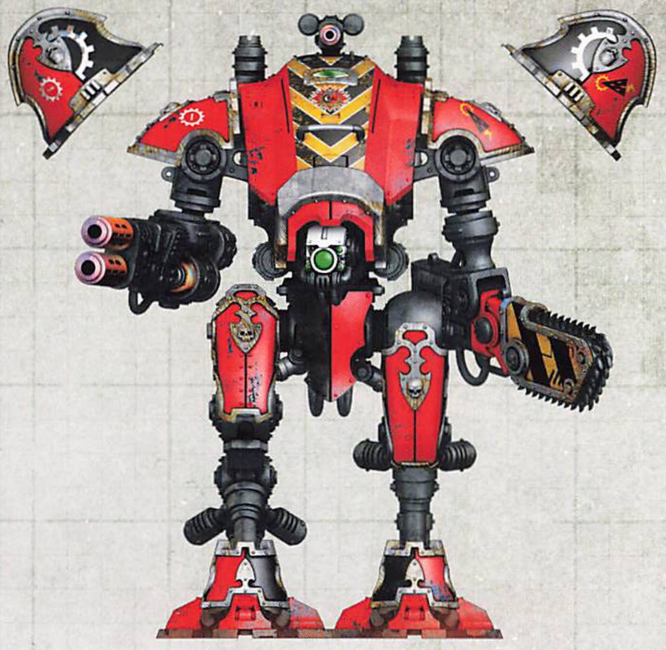
In a campaign of deception and shadow, Be'lakor seeded doubt and resentment into the defenders, enslaving some to his will with dark enchantments. Sabotage and supernatural phenomena grew in numbers, and malicious entities spread panic. One by one, Raven's outlying settlements fell silent, vox-emitters cutting out amid reports of nightmarish assaults. Sir Havlorn gathered as many of his forces within the thick walls of the Keep Inviolate, there to shepherd the remnants of his people and focus his strength.

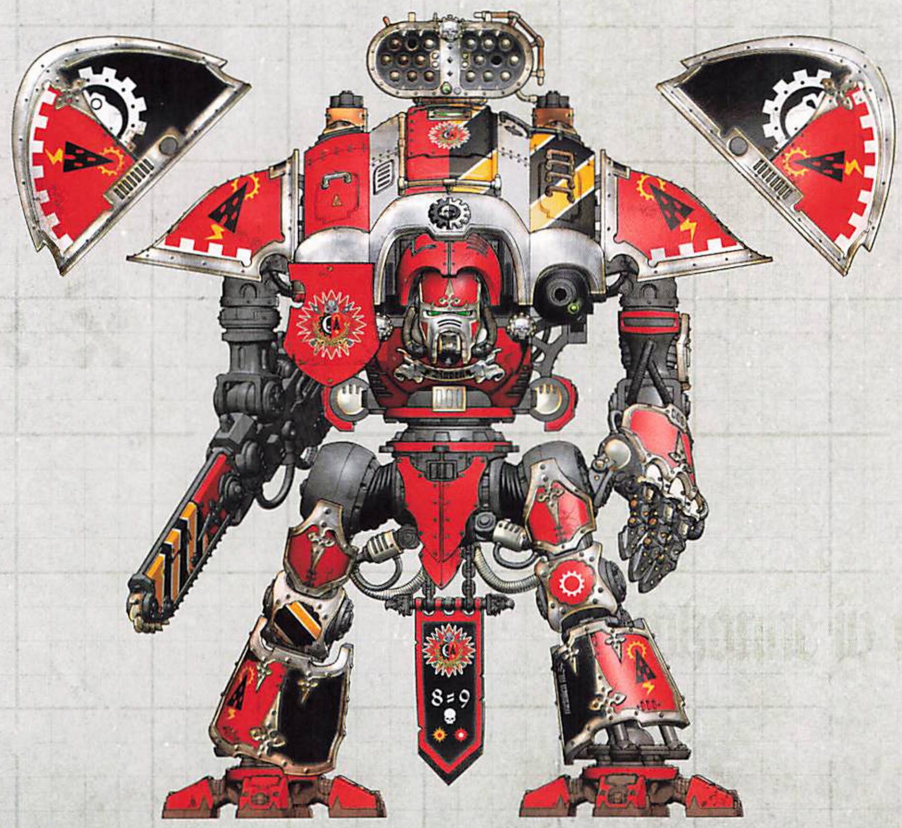
When a host of daemons attacked the Keep Inviolate in force, Havlorn unleashed his Knights against them. He did not know, however, that amongst those swayed by the Dark Master were many of the Sacristans. They had tainted several of the Thrones Mechanicum. Once-loyal Knights turned on their former comrades, their pilots tortured with warp-laced neural feedback, unable to prevent the treachery. Be'lakor himself finally manifested to oversee the capture of the Keep and secure the dominion of his new possession.



What happened next was even stranger, defying all logic and reason from those within the Imperium privy. After Kolossi fell, it vanished altogether as though swallowed by the warp. When Princeps Grevan learned of the disappearance of his home world, he declared that his remaining Knights would not become Freeblades; such a choice would only further cement the victory of their enemies in his eyes. Instead, his house swore a new oath: to roam the stars, battle the enemies of the Imperium wherever they found them and seek news of Kolossi's fate. They would hunt down whoever had wounded their house so mortally and take vengeance.

The Knights of House Raven are now nomadic. They remain sworn to Metalica; the forge world supports them with a fleet of ancient warships, macro barges and mass transporters alongside cabals of Tech-Priests who assist the house's remaining loyal Sacristans of the Iron Brotherhood. Princeps Grevan has overseen the slow rebuilding of his house's honour and their numbers. He can no longer afford to deploy them to the conflicts he once did but measures each campaign with a chilling economy and ruthless calculation to ensure his Knights inflict the maximum carnage for the fewest risks. When the Nobles of lost Kolossi take to the field, they still march in a wall of red metal, large numbers of Knights Crusader providing overwhelming firepower in support of the advance. At their head are the Companions, an inner circle of Knightly elite. These warriors maintain noospheric communication, working in close concert to crush the foe.





TOLOS AND TRIUMPHAL

Sir Tolos serves the legendary hero of House Raven, Krewald. Once, he held far greater prestige as a vaunted Noble bonded with a Throne Mechanicum who fought alongside Krewald as a peer when they supported Legio Metalica in battle. Where Krewald won greater fame, Tolos went on to suffer a grim stain of dishonour in events that none of House Raven speak of. He was stripped of his rank but permitted to continue to serve in war as a Bondsman. Though Sir Tolos is a somewhat grudging Bondsman of Krewald, his diminished status allows for no other option. Still, he yearns to prove himself a warrior of honour in House Raven's ceaseless crusades as they search for lost Kolossi and, amidst the servitude in battle enforced by the Helm Mechanicum, his eagerness translates to a ferocious alacrity and zeal in carrying out Krewald's demands.

RANDUL AND IMPENETRABLE

Randul is one of the many Barons that serve beneath Princeps Grevan. His rank can be distinguished by twin white stripes down his carapace. Baron Randul has been under a black cloud for the last decade, for his peers know him as the cursed Baron, an epithet he has only been too eager to shake. Each time he has gone to battle, his Knight Gallant – Impenetrable – has been so severely damaged that it has tested even the skill of House Raven's Sacristans to repair it.

Yet each mission assigned to Baron Randul has been successfully completed, no matter how severe the odds against him. These triumphs are most often linked to the bold and impetuous heroics of the hard-driving Knight Gallant itself. The Baron's closest kin, those who serve as his court, know of their leader's curse but are proud to serve beneath him. In the end, they know Baron Randul will make any sacrifice to achieve victory.

HOUSE TARANIS

HONOUR THY FORGE, HONOUR THE PRIMUS ORDINUS

The Knights of House Taranis are true servants of the Machine God and bear the honour of being the first of the Knightly houses, for they were founded upon Mars itself centuries before any other. They knelt before the Emperor at the same time the Martian Tech-Priests signed the Treaty of Olympus Mons, which unified the Red Planet and Terra.

The Nobles of House Taranis piloted the first Knight suit prototypes developed on Mars during the Age of Technology. Having always been based upon the Red Planet, they have never been forced to survive alone on a frontier, sheltering behind high fortress walls against the perils of the outer dark. Thus, their culture has not been shaped by a necessary isolation.

Uniquely among all the households, the subtle mind-altering technology that turned the pilots of other houses into feudal overlords is not present in the Knights of House Taranis. As a result, they do not operate on a feudal structure. They refuse to share how their Thrones Mechanicum operate. The reasons why most Thrones Mechanicum bear this technology and why those of House Taranis do not incorporate it are now lost to time. That has not prevented high-powered observers from suggesting that the first Nobles were already fiercely loyal to the Mechanicum and that they were an integral part of Mars' defensive infrastructure.

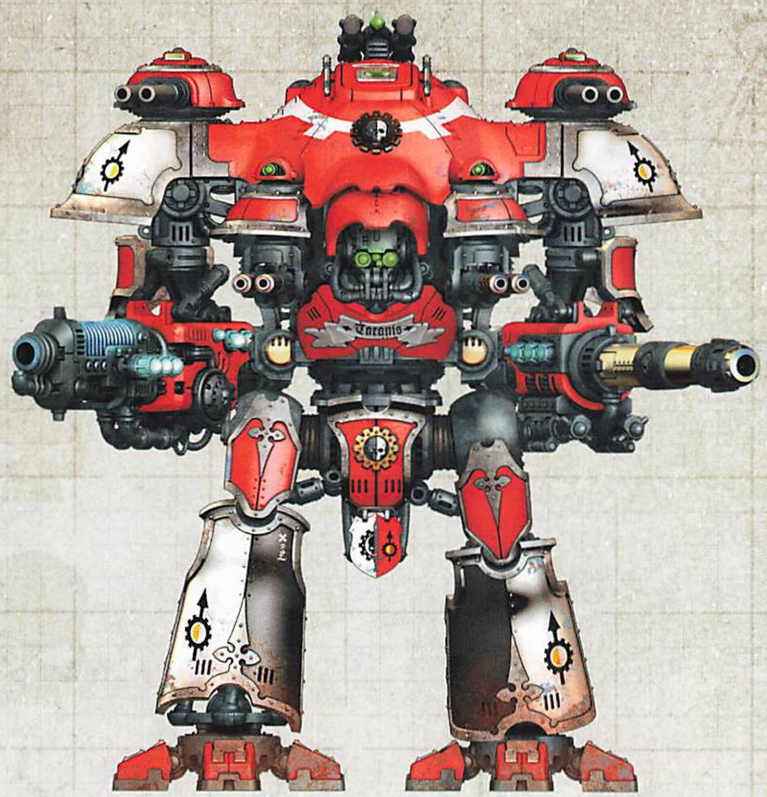
House Taranis' crest bears the crimson and stylised cog of Mars, showing their eternal devotion to the Red Planet and the Martian priesthood. Though many other households aligned with the Adeptus Mechanicus have adopted the same colour, Taranis was the first. The sword that bisects the household's crest is claimed to have been added after the Horus Heresy. During that terrible time, House Taranis suffered horrific losses in the internecine fighting. Legends tell that only two Knights remained. One of these, Raf Maven, insisted on adding the emblem in honour of his fallen kinsmen. In the years that followed, Maven committed himself to rebuilding his house. Thanks to his tireless efforts, and the skill of Mars' Tech-Adepts, House Taranis survived its darkest hour and grew into the formidable host it is in the Era Indomitus. This recovery from almost total annihilation has convinced the Nobles of House Taranis that the Omnissiah will always protect them, no matter the circumstances. This deep, unshakeable faith has served them very well on countless battlefields. House Taranis strives to fight harder than any other Knight house to demonstrate they are worthy of their pre-eminence. They have been put to the test in recent years, defending routes to the Sol System from heretic incursions aided by the powerful relics their alliance with the Adeptus Mechanicus afforded them.

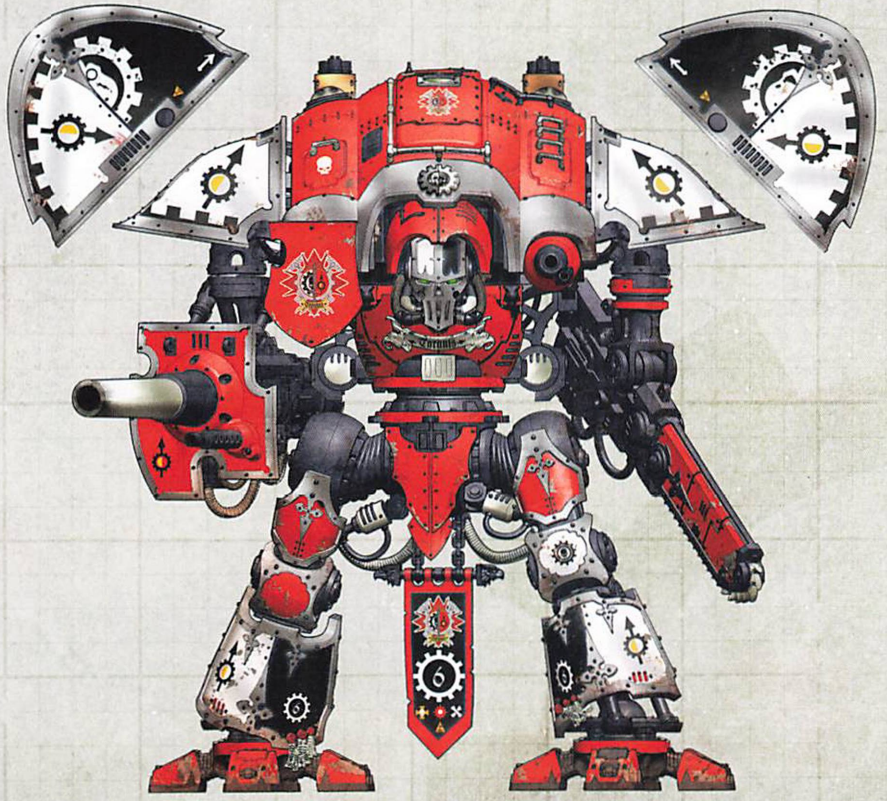


With the might of Mars behind them, House Taranis has some of the finest examples of the Knight suit at their command, including hosts of rarer configurations. While they might not share the feudal and hidebound lives of other Nobles, they too understand that martial prowess, and oneness with their machines, can come only through constantly developing and honing their skills within their Knight suits.

House Taranis has fought countless wars over ten millennia, ranging from the fabled War of the Beast against the Orks to the colossal, ongoing campaigns of the Indomitus Crusade. On Tarsok V, the Knights of Taranis battled a daemonic invasion. Seneschal Halver's forces waded through a flood of Plaguebearers to kill the Great Unclean One at the incursion's head. They crushed Dark Mechanicum forces on the artificial world of Hyperior III, and annihilated pirate enclaves in the Cold Trade Wars alongside Houses Raven and Drakhs.

They also fought in the War of Recovery alongside the Adeptus Mechanicus in the Mortuam Chain System, wresting much ancient Human technology from xenos warlords. In the later years of the 41st Millennium, House Taranis committed many of its number to the defence of Cadia, and many more to the Indomitus Crusade itself. The house roused many of its most ancient Knight suits from slumber and readied their greatest archeotech relics for these coming wars. These, they knew, would test them as never before. But honour, as House Taranis says, responds only to the bold.





ARCHIMAXES AND DEVASTATION UNBRIDLED

Sir Archimaxes rules over Hydraulach Point. This armoured keep overlooks the southern reaches of the Mare Erythraeum on Mars and is intended as a shield against the feral constructs that periodically threaten the manufactorums beyond. Archimaxes stands his vigil alone; he is a solitary warrior who prefers the company of machines to that of Noble society. He is only truly content when enthroned within his mighty Knight Castellan, Devastation Unbridled, hunting down and eliminating corrupted servitor monsters the size of dropships.

When he is called to war by his Princeps, Archimaxes speaks little to his comrades. Yet they are ever grateful for his taciturn presence, for he is diligent in his efforts to shield them from harm and merciless in his persecution of the enemy's largest and most monstrous beasts.

ULANTOR AND THE RED DOOM

House Taranis has long hunted the techno-blasphemers of the Dark Mechanicum. Already a veteran of the Cold Trade Wars, Ulantor – piloting the Red Doom – led a Taranis lance as well as cohorts of Martian Skitarii to eradicate a cabal of these hereteks amidst Hyperior III, an artificial world of rusted steel and dark forges. While their allied Skitarii skirmished with corrupted cyborg soldiers, the Knights pushed forward under fire from macro cannon batteries. Ulantor alone survived to fight through his enemies' outer defences, leading the remaining Skitarii into the hammering heart of the dark magi's manufactorums. He obliterated the gravity couplings and occult engines the dark magi had erected to keep the artificial world in orbit. Ulantor and a handful of the Skitarii fought to the surface, where heavy landers bore them into the void as the planet sank into its star.

HOUSE VULKER

FOR THE GILDED GLORY OF THE OMNISSIAH

House Vulker is regarded as one of the greater houses among those aligned with the Adeptus Mechanicus. Though its power is visible whenever its Knights stride the battlefield, guns blazing, the house is seen as being reclusive and mysterious. This is a reputation the Nobles see no reason to amend, content to keep their rituals and traditions out of the sight of outsiders.

The home world of House Vulker is Aurous IV, a mineral-rich planet in a crowded star system. Its allied forge world, Bellus Prime, was established nearby for the very purpose of exploiting Aurous IV's plentiful natural resources, as well as that of surrounding asteroid belts. The bond between both planets is strong indeed, and golden-plated servitors toil upon them day and night to extract raw materials. The gilded House Vulker crest proclaims their wealth. Beyond the central diadem with the cog-skull motif, none of the mysterious symbols are decipherable to any outside the learned yet secretive servants of the Cult Mechanicus. Whether the house's reclusive nature is due to a desire to hide some deep shame from others, demonstrates a lack of trust or merely a lack of interest in revealing much of their ways to others is unclear even to more studied observers of the Knight houses.

House Vulker's courts are full of Tech-Priests and servitors who speak in coded machine language. Unlike some other houses – those of the Questor Imperialis and even some sworn to a forge world that keeps an iron grip on their hallowed traditions and hierarchies – House Vulker welcomes Tech-Priests into their bastions and upon their world without hesitation, seeing such beings not as outside interference but allies integral to their way of life. Both Nobles and Tech-Priests take part in the house's mechanical ceremonies. Such events would be, should an outsider ever see them, disturbing to look upon, and their meanings would be unclear yet appear deeply sinister. But outsiders are not welcome within the steel-clad fortresses of House Vulker, so few souls have even the slightest idea of what occurs there.

When not at war, the Nobles of House Vulker hide every inch of their flesh with robes in hues of crimson, silver, white, black and gold in various combinations and patterns, and sometimes will wear gold masks that have blank expressions. The colours a Noble wears are dictated by their rank, title, region of origin

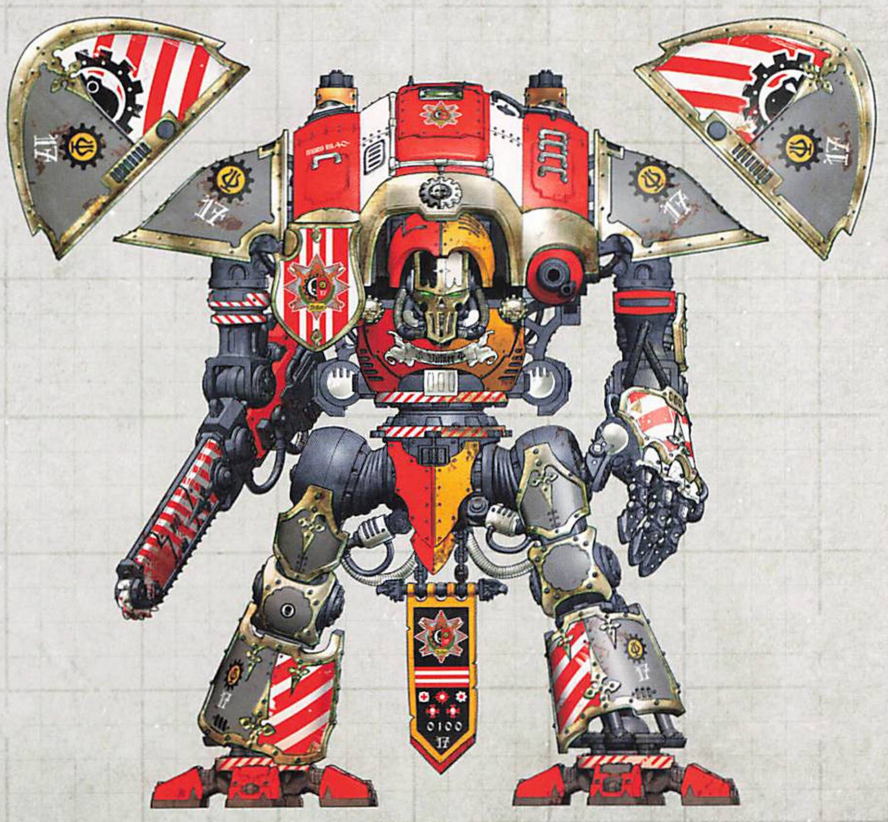


on Aurous IV as well as more esoteric reasons. However, when the call to war comes, they put aside many of their curious trappings and stride out with all the determination and wrath a Knight house is known for. They place a premium upon well-coordinated plans for both attack and defence, always engaging the enemy at the optimal distance by utilising carefully cogitated trajectories.

This often results in Vulker's Knights waiting patiently for the enemy to draw close before annihilating them with searing barrages. It was they who first developed the Tripartite Lance, a formation later adopted by other houses, in which the strength of a Knight Warden, Knight Crusader and Knight Gallant are combined. The Knights of Vulker have mastered the art of disdainfully eliminating their enemies from afar. They fight with a coldly methodical logic, targeting and erasing their foes with steely efficiency before they can ever reach the Knights' lines to pose any kind of threat.

In recent years war has come both to Bellus Prime and Aurous IV. From beneath Bellus Prime's surface, Necrons of the expansionist Sautekh Dynasty rise. On Aurous IV, many of the planet's most remote and inhospitable mountain ranges have proven to be immense Necron tomb structures encrusted with the rocky strata of past aeons. The bonds between the two worlds have been strengthened with each battle they have fought together against the xenos – both have stood firm against legions of android warriors and blasphemous mechanical constructs. Forges have been fired day and night to produce materiel. Clade after clade of servitors have been worn through to keep production lines operating and mines open to find resources. New mines have been dug, Vulker's Sacristan-led quarry cohorts defended by towering Knights in an acquisition race with the Necron constructs. The situation grows more desperate for House Vulker, driving them closer to more desperate measures.





LADY LUXIOUS AND UNALLOYED VICTORY

The display of bare adamantine armour plates is a profoundly significant tribute of House Vulker. Lady Luxious earned this honour during fierce fighting on the death world of Tasmadar II after Tyranids ambushed Baron Dyrok's lance. Surging from the overgrown slopes of the valley known simply as the Gullet, a pair of huge serpentine beasts crippled the Baron's Knight and toppled Sir Ulrecht's Gallant with a punishing body blow. With icy calm, Luxious cogitated firing solutions and unleashed a punishing salvo of fire that ripped one beast apart before it could finish Ulrecht off. Unalloyed Victory went blade-to-claw with the other monster, sustaining heavy damage before finally bisecting the creature's head with its roaring chainsword. The Lady and her Knight stood guard over their damaged comrades, seeing off waves of predatory beasts before reinforcements finally reached them.

BARON VROTH AND THE GILDED CONQUEROR

The twin stripes upon his Knight's carapace mark Vroth as a Baron, and the pattern upon his tilting plate denotes his position within the Exalted Court as Master of Vox. The Master of Vox, sometimes known as a Broadhailer, bears internal comms equipment that can network together all the fighting detachments of House Vulker's Knights and broadcast vox-hails to distant allies. In many Exalted Courts, the Master of Vox commands a rearguard position, focusing on communications and lending supporting fire. Not so for Baron Vroth. He wades into the thickest of the fighting, crushing all before him. His Knight, the Gilded Conqueror, is one of House Vulker's eldest and most richly decorated suits. Only the most ancient suits bear gilded armour burnished to a sheen, and the Gilded Conqueror boasts a full helm-plate made of precious metal.











FREEBLADES

Survivors, exiles, masterless paragons, crusading loners: there are as many descriptions of Freeblades as Knights donning this mantle of the outcast. Bereft of their house, Freeblades cleave more tightly than ever to the Code Chivalric and their personal honour. Many die far from home, their deeds unrecorded, but some forge legends that outshine the stars.

Freeblades are Knights without a house. These Nobles often direct their Sacristans to ritually alter their traditional heraldry. None do so lightly, for their heraldry is a declaration of who they are. To change it is a mark that they are no longer who they once were. A Noble may take the path of the Freeblade for one or more of countless reasons. The galaxy is an unforgiving place. Unending war, corrupting taint and supernatural apocalypse are careless of the virtues or sins of those they crush or of those left in their wake.

Some Freeblades are the last surviving scions of a fallen Knightly house, their ancestry trampled and their keeps torn down. Some fight on as the final exemplar of their lineage and nobly serve on battlefield after battlefield to honour their ancestors with displays of excellence. Others give in to grief and rage, waging private crusades of vengeance to eradicate their family's killers. Some Freeblades may be banished for some misdeed or take themselves into self-imposed exile. Shunned by their kin, they are forced to regain their honour in hopes of returning or forever being struck from their house's lineage and damned into obscurity.

Some Freeblades embark on personal quests or pilgrimages far from their houses and the rest of their kin. These warriors swear binding vows to their liege to achieve their goal or to die in its pursuit. This may be the recovery of a lost house relic or the body and suit of a fallen house hero. The quest may form an intrinsic part of elevation in the house's hierarchy, or it may be the only way in which the house can offer battlefield support if their existing oaths of allegiance technically forbid it. Other questing Freeblades search for wrongs to avenge and virtues to uphold in battle, willingly fighting alongside all manner of other Imperial forces in an endless crusade. Not all Freeblades tread a nomadic existence. Some rare Nobles become reclusive, isolating themselves and their retinues. They may remain in the same location for the rest of their lives, gallantly fighting to protect their hermitage, lonely outpost or crumbling shrine, often a site as desolate and abandoned as themselves. They may inspire local legends, of the thunder god who wakes to unleash divine punishment on any who violate their domain.

Some Freeblades only have a small group of Sacristans and serfs to help maintain the suit's systems and see to the pilot's needs. There are some, however, whose Bondsmen follow their master into exile, loyally continuing to fight together. In some circumstances, Freeblades have been known to band together in companies of the dispossessed. Such lances may be temporary, marshalled out of pragmatism for a single battle after which the warriors lead their retinues away once more. A few persist for entire campaigns, the companionship of shared exiles simulating the structure of a Knightly house.

TO STRIDE THE STARS

Without the support of their Knightly house's infrastructure and its web of oaths and pacts that enable Knights to reach distant wars, a Freeblade must make their own arrangements. Many Freeblade Nobles have sworn oaths to task forces of the Indomitus Crusade in perpetuity, offering their incredible strength in battle in return for the specialised transport required to convey them. Others might pledge their service to a Space Marine Chapter or a forge world of the Adeptus Mechanicus. Especially pious Nobles may seek to serve the God-Emperor and his favoured servants, fighting in Wars of Faith alongside the Battle Sisters of the Adepta Sororitas and battle conclaves of priests while remaining technically beyond their command to satisfy the edict of the Decree Passive.

Some Freeblades spend years amongst the retinues of Rogue Traders. These merchant adventurers ply the void with an independence unknown to most within the Imperium, but such freedom is not without its dangers. A Freeblade might pledge themselves to a Rogue Trader for a specified length of time or while the merchant's ships are within a certain sector of the Imperium, defending their landing parties during exploration of unknown alien worlds.



CANIS REX

THE CHAINBREAKER

The last loyal Noble of his house, Sir Hekhtur Cerberan fights from his Knight Preceptor – Canis Rex – as a liberator of the enslaved. A warrior and mentor of incredible skill, possessed of formidable mental strength, Sir Hekhtur has a bond with Canis Rex that some have called miraculous.

When the Knight world of Randoryn Alpha was invaded by a warband of the Iron Warriors Traitor Legion, the ruling House Cerberan marched forth to crush them. The Knights' lances breached the heretics' lines in a score of assaults, but the embittered traitors endured, eventually besieging and then toppling House Cerberan's strongholds. The last of their Noble defenders were crippled as their Knight suits were infested by shoals of daemonic electrogheists. The pilots who survived were dragged from their Thrones for torturous reconditioning and their Knight suits seized to be corrupted to the Iron Warriors' service.

Sir Hekhtur was amongst those taken captive. When the Iron Warriors permitted their prisoners to witness each other's suffering, the tough and grizzled precept sought to strengthen his comrades' spirits with shouted inspirational tales of Cerberan's glories. Yet the horrors inflicted by their captors went beyond the darkest nightmares. One by one, the Nobles of House Cerberan were ground down, broken and tainted or reduced to ashen husks and cast aside. Their Knight suits and Thrones were technologically violated, carved with hateful runes and implanted with abominable entities. Sir Hekhtur was the last of his kin to grimly hold out, chained in the dark and praying to the Emperor.

What happened next has never been explained. From within the bowels of the Iron Warriors' techno-donjons, Canis Rex somehow broke free of its confinement. With no pilot, it went on a rampage, fighting its way to Sir Hekhtur's cell and freeing him from captivity. Likely, the tale has grown in the telling. Perhaps the suit was animated by its own wilful machine spirit, the Cerberan datagheists arose to take vengeance or the God-Emperor intervened. Whatever the origin of his deliverance, after mounting his Throne Mechanicum – and gaining command of Canis Rex once more – Sir Hekhtur blasted his way to freedom.

Canis Rex went on to lead a resistance war on Randoryn Alpha. Sir Hekhtur swore the oath of the Freeblade, vowing to avenge his house's honour. He freed serfs, Sacristans and courtiers who had been enslaved by the conquering Iron Warriors, earning the chanted title Chainbreaker amongst his growing retinue. When he finally saw he could do no more for his home world, and with a duty to protect those he had already freed, Sir Hekhtur seized a ship and broke free of the system.

Since that time, Sir Hekhtur and Canis Rex have fought on countless distant battlefields. Ever does he strive to free loyal Imperial citizens from enslavement or predation, but he also relishes the chance to inflict furious punishment upon the debased followers of Chaos. Rarely is he alone, for a lance of Freeblades has coalesced at his side, drawn to the chance to fight alongside a legend. Striding in a clashing motley of variegated heraldry, Canis Rex's companions, ranging from every pattern and lineage, have extended Sir Hekhtur's liberating reach.



She felt a reeling sense of vertigo and suddenly she… was elsewhere, and somehow more coherent. She screwed her eyes tight and blinked several times to clear wisps of gauzy shadow from her vision. Eyes; she had eyes again. But no name yet. That would come back. It always did.

She held up a hand in front of her. Everything beyond it was in darkness. She forced her vision to strengthen through sheer will. Upon her hand was a gauntlet, of the ancient kind depicted on wall hangings in her father's reception chamber. The gauntlet looked heavy – thick metal, cog-incised rivets, dully glowing servo-extensors – but weight was a thing of flux in this non-place. So was her memory.

A dull ache throbbed in the back of her skull. Intrusive, it briefly clouded her thoughts.

Seeing her hand helped. Having something near and personal to focus on helped to reveal more of herself and her surroundings. She wasn't certain how she knew that. Had she gone through this shift before, perhaps many times? She felt a close-fitting helmet enclosing her head. She dropped her hand, automatically finding the hilt of a sword sheathed at her waist. Her other arm gained weight; the knowledge of a strong shield strapped to it slid into her mind. It felt right. The past was still gloomy, but now the darkness of a dell was taking on form.

Trees. Dark, sombre, leafless branches so dense they crowded out all but a sliver of moonlight. Stone. Splintered, moss-covered, rising in treacherous mounds. She could hear the creak of timbers, the trickle of weed-clogged rivulets under thirsting roots and the rustle of scrubby bushes that were just grey-limned patches of blackness. An earthy smell reached her through the helmet's filtration grille: mould, decay and something like rank flesh and sodden furs. There was a threat here. It was stitched into everything she could sense.

She gathered herself, testing her balance and scanning the shadowy gaps between the nearest trees. She drew her sword and set her shield. Strength flowed into her. With it came an unpleasant feeling, invasive like cold water or crawling insects, in her neck and back, trickling into her stomach and limbs.

Suddenly she remembered.

Sacristan Herrolf overseeing the insertion of neural implants and alchemical feedlines. Entering the Chamber of Echoes, chirurgical wounds still raw. The stern but hopeful face of her father as the chamber's door was sealed between them. Seeing the vacant Thrones Mechanicum for the first time in her life, and feeling their power and age even from a distance. The crest of her lineage visible everywhere, filling her vision as she turned and took her seat. The shuffling and murmuring of servants as they made the connections. Pain. Terror. Confusion.

She was Isa. Scion of House Dreyrskilde. But not Isa Dreyrskilde, not yet. This was her Ritual of Becoming, or rather a fragment of it. This was the Long Night, her body seated in the Chamber of Echoes. Alone. Her mind within the Throne she had chosen. Very much not alone.

A gust of damp air blew from ahead, from a dense tangle of growth, bringing with it a smell of fouled meat and a host of disdainful whispers. It was time to move. Isa could feel eyes on her. Which way did her duty lie? The principle had been ground into her by house precepts in the years leading up to her Ritual. *A Noble-true always knows,* Isa told herself. For a moment, doubt gripped her heart. The sickening breeze blew more lustily. The unclear whispers took on harsher tones: urgent and challenging. To either side of Isa, the ground rose in tumbles of huge mossy blocks. They would be a difficult climb, but not impossible. Behind her, the ground was even. A safer path.

Isa turned back to where the foul wind had blown from, where passage seemed barred by black growth. *Ever does the Noble-true march upon the avenue of thorns.* It was a sign, a test. House Dreyrskilde's old crest, not used for two millennia, had been of a black tree surmounting a thorned spear. Isa's lore-masters had diligently ensured she had learned of her lineage's history. This was the harde-rode, the obligation to dare where no others would. She strode forward, and the wind leapt to push her back.

She slashed at the iron briars, thrusting her shield to breach through as the wind screamed. The voices rose in volume. *Weak. Unworthy. Wit-lack.* Thorns caught on her armour, seeming to work their way into joints. Jagged tendrils caught around her gorget and spikes tapped at her eye lenses. Isa lost track of time.

The suddenness of breaking through the briar barrier made Isa gasp as if rising from a deeping-mere. She made to slice through the last thorny branches when she saw what was in front of her and paused. The iron briars' talons curled back behind Isa, as if wary themselves. Even the whispers had fallen silent. Isa saw a broad mound of bleak rock and furze topped by a ruin. Once a Noble's immense stronghold, she saw, but now a wreck, denuded of the spires and battlements it must have had.

The moons shone, but their light did not touch the ruin. It was like a hole upon the world, stained with evil that Isa could feel and smell. She strode towards it, terrified but driven by

a sense of trembling duty. As she approached the stronghold's ruptured gatehouse, she saw bones. They littered the ground in front of the buckled gates, like the leavings in front of a beast's den. There were armoured bodies too. Warriors were twisted in foetal poses; others appeared melted, ripped apart, reassembled in the wrong way or peeled open. Things scurried inside shattered eye lenses. The breastplate of one heaved.

They were aspirants, like herself. But these were failures. None of the bodies faced the ruin; they had turned. Maybe they had tried to run. Most were undoubtedly dead, but she wasn't sure all were. She felt it then, felt them. Those she had to prove herself to, those whose realm this was. Silence loured behind her, keeping pace, a looming multipresence inches from her back. She would not have the chance to even turn before the hosts of the Throne engulfed her.

Isa did not turn, nor halt. She kept her gaze on the gatehouse. Something in this fallen citadel did not belong. It was an affront to her pride, to the iron-clad sense of the rightness in nobility and of her place earned within it.

The beast was waiting for Isa as she entered the courtyard. She could not see it at first, only its eyes. They glowed, rising as the beast drew closer until they looked down at her. Isa could see it now and fear almost overcame her. It was an elemental amalgam of flayed muscle, others' bones, shards of metal and dripping bog matter. The beast stomped forward on two trunk-like legs, its upper body hunched and massive. One composite arm ended in a huge paw, with talons of broken swords. Its other arm was a mottled girder of fused gristle and wood, studded with fangs. A fallen warrior's shield was enmeshed in vines at one shoulder. In the centre of the beast's mass, a rotting ursid's head peered from under a dented breastplate.

It was a thing out of House Dreyrskilde myth, but not just one. It was Duchess Ellgah's Shuddervein, it was the Bleak of Halfast, it was Sir Forram's Doom and others. It exuded everything Isa reviled. It bore down upon her, hung with a mockery of heraldry: honours it had not the right to touch. Hatred and revulsion propelled Isa into the beast.

As huge as the creature was, its reactions were nightmarishly swift. It swung its clawed paw at her. Isa angled her shield as her arms-masters had taught her, deflecting the beast's strength and momentum. Even the glancing blow sent a shock of pain through her arm. She sliced her blade into its upper arm as its claw shattered courtyard flagstones. She stepped back, bracing for the beast's back-swing and saw the gouge she had cut oozing and reknitting. The creature roared, flailing and hacking at her.

Isa drew on every measured step, parry and counterstrike she could remember, wary of closing with the beast's towering bulk and equally of becoming trapped by the courtyard's walls. Her shield arm flared in excruciating pain with each of the beast's strikes, but the shield still held. The beast raked her armour. She could feel her blood trickling from a dozen gashes.

It wasn't only the beast that assailed Isa. They, the unseen hosts of the Throne, clawed and harried her. She felt impatient jabs to her shoulder, propelling her into range of the beast. Others pulled at her sword arm, sapping her strength or redirecting her blows. She felt fingers inside her helmet, in her hair and around her throat. In the beast's roars, in her panting breath, she heard admonishments, sneers and occasional flinty encouragement.

Isa knew she was failing. She had carved chunks from the beast's unflesh, and pierced its hideous body in a dozen places. She tried to think through the hurt and the distractions, to pick out some lesson she could use. She remembered the times she had been tardy, rushing through her father's courtyard with the tutors' risen voices echoing from statuary. Had she missed something in those moments she had spent weaving through the monuments to glory?

The truth hit her then: the oldest monument, of Dreyrskilde's founder vanquishing dishonour. She recalled its every element and visualised the stolen shield carried by the figure representing Dishonour. The beast she was fighting, *it* was dishonour. The broken shield meshed at its shoulder bore the same crest. The beast's stolen honour – the shield – had to be destroyed. Isa took the creature's next blow but rode with the force, moving to the creature's side. She sliced downwards, severing bony supports in the beast's legs. It crumpled but reached out with its claw. Isa brought her shield up to block the talons, but they gained purchase, dragging her down. The fallen Knight's shield was before her. Isa brought her sword around with all her strength and shattered it into two.

The beast let out a gurgling moan and sagged back onto the stones of the courtyard. Its claw fell from Isa's shield. She placed one armoured foot on its body and raised her sword high. It was the pose from the monument in her father's courtyard, the founder victorious over evil. The whispers and the harrying claws were still. Isa brought her sword down and took the beast's head. Its form collapsed into detritus.

No sooner had the beast fallen than the stronghold began to crumble. Clouds rolled towards her across the sky. The moonlight grew dim. Chimeric shadows lurched in her direction. Isa levelled her sword, set her shield and knew that the Long Night was far from over.





Showcase

A CHIVALRIC LIVERY

WHEN LANCES OF IMPERIAL KNIGHTS STRIDE TO WAR, THESE TOWERING BATTLE SUITS BEAR ANCIENT HERALDRY. MANY OF THESE GLORIOUS COLOURS, CRESTS AND HERALDIC DEVICES HAVE ORIGINS THAT PREDATE THE IMPERIUM. OTHERS ARE BOLD MARKINGS UNIQUE TO THE INDIVIDUAL PILOT. HONOUR AND CAMPAIGN BADGES; ENGINE KILL MARKINGS AND DUELLING BRANDS; HEREDITARY MOTTOES; THESE AND OTHERS MARK THE KNIGHTS' ARMOUR PANELS AND GUN SHIELDS. THESE INSIGNIA SPEAK OF A NOBLE'S LINEAGE OF UNSTINTING DUTY.




Raven


LIBERTAS





1

VALOURSTRIKE LANCE







To witness a single Knight at war is to be awed by the raw power of a mechanical demigod. To stand before a charging lance of such behemoths, their long strides eating up the distance, the ground trembling as if in fear and the air splitting with the blaring klaxons of regal challenge, is to know the terror of inescapable annihilation.

1 Noble are they who heed the sacred summons of the Omnissiah's pious Magi with ferocity of purpose and exemplary efficiency. On Karantos' lower slopes, the Knights of House Raven tear through a swarm of Tyranids surging towards the Imperial lines. Lesser bioforms and gushing spore chimneys are trampled as the Knights' unstoppable charge smashes into the swarm's leader-beasts and most monstrous organisms. From the cockpit of Adamantine Will, Ursumna bellows a war cry of lost Kolossi as the Knight Errant swings her reaper chainsword to the fore.

2

Imperial Knights are towering bastions, virtually immovable once they claim a position of honour to defend. The Code Chivalric and the whispers from their Thrones Mechanicum ingrain the Nobles with an instinctual protective drive. They stand as a keep, bristling with ancient weapons with which they throw back any foe that dares come near.

2 Bloodthirsty heretics rampage through Cerestis Hive. Smoke and ruddy light from corpse pyres stain the midday skies. Yet the cry goes out that Noventis District holds. The guardians of House Terryn and the Freeblade, Vindicated Redoubt, stand their ground, their vows made and their actuators locked. They meet the latest heretic assault with blistering salvoes that sheet the district's approaches in gore and enable Noventis to hold a moment more.




CANIS·REX
CANIS·REX
CANIS·REX


AEREUS





Even small bands of Imperial Knights can break the most fearsome foe. Bound by oaths of honour, groups of the greatest champions ever to take up arms for the Imperium, for their Noble house or each other have liberated entire worlds in their ceaseless quests for chivalry.

3 Canis Rex – the Chainbreaker – leads the charge of a lance of Freeblades on the xenos-held moon of Dagz-fort. Across six worlds of the Ivordex Reach, the veteran companions were worn down to a core of four noble comrades. Yet between them, they detonated the Gargant mek-sumps at Skorta-Rho Temple, beheaded the Giga-horde on Ferrix Tor and drove Dakkamob Tuffshoxx into the Dredge Gulf.

The Bondsmen who pilot Armiger Knight suits serve their lords and ladies as readily in battle as in more courtly environs. They are the Nobles' most ferocious hounds, sharpest claws and swiftest retainers.

4 Within the 6th Pallisade of the Greyfall Keep, a lance of House Terryn Armigers holds back the creeping blight of the Death Guard. Crushing corrupted mutants under adamantine feet and scything through the traitors' malefic Daemon Engines with millennia-old weapons, the Bondsmen sell their lives dearly for the bastion's sanctity.

5 Piloting her Helverin, Cantrus Fang, Lady Margwyn discovers Erdanos II's eastern manufactories under assault not only by twisted abominations but worse – honourless oathbreakers. With one breath, she sends a warning to her lord, and with the next, she roars out her furious challenge.

6 On the fallen forge world of Thranvex-Kaptis, Armigers of House Raven stalk the dunes of ruin. Some taint of the forge's dark magi executioners lurks within range of their Knight suits' augur subroutines. Whatever wounded sentience it is will die. But not before it has paid for the heresy of its existence.






5





HERALDRY OF THE QUESTOR IMPERIALIS

The complex heraldic practices used by Knightly houses and Freeblades of the Questor Imperialis vary greatly, but some conventions are widespread, including the eagle wings representing Imperial authority. To the uninitiated, a Knight's heraldry can appear fanciful or meaningless, but every hue and mark is an honour earned in blood.

1



FULL HOUSEHOLD CREST

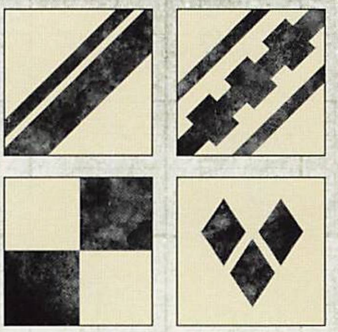
The full versions of a Knightly house's crest are prominently displayed on tilting shields, upper carapaces and banners. Every aspect is layered with meaning, representing the house's long millennia of duty.



2

HOUSEHOLD EMBLEM

These core insignia of the fuller crest usually long predate the addition of Imperial elements. The size, facing and subtle variation to them may signify particular campaigns or honours.



3

PERSONAL LIVERY

Unique to the Noble pilot, these heraldries may be plain fields of colour, symbolic patterns or carry personal sigils. They speak to the Noble's lineage within the house and their heroic feats.

4

BANNERS AND PENNANTS

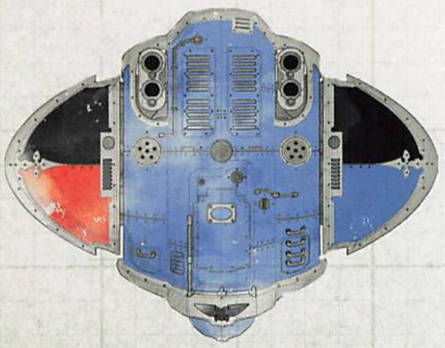
Most Knight suits are hung with prominent standards proclaiming the battle honours of the suit itself, and those of the Noble pilot. They are attached by Sacristans to pistons or weapon casings and flown from armoured carapaces. The upper portion usually features the household crest, placed above kill markings, campaign badges, warrants of loyalty and many more.

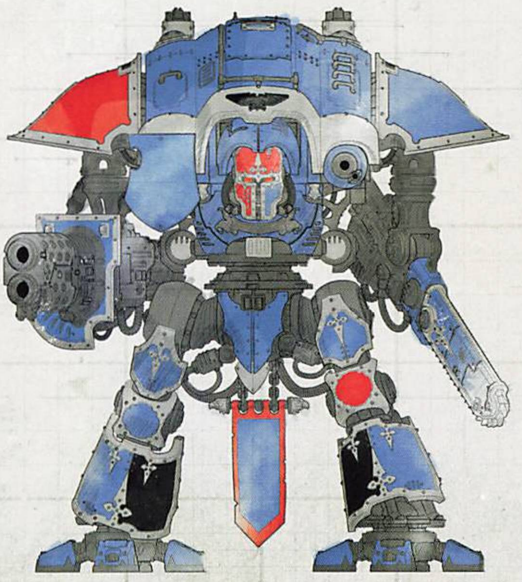


HERALDIC PRINCIPLES

The colours of a Knight's panoply may be the same across their household or unique to individuals.

- Personal livery
- Household livery
- Imperial livery (typically red or black)






1
3
2
1
2
1
2
4

HERALDRY OF THE QUESTOR MECHANICUS

Knightly houses sworn to a forge world are less predisposed to displaying personal heraldries; however, this does not preclude individual variations. Many Freeblades of the Questor Mechanicus bear unique panoplies. Esoteric insignia and the symbols of the Cult Mechanicus are used as frequent and stark honour markings.

1



FULL HOUSEHOLD CREST

The crests of the Questor Mechanicus often feature hard lines and geometrical forms akin to sacred schemata. The cog-toothed Opus Machina, stylised representations of a forge world's industrial might and the holy knowledge used to understand the secrets of the Knight suits are a reminder that the power of the forge is never far away.

2



HOUSEHOLD EMBLEM

An efficient evocation of a Knightly house's core insignia, its emblem is proudly borne upon the prominent panels of a suit's greave and pauldron armour. They are usually stark designs; their simplistic appearance belies a holy precision alongside millennia of subtle change as a house's rulers have adopted new honours and duties.

3

BANNERS AND PENNANTS

Many houses of the Questor Mechanicus favour black standards and pennants with bold iconography in white below the house's crest. Individual recognition sigils, honour markings and allusions to induction into technoglyphic rites are placed above metarunes that signify forces of the house's forge world the Knight has fought alongside.

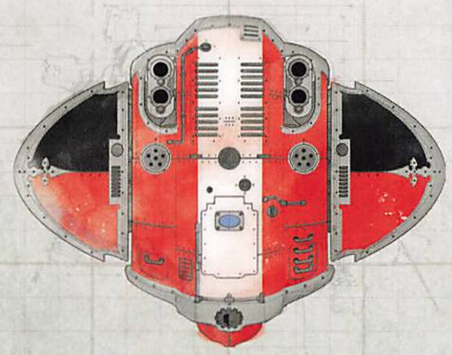


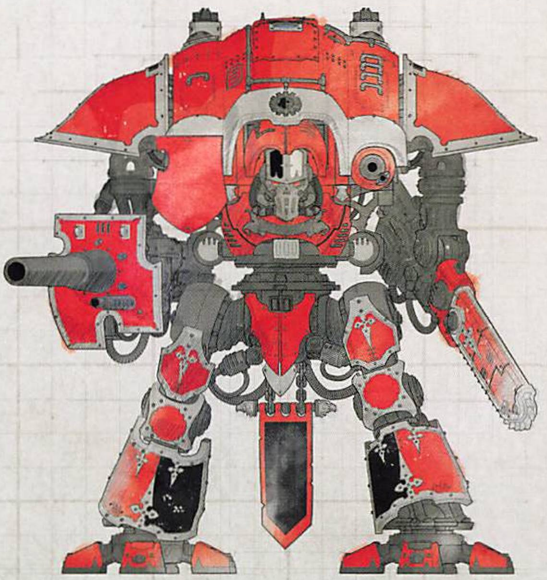
HERALDIC PRINCIPLES

The placement of colours borne by members of a Questor Mechanicus household are usually identical across all their sworn Knights.

Major Adeptus Mechanicus livery (typically red, silver or white)

Minor Adeptus Mechanicus livery (typically yellow or black)





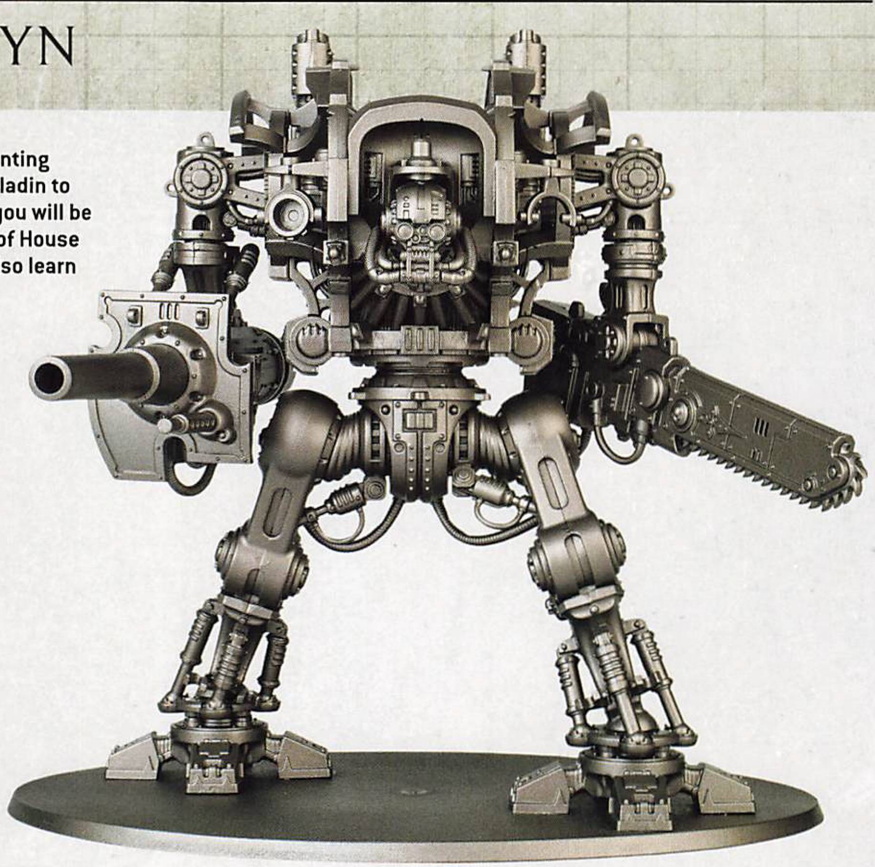
INQ. FILE REF: 5XA0001 - HOUSE RAVEN



PAINTING AN IMPERIAL KNIGHT

HOUSE TERRYN

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



Chassis and Main Weapons

Leadbelcher

Once you have built the chassis and weapons to the stage shown here, spray your model with Leadbelcher Spray paint. You can use multiple thin coats of Leadbelcher Base paint instead. Painting the chassis at this stage, before you have fully assembled the model, is much easier.



Armour, Heavy Stubber and Pennant

Chaos Black

The components above will not be assembled until later. After removing them from their frame, spray these parts with Chaos Black Spray paint. You can use multiple thin coats of Abaddon Black Base paint instead. Leaving them unassembled will make both them and the rest of the model much easier to 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.

KANTOR BLUE	WRAITHBONE	KHORNE RED
ALTDORF GUARD BLUE	SERAPHIM SEPIA	WAZDAKKA RED
LEADBELCHER	STORMHOST SILVER	NULN OIL
ABADDON BLACK	RETRIBUTOR ARMOUR	ASTROGRANITE









Metal Chassis and Hull Armour Plates

1 Drybrush the chassis and main weapons with Leadbelcher Base paint. Doing this over the Leadbelcher Spray paint will help with the next stages. 2 Shade these areas with Nuln Oil. 3 Finally, drybrush the metal areas with Stormhost Silver.

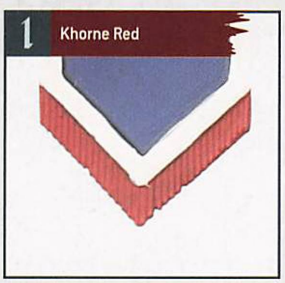






Household Livery

1 Basecoat the armour panels you want to be House Terryn's colours with multiple thinned coats of Kantor Blue. 2 Shade the recesses with Nuln Oil. 3 Highlight the panel edges with Altdorf Guard Blue, tidying up with Kantor Blue if needed.







Tassels and Wax Seals

1 Basecoat any area you want to be red – including armour panels displaying Imperial livery – with Khorne Red. 2 Carefully shade the recessed areas with Nuln Oil. 3 Highlight the edges or raised portions of these areas with Wazdakka Red, tidying up with Khorne Red if needed.

Personal Livery and Parchment Strips





1 Basecoat areas you want to be bone-coloured with Wraithbone. For ideas on which areas to select, you can refer to the Heraldic Principles section. 2 Carefully shade the recessed areas with Seraphim Sepia.

Armour Panel Trims

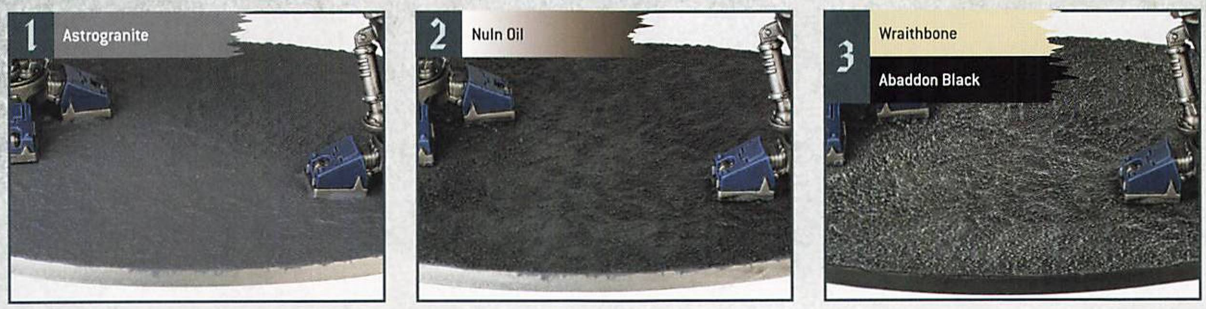






1 Paint the sculpted edges of the armour panels and any other areas you want to appear gold – such as the exhaust stacks and ornamented parts of weapons – with Retributor Armour. 2 Shade these areas with Seraphim Sepia. 3 Carefully highlight the edges and raised portions of these areas with Stormhost Silver.

Basing



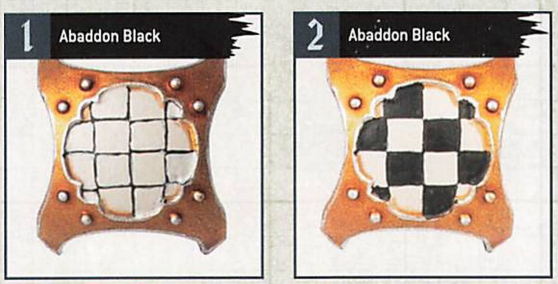
1 Apply a neat layer of Astrogranite, being careful near the edges. 2 Once the Astrogranite is completely dry, apply a wash of Nuln Oil to the entire base. 3 Drybrush the base gently with Wraithbone then apply multiple thin coats of Abaddon Black to the base edge to finish.

OPTIONAL STEPS

These optional steps describe heraldic details you may wish to add to your House Terryn model. There is also a guide to painting the distinctive chevrons used by the Knights of House Raven, amongst others. These might inspire you to expand your House Terryn force with House Raven reinforcements or adapt the techniques to create heraldries of your own invention.

USHABTI BONE	WHITE SCAR
MECHANICUS STANDARD GREY	AVERLAND SUNSET
CORAX WHITE	STORMSHIELD

Personal Livery Additions



1 You can add additional details, such as the chequered pattern shown here, to the areas of bone-coloured personal livery. In this example, a grid has first been carefully painted using Abaddon Black. You could use a soft pencil to trace the lines out first. 2 Using the grid as a guide, paint over alternate squares with Abaddon Black. You can neaten up the design with Wraithbone if you need to, painting over the paler squares so they look the same size.

Household Crest 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.

Exalted Court Heraldry



1 You can add extra heraldry to other areas of the model. In the example above, the tilt shield was first assembled without purity seals in order to leave space for a pattern depicting the Noble pilot's rank amongst House Terryn's Exalted Court. Then the shield has been painted as described under Household Livery and a transfer added. 2 Next, carefully mark the extent of the pattern's upper band and the corners of the squared sections by painting a line and small dots using Ushabti Bone. 3 Using the dots as a guide, carefully connect them by painting lines of Ushabti Bone. 4 Fill in the marked areas with multiple thin coats of Ushabti Bone.

Complete Assembly





1 Once all the components are painted, complete the assembly as per the construction guide. We recommend first scraping away some of the paint on the areas where two components will make contact. **2** This shoulder plate has been attached using Citadel Plastic Glue applied to areas scraped clear of paint.



HOUSE RAVEN CHEVRONS



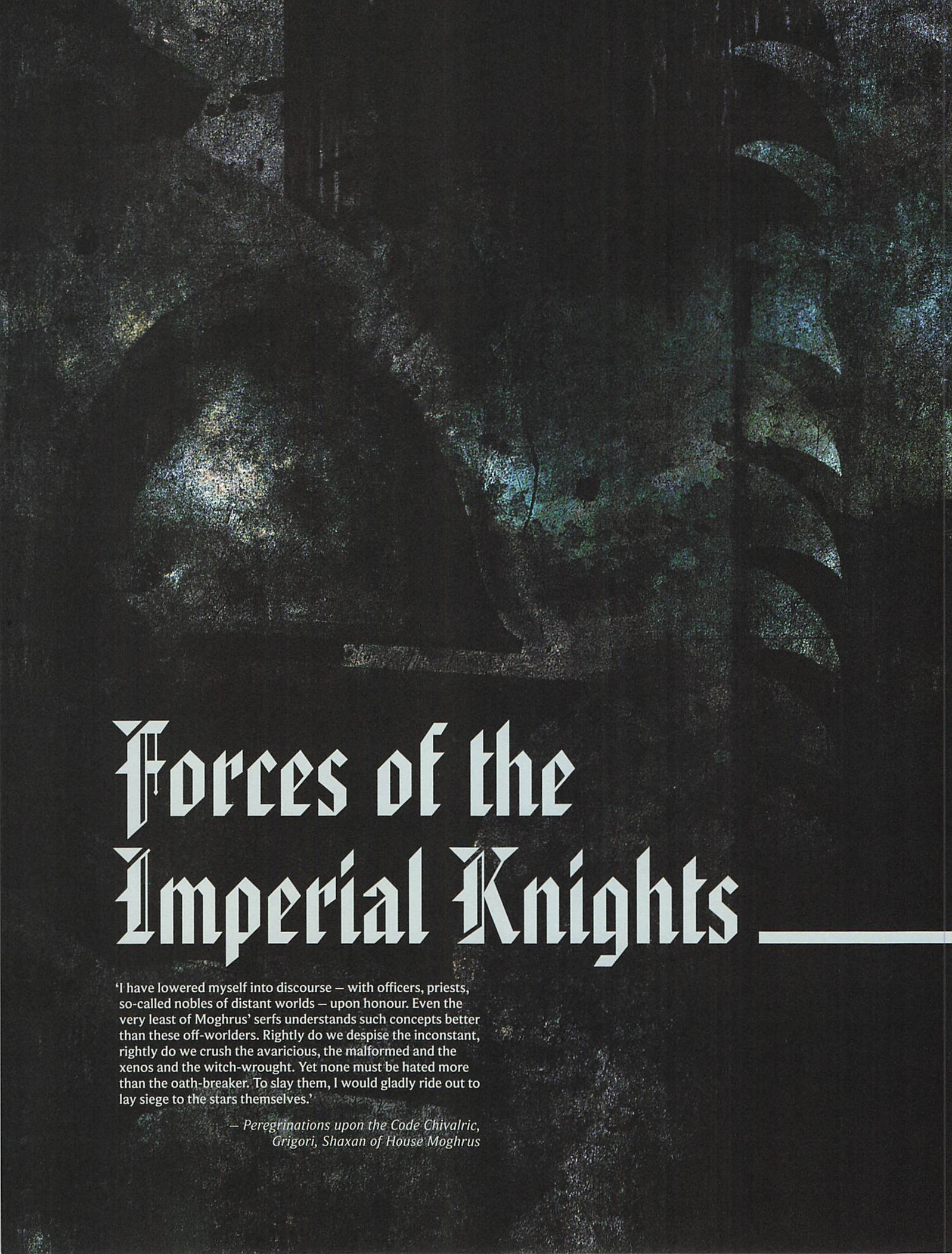








1 Basecoat the area where you want the House Raven chevrons to be applied with Averland Sunset. **2** Carefully paint narrow stripes with Corax White. These will divide the yellow and black sections. **3** Paint the black chevrons within the white stripes on alternating sections as shown above with Abaddon Black. At this stage you can tidy up using Averland Sunset or Corax White if you need to. **4** Shade the yellow areas with Seraphim Sepia. **5** Carefully highlight the edges and raised portions of the chevroned areas using Ushabti Bone for the yellow areas, Mechanicus Standard Grey for the black areas and White Scar for the white areas.



Forces of the Imperial Knights

'I have lowered myself into discourse – with officers, priests, so-called nobles of distant worlds – upon honour. Even the very least of Moghrus' serfs understands such concepts better than these off-worlders. Rightly do we despise the inconstant, rightly do we crush the avaricious, the malformed and the xenos and the witch-wrought. Yet none must be hated more than the oath-breaker. To slay them, I would gladly ride out to lay siege to the stars themselves.'

– Peregrinations upon the Code Chivalric, Grigori, Shaxan of House Moghrus



INTRODUCTION

Welcome to the rules section of *Codex: Imperial 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 Imperial Knights collection to life on the tabletop.

These include Detachment rules that Imperial Knights armies can use, along with the Imperial Knights army rule – Code Chivalric – which is common to many of your units. This section also includes datasheets for Imperial 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 **IMPERIAL 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 Imperial 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. This can include additional keywords some of your units may gain.

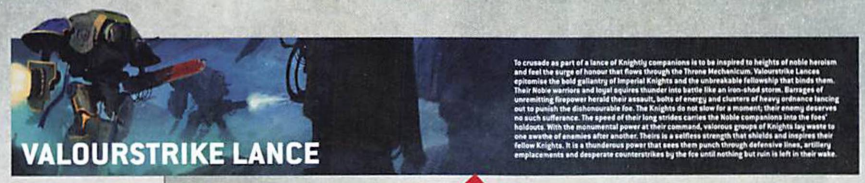
2 ENHANCEMENTS

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.





VALOURSTRIKE LANCE

To crusade as part of a lance of Knightly companions is to be inspired to heights of noble heroism and feel the surge of honour that flows through the Throne Mechanicum. Valourstrike Lances epitomise the bold gallantry of Imperial Knights and the unbreakable fellowship that binds them. Their Noble warriors and loyal squires thunder into battle like an iron-shod storm. Barrages of unremitting firepower herald their assault, bolts of energy and clusters of heavy ordnance lancing out to punish the dishonourable foe. The Knights do not slow for a moment; their enemy deserves no such sufferance. The speed of their long strides carries the Noble companions into the foes' holdouts. With the monumental power at their command, valorous groups of Knights lay waste to one swathe of enemies after another. Theirs is a selfless strength that shields and inspires their fellow Knights. It is a thunderous power that sees them punch through defensive lines, artillery emplacements and desperate counterstrikes by the foe until nothing but ruin is left in their wake.

1 DETACHMENT RULE

BOLD GALLANTRY

With their companions beside them – kin of their blood, allies in honour – Knightly Nobles are inspired to near-reckless heroism. Their fervour spreads through neural interfaces to reach the machine spirits of their towering Knight suits. The Knights' power cores flare with motive energy. Target stabilisers gutter into life, glaring balefully at the foe. Servo-motors and fibre bundles thrum, powering the Nobles' steeds to a thunderous speed, such that the ground trembles.

Each time an **IMPERIAL KNIGHTS** unit from your army Advances, you can re-roll the Advance roll, and each time an **IMPERIAL KNIGHTS** unit from your army Advances, until the end of the turn, ranged weapons equipped by **IMPERIAL KNIGHTS** models from your army have the **[ASSAULT]** ability.

2 ENHANCEMENTS

BEARER OF THE IRON CHALICE

Deep within the Knight's chassis is an ancient STC artefact. The device communes with its weakened machine spirit kin, bolstering their resolve to endure.

IMPERIAL KNIGHTS model only. At the end of your Movement phase, select one other **IMPERIAL KNIGHTS** model from your army that is within 12" of and visible to the bearer. That selected model regains up to D3 lost wounds, or up to 3 lost wounds if your army is Honoured.

BEARER OF THE EVANESCENT ION

This Knight's ion shield projects a stream of excitating particles that can obscure fellow Nobles from sight.

IMPERIAL KNIGHTS model only. At the end of your Movement phase, select one other **IMPERIAL KNIGHTS** model from your army that is within 12" of and visible to the bearer. Until the start of your next Movement phase, that selected model has the Stealth ability.

BEARER OF THE JUDICANT'S HELM

A courtly counsellor against deception and a visionary hunter of lurking prey, this Noble's sage advice unmasks the contemptible before their companions.

IMPERIAL KNIGHTS model only. At the start of your Shooting phase, select one other **IMPERIAL KNIGHTS** model from your army that is within 12" of and visible to the bearer. Until the end of the phase, ranged weapons equipped by that selected model have the **[IGNORES COVER]** ability.

BEARER OF THE LANCER'S SIGIL

Honoured with a vivid heraldic insignia, this Noble is a wise mentor in the deadly art of battlefield intercession.

IMPERIAL KNIGHTS model only. At the start of your Charge phase, select one other **IMPERIAL KNIGHTS** model from your army that is within 12" of and visible to the bearer. Until the end of the phase, you can re-roll Charge rolls made for that selected model.

3 STRATAGEMS

RUN THEM THROUGH!

VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

1CP

With deafening challenges blasting from their emitters, honour-bound comrades slam into their foes, where the Nobles' martial prowess and their Knight suits' overwhelming power are wielded to overcome the most meticulous resilience.

WHEN: Fight phase.

TARGET: Up to three **IMPERIAL KNIGHTS** models from your army that charged this turn, that have not been selected to fight this phase, and that are each within 9" horizontally of the same point on the battlefield.

EFFECT: Until the end of the phase, **MELEE** weapons equipped by your models have the **[LANCE]** ability.

THUNDERSTOMP

VALOURSTRIKE LANCE – BATTLE TACTIC STRATAGEM

1CP

The Noble beings their Knight suit's weight down with the force of an industrial piledriver, trampling their honourless foes beneath their iron tread.

WHEN: Fight phase.

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

EFFECT: Until the end of the phase, the Attacks characteristic of any Knight Feet melee weapons equipped by your model is 8, the Attacks characteristic of any Knight Feet melee weapons equipped by your model is 12, and improve the Armour Penetration characteristic of those weapons by 1.

FULL TILT

VALOURSTRIKE LANCE – BATTLE TACTIC STRATAGEM

2CP

With their fortunes' swords ringing through the void net and the oath of battle coursing through their veins, Noble pilots pour power into their steeds' motive actuators and thunder onwards.

WHEN: Your Movement phase.

TARGET: Up to three **IMPERIAL KNIGHTS** models from your army that have not been selected to move this phase and that are each within 9" horizontally of the same point on the battlefield.

EFFECT: Until the end of the phase, add 2" to the Move characteristic of your models and add 2 to Advance rolls made for those models units.

VOW OF RETRIBUTION

VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

1CP

With the swearing of cooperative pacts, Knightly companions vow to visit annihilation on their enemies in a seering barrage of retributive firepower.

WHEN: Your Shooting phase.

TARGET: Up to three **IMPERIAL KNIGHTS** models from your army that have not been selected to shoot this phase and that are each within 9" horizontally of the same point on the battlefield.

EFFECT: Until the end of the phase, ranged weapons equipped by your models have the **[LETHAL HITS]** ability.

TACTICAL FOIL

VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

1CP

The sword bond through their Throne Mechanicum enables seasoned pilots to accomplish swift counter-manoeuvres seemingly impossible for such towering war engines.

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

TARGET: One **IMPERIAL KNIGHTS** model from your army that is within 9" of that unit.

EFFECT: Your model can make a Normal move of up to 3".

ROTATE ION SHIELDS

VALOURSTRIKE LANCE – MANOEUVRE STRATAGEM

1CP

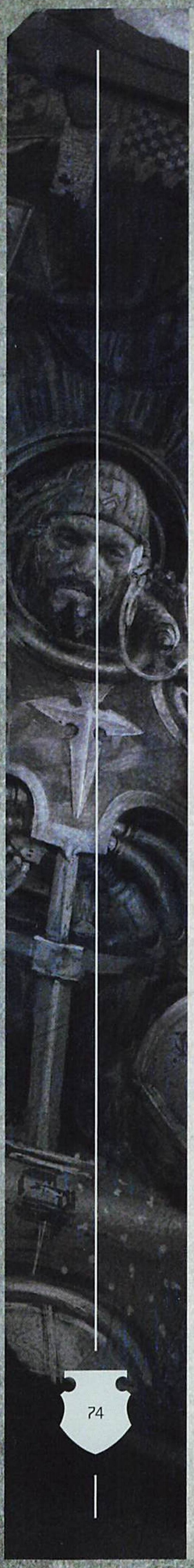
Valorous Knight pilots can swiftly re-angle their ion shields and manipulate their energies to deflect incoming firepower.

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

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

EFFECT: Until the end of the phase, models in your unit have a 4+ invulnerable save.





ARMY RULES

CODE CHIVALRIC

Imperial Knights fight by a stringent set of codes. In addition to defeating the foe, honour must always be upheld.

If your Army Faction is **IMPERIAL KNIGHTS**, at the end of the Read Mission Objectives step, you must determine your army's Oath for the coming battle. An Oath consists of two parts – one Deed and one Quality. There are three options for each part, shown below.

To determine your army's Deed, you can either select one Deed or you can randomly select one Deed by rolling a D6 and consulting the relevant table below. The selected Deed will describe what needs to be achieved in order to complete that Deed.

To determine your army's Quality, you can either select one Quality or you can randomly select one Quality by rolling a D6 and consulting the relevant table below. Until the end of the battle, the ability described in the Quality selected applies to all models in your army with this ability.

The first time your selected Deed is completed your Oath is fulfilled and, until the end of the battle, your army becomes Honoured and you gain 2CP, or 3CP if you randomly selected your Deed and/or Quality (CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).

Deed	D6
We vow to lay low the tyrant...	
At the start of the battle, select one **CHARACTER** model in your opponent's army. This Deed is completed at the end of a turn if that **CHARACTER** is destroyed.	
We swear to reclaim the realm...	
This deed is completed at the end of your opponent's turn if you control more objective markers than your opponent.	
We pledge to reap a great tally...	
This deed is completed at the end of a turn if the number of destroyed enemy units is greater than the battle round number even if those units are subsequently returned to the battlefield (for example, two destroyed enemy units in the first battle round).	

Quality	D6
...with our martial valour risen over all.	
Each time this model is selected to shoot or fight, you can re-roll one Hit roll and you can re-roll one Wound roll.	
...and we are eager for the challenge.	
Add 2" to this model's Move characteristic and add 1 to Advance and Charge rolls made for this model.	
...yet shall our legacy be unsullied.	
Improve this model's Objective Control characteristic by 2 and its Leadership characteristic by 1.	

BONDSMAN

Those honoured to serve a great hero do so unto death.

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

SUPER-HEAVY WALKER

Imperial Knights tower over the battlefield, striding over lesser warriors to eagerly engage the foe.

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

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

FREEBLADES

Freeblades often wander the galaxy, aiding the armies of the Imperium against the xenos and heretics who threaten the Emperor's realm.

If every model in your army has the **IMPERIUM** keyword, you can include either one **TITANIC IMPERIAL KNIGHTS** model or up to three **ARMIGER** models in your army, even if they do not have the Faction keyword you selected in the Select Army Faction step. None of these models can be your **WARLORD**, and they cannot be given Enhancements.





VALOURSTRIKE LANCE

DETACHMENT RULE

BOLD GALLANTRY

With their companions beside them – kin of their blood, allies in honour – Knightly Nobles are inspired to near-reckless heroism. Their fervour spreads through neural interfaces to reach the machine spirits of their towering Knight suits. The Knights' power cores flare with motive energy. Target stabilisers sputter into life, glaring balefully at the foe. Servo-motors and fibre bundles thrum, powering the Nobles' steeds to a thunderous speed, such that the ground trembles.

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ENHANCEMENTS

BEARER OF THE IRON CHALICE

Deep within the Knight's chassis is an ancient STC artefact. The device communes with its weakened machine spirit kin, bolstering their resolve to endure.

IMPERIAL KNIGHTS model only. At the end of your Movement phase, select one other **IMPERIAL KNIGHTS** model from your army that is within 12" of and visible to the bearer. That selected model regains up to D3 lost wounds, or up to 3 lost wounds if your army is Honoured.

BEARER OF THE EVANESCENT ION

This Knight's ion shield projects a stream of nictitating particles that can obscure fellow Nobles from sight.

IMPERIAL KNIGHTS model only. At the end of your Movement phase, select one other **IMPERIAL KNIGHTS** model from your army that is within 12" of and visible to the bearer. Until the start of your next Movement phase, that selected model has the Stealth ability.

BEARER OF THE JUDICANT'S HELM

A courtly counsellor against deception and a visionary hunter of lurking prey, this Noble's sage advice unmasks the contemptible before their companions.

IMPERIAL KNIGHTS model only. At the start of your Shooting phase, select one other **IMPERIAL KNIGHTS** model from your army that is within 12" of and visible to the bearer. Until the end of the phase, ranged weapons equipped by that selected model have the **[IGNORES COVER]** ability.

BEARER OF THE LANCER'S SIGIL

Honoured with a vivid heraldic insignia, this Noble is a wise mentor in the deadly art of battlefield intercession.

IMPERIAL KNIGHTS model only. At the start of your Charge phase, select one other **IMPERIAL KNIGHTS** model from your army that is within 12" of and visible to the bearer. Until the end of the phase, you can re-roll Charge rolls made for that selected model.

To crusade as part of a lance of Knightly companions is to be inspired to heights of noble heroism and feel the surge of honour that flows through the Throne Mechanicum. Valourstrike Lances epitomise the bold gallantry of Imperial Knights and the unbreakable fellowship that binds them. Their Noble warriors and loyal squires thunder into battle like an iron-shod storm. Barrages of unremitting firepower herald their assault, bolts of energy and clusters of heavy ordnance lancing out to punish the dishonourable foe. The Knights do not slow for a moment; their enemy deserves no such sufferance. The speed of their long strides carries the Noble companions into the foes' holdouts. With the monumental power at their command, valorous groups of Knights lay waste to one swathe of enemies after another. Theirs is a selfless strength that shields and inspires their fellow Knights. It is a thunderous power that sees them punch through defensive lines, artillery emplacements and desperate counterstrikes by the foe until nothing but ruin is left in their wake.

RUN THEM THROUGH!

1CP

VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

With deafening challenges blaring from their emitters, honour-bound comrades slam into their foes, where the Nobles' martial prowess and their Knight suits' overwhelming power are wedded to overcome the most monstrous resilience.

WHEN: Fight phase.

TARGET: Up to three **IMPERIAL KNIGHTS** models from your army that charged this turn, that have not been selected to fight this phase, and that are each within 9" horizontally of the same point on the battlefield.

EFFECT: Until the end of the phase, melee weapons equipped by your models have the **[LANCE]** ability.

THUNDERSTOMP

1CP

VALOURSTRIKE LANCE – BATTLE TACTIC STRATAGEM

The Noble brings their Knight suit's weight down with the force of an industrial piledriver, trampling their honourless foes beneath their iron tread.

WHEN: Fight phase.

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

EFFECT: Until the end of the phase, the Attacks characteristic of any armoured Feet melee weapons equipped by your model is 8, the Attacks characteristic of any titanic Feet melee weapons equipped by your model is 12, and improve the Armour Penetration characteristic of those weapons by 1.

FULL TILT

2CP

VALOURSTRIKE LANCE – BATTLE TACTIC STRATAGEM

With their fellows' oaths ringing through the vox-net and the rush of battle coursing through their veins, Noble pilots pour power into their steeds' motive actuators and thunder onwards.

WHEN: Your Movement phase.

TARGET: Up to three **IMPERIAL KNIGHTS** models from your army that have not been selected to move this phase and that are each within 9" horizontally of the same point on the battlefield.

EFFECT: Until the end of the phase, add 2" to the Move characteristic of your models and add 2 to Advance rolls made for those model's units.

VOW OF RETRIBUTION

1CP

VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

With the swearing of cooperative pacts, Knightly companions vow to visit annihilation on their enemies in a searing barrage of retributive firepower.

WHEN: Your Shooting phase.

TARGET: Up to three **IMPERIAL KNIGHTS** models from your army that have not been selected to shoot this phase and that are each within 9" horizontally of the same point on the battlefield.

EFFECT: Until the end of the phase, ranged weapons equipped by your models have the **[LETHAL HITS]** ability.

TACTICAL FOIL

1CP

VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

The neural bond through their Throne Mechanicum enables seasoned pilots to accomplish swift counter-manoeuvres seemingly impossible for such towering war engines.

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

TARGET: One **IMPERIAL KNIGHTS** model from your army that is within 9" of that unit.

EFFECT: Your model can make a Normal move of up to D6".

ROTATE ION SHIELDS

1CP

VALOURSTRIKE LANCE – WARGEAR STRATAGEM

Veteran Knight pilots can swiftly re-angle their ion shields and manipulate their energies to deflect incoming firepower.

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

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

EFFECT: Until the end of the phase, models in your unit have a 4+ invulnerable save.



GATE WARDEN LANCE

DETACHMENT RULE

DAUNTLESS DEFENDERS

With a rigid, strategic intuition born of the unyielding fortifications defended by their ancestors, the Nobles of a Gate Warden Lance hold their ground with an arrogant superiority. While even one defends the marches of their claimed realm, they will fight to the ends of their honour to hurl back the besiegers.

At the start of the first battle round, select two objective markers on the battlefield to be your foundations. When you draw a line from any part of one of your foundations to the other, if any part of a model's base (or any part of a model's hull, for a model without a base) crosses that line, that model's unit is said to be on your defensive line.

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

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

Each time one of your foundations is removed from the battlefield (e.g. by a Primary Mission rule), just after it is removed, select a new objective marker on the battlefield to be one of your foundations.

ENHANCEMENTS

ACQUISITOR-AT-ARMS

This stern Noble serves their household by seizing territories and domains deemed the property of their lord. They are a grim and fearsome agent who inspires their charges with an unwillingness to relent.

IMPERIAL KNIGHTS model only. While the bearer is on your defensive line and there are no enemy units on your defensive line, add the bearer's Objective Control characteristic to that of each model affected by the bearer's Bondsman ability.

PURGATION'S HAND

The Noble dubbed with this honourable title has sworn to purge the frontiers of their realm, scouring it clean of the stain of everything foul and inimical to the Code.

IMPERIAL KNIGHTS model only. Each time the bearer makes a melee attack, if the bearer is on your defensive line, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

AUGURY HALO

This web of neuro-couplings has been worked into a richly ornamented helmet. Through it, the Noble pilot can access nearby hidden augur nodes deployed by servitor clades of the Sacristans, inloading targeting data to pick out the locations of shrouded besiegers.

IMPERIAL KNIGHTS model only. Each time the bearer makes a ranged attack, while the bearer is on your defensive line, weapons equipped by the bearer have the **[IGNORES COVER]** ability.

VENGEFUL TREAD

The punitive anger of this pilot towards those who dare defile their realm is terrifying to behold. War horns blaring, they barge and trample forward, crushing their lessers in a terminal lesson of humility.

IMPERIAL KNIGHTS model only. Once per turn, you can target the bearer with the Tank Shock Stratagem for 0CP.

The forebears of Knightly Nobles secured their sprawling citadels through Old Night and whispered advice from those times still haunts the oldest Thrones Mechanicum. For generations since, Gate Warden Lances of Knights have thrown back xenos, heretics and mutants not only from their own walls but from those on worlds across the galaxy. Whether a physical revetment exists to guard or not, the Nobles know their duty. They treat the battlefield as their walled realm, with themselves as its bastions. Gigantic Dominus-class Knights anchor defensive positions, hurling murderous salvoes at encroaching enemies. Bondsmen piloting swift Armigers stand ready to lope forwards and stem encirclements of the Knights' lines. Knights Crusader scythe down infantry besieging their chosen embrasures while Knights Defender stride into line to bolster positions with thrumming void shields. Should the enemy attempt to breach the Knights' lines, the Nobles sally forth in a thunderous countercharge, challenges blaring from war horns as they dam the tide.

DRIVE THEM OUT!

GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM

1CP

Drawing upon their indignant fury at a repugnant incursion into their realm, Nobles pilot their Knight suits in an aggressive purgation of the breach.

WHEN: Your Shooting phase or the Fight phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit on your defensive line, an unmodified Hit roll of 5+ scores a Critical Hit.

LANCEBREAKER

GATE WARDEN LANCE – STRATEGIC PLOY STRATAGEM

1CP

With a command, experienced Nobles can lock huge actuators into position, bring reserve power cells into wakefulness and shunt extra shielding into place to make their Knightly steed a bastion of defiance.

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

TARGET: One **IMPERIAL KNIGHTS** unit from your army that was selected as the target of one or more of the attacking unit's attacks and is on your defensive line.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

STEADFAST SUPERIORITY

GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM

1CP

Once tasked with preserving a war zone's sanctity, a Knight will fight with unbowed destructive ferocity, unyielding in their anger while foes remain.

WHEN: Fight phase.

TARGET: One **IMPERIAL KNIGHTS** unit from your army that is within Engagement Range of one or more enemy units, that is on your defensive line and that has not already been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.

MARSHAL THE DEFENCE

GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM

1CP

When the cry goes up to redress their defensive positions – to shut down incursions or leave assaulting enemies flat-footed and vulnerable – the Nobles pour power into their Knights' servos.

WHEN: Your Movement phase.

TARGET: Up to two **IMPERIAL KNIGHTS** units from your army that have not been selected to move this phase.

EFFECT: Until the end of the phase, add 3" to the Move characteristic of models in your units.

TITANIC BOMBARDMENT

GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM

1CP

Like an imperious artillery captain atop their gatehouse, the Noble directs a deluge of apocalyptic firepower into the enemy's seething tides.

WHEN: Your Shooting phase.

TARGET: One **IMPERIAL KNIGHTS TITANIC** unit from your army that Remained Stationary this turn, that is on your defensive line and 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 **[SUSTAINED HITS 2]** ability.

FORTRESS OF INTIMIDATION

GATE WARDEN LANCE – EPIC DEED STRATAGEM

1CP

Rising like towering keeps armed with threatening weapons and inscribed with heraldry proclaiming bloody victories in countless campaigns, Imperial Knights are daunting prospects to engage.

WHEN: Start of your opponent's Charge phase.

TARGET: One **IMPERIAL KNIGHTS TITANIC** unit from your army that is on your defensive line.

EFFECT: Until the end of the phase, each time an enemy unit selects your unit as a target of a charge, that unit must take a Battle-shock test, subtracting 1 from the result.



QUESTORIS COMPANIONS

DETACHMENT RULES

HEROES OF LEGEND

To those who quest for honour – in service to their liege, to avenge atrocities, to wipe clean the stain of disfavour – there can be no end. The Imperium's foes are legion, an endless horde from which more arise. As one quest ends, another always begins.

At the start of your turn, if your current Oath is fulfilled, determine an additional Oath as described on pg 74, with the exception that you cannot select a Deed or Quality you have already selected (if you are randomly selecting the Deed and/or Quality and roll any result that you have already selected, select a Deed or Quality you have not already selected instead). If you cannot determine an additional Oath because you have already selected each Deed and each Quality, do not determine an additional Oath.

The Qualities from Oaths you have fulfilled continue to apply to all models in your army with the Code Chivalric ability. When the Deed for an additional Oath is completed, you instead gain 1CP, regardless of how you selected the Deed or Quality.

VALOUR'S REWARD

With every deed sealed with honour, every clarion call heralding a duty met, a champion's spirit is strengthened and their ardour restored.

The Enhancements shown on the right can become expended. You cannot use such Enhancements while they are expended. Each time you fulfil your Oath, each expended Enhancement is no longer expended.

ENHANCEMENTS

HERALD OF TRIUMPH

This Noble's arrogant challenges herald a feat of victory, a promise of death that blares from their suit's emitters.

IMPERIAL KNIGHTS model only. When the bearer ends a Charge move, it can use this Enhancement. If it does, this Enhancement is expended, then each enemy unit within Engagement Range of the bearer must take a Battle-shock test, subtracting 1 from the result.

WYRMSLAYER DIVINATION

Whispered to a Knight's machine spirit before battle, this techno-omen prophesies doom for airborne foes.

IMPERIAL KNIGHTS model only. In your Shooting phase, when the bearer is selected to shoot, it can use this Enhancement. If it does, this Enhancement is expended, then until the end of the phase, each time it makes an attack that targets a unit that can **FLY**, you can re-roll the Hit roll.

PENNANT OF SILVERED FURY

This circuit-etched pennant marks a slayer of hordes and is linked to a glowing electoo beneath the pilot's skin.

IMPERIAL KNIGHTS model only. When the bearer is selected to fight, it can use this Enhancement. If it does, this Enhancement is expended, then until the end of the phase, melee weapons equipped by the bearer have the **[SUSTAINED HITS 2]** ability.

CRUSHING CONDEMNATION

With the sweep of an armoured limb, the Noble can cast wreckage and ruin towards yet another foe.

IMPERIAL KNIGHTS model only. When the bearer is selected to fight, after resolving its attacks, if one or more enemy units were destroyed by those attacks, the bearer can use this Enhancement. If it does, this Enhancement is expended, then select one enemy unit that is not within Engagement Range of any units from your army and is within 12" of and visible to the bearer. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

The legendary deeds of groups of Knightly champions are known across the Imperium. Epic lays have been inspired by crusading lances of a household's greatest warriors, isolated bands of Knights who have fought their way to victory and honoured fellowships of Freeblades oathed to fight in chivalrous companionship until death claims them. Bonded by vows of honour, these Questoris Companions marshal their strength, their courage and the incredible power of their titanic Knight suits to undertake heroic feats of epic gallantry to achieve their quest. Individual Knights hold back armoured columns in glorious acts of selflessness to guard their companions' flanks. Others wade alone into overwhelming odds, slamming enemy battle tanks through the air and crushing infantry underfoot. The most threatening of the foe are singled out for thunderous duels, and their humbling is a terrifying blow to enemy morale. With a rigid notion of their quest's righteousness, the companions drive onwards in a ferocious display of titanic might.

COURAGEOUS STAND

QUESTORIS COMPANIONS – EPIC DEED STRATAGEM

When the night is long and the unworthy claw at one's shield, it is chivalry and duty that buoy the soul and bolster failing strength.

1CP

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

TARGET: One **IMPERIAL KNIGHTS TITANIC** 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.

TITANIC DUEL

QUESTORIS COMPANIONS – EPIC DEED STRATAGEM

The greatest Knightly champions suffer no dishonourable rival to insult them for long with their existence.

1CP

WHEN: Your Shooting phase or the Fight phase.

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

EFFECT: Until the end of the phase, each time your model makes an attack that targets a **MONSTER**, **TITANIC** or **WALKER** unit, add 1 to the Hit roll and add 1 to the Wound roll.

MOMENT OF GLORY

QUESTORIS COMPANIONS – EPIC DEED STRATAGEM

Veteran pilots waste no more time exalting their victory than the Code Chivalric demands before powering back into the fray with the long strides of the selflessly determined warrior Noble.

1CP

WHEN: Fight phase, just before an **IMPERIAL KNIGHTS TITANIC** unit from your army Consolidates.

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

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

HERO'S TREAD

QUESTORIS COMPANIONS – EPIC DEED STRATAGEM

It is said that unalloyed heroism can purge the foulest dishonour, that the very footsteps of those of noblest purity are enough to sanctify their path.

1CP

WHEN: End of your Command phase.

TARGET: One **IMPERIAL KNIGHTS TITANIC** model from your army that is within range of an objective marker you control.

EFFECT: Your Level of Control over that objective marker is 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.

UNSTOPPABLE WARRIOR

QUESTORIS COMPANIONS – EPIC DEED STRATAGEM

Death is a distant priority when heroism's favour awaits. A breath to seize a new perspective, a new angle at which to tilt towards the foe, permits only a brief reprieve for the enemy of a true warrior.

2CP

WHEN: Your Movement phase, just after an **IMPERIAL KNIGHTS TITANIC** unit from your army Falls Back.

TARGET: That **IMPERIAL KNIGHTS TITANIC** 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.

DRIVEN BY THE PAST

QUESTORIS COMPANIONS – EPIC DEED STRATAGEM

To the worthiest Noble, the whispers that reach their mind from a Throne Mechanicum appear as a tapestry of virtues, standards they strive to meet with wholehearted alacrity.

1CP

WHEN: Your Charge phase.

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

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



SPEARHEAD-AT-ARMS

DETACHMENT RULE

KNIGHTLY TEACHINGS

Knightly Nobles are exalted paragons of honour who uphold the tenets of the Code Chivalric and the glorious histories of their household. Through stern teachings and heroic tales, and no less their own deeds, they exemplify the virtues which Bondsmen aspire to emulate. It is not only in courtly life, upon the practice fields and during thrilling hunts that a Noble's squires and retainers cleave to their duty, but also in the fiery heart of every battle. There such teachings are tested as never before, and also find their most lauded expressions.

Each time a model from your army uses its Bondsman ability, if no other model from your army has used that Bondsman ability that turn, you can select up to three friendly **ARMIGER** models (instead of one) within 12" of that model, or within 15" of that model while your army is Honoured (you still cannot select a model that is already being affected by a Bondsman ability). Until the start of your next Command phase, those models are affected by that Bondsman ability.

KEYWORDS

ARMIGER models from your army gain the **BATTLELINE** keyword.

ENHANCEMENTS

MENTOR'S PRIDE

A draconian enforcer of stringent standards, when this stern Noble does acknowledge pride in their servants, their Bondsmen zealously strive to retain it.

IMPERIAL KNIGHTS model only. While two or more **ARMIGER** models are under the effects of the bearer's Bondsman ability, each time each of those **ARMIGER** models makes an attack, you can re-roll a Hit roll of 1.

FABLES OF NIGHTMARE

Many are the fiends and unnamed dooms that lead hosts of darkness in the oldest tales. Their retelling spurs this Noble's Bondsmen to seek out the lurking commanders of the foe and cut them down, so that they may end the spread of their evil.

IMPERIAL KNIGHTS model only. While two or more **ARMIGER** models are under the effects of the bearer's Bondsman ability, melee weapons equipped by those **ARMIGER** models have the **[PRECISION]** ability.

TALES OF HEROISM

Recounting the valorous feats of legendary Nobles, this champion inspires their squires to deride and denounce the foe's every attempt at evading a just execution.

IMPERIAL KNIGHTS model only. While two or more **ARMIGER** models are under the effects of the bearer's Bondsman ability, each time one of those **ARMIGER** models makes a melee attack, you can ignore any or all modifiers to the Hit roll and/or the Wound roll.

MARTIAL TUITION

Long has this Noble trained their Bondsmen in hunting the deadliest prey, instilling in them the skills to honourably exploit any opening in an enemy's defence.

IMPERIAL KNIGHTS model only. While two or more **ARMIGER** models are under the effects of the bearer's Bondsman ability, once per turn, you can target one of those **ARMIGER** models with the Counter-offensive Stratagem for 0CP.

When deployed in large numbers, the swift and agile Armiger-class Knight suits can outmanoeuvre most foes. They strike and withdraw on simultaneous fronts to cut apart more unwieldy armies. Deployed as a Spearhead-at-Arms, meanwhile, and leashed to their Noble masters' stern wisdom, their loyal conditioning and rapid adoption of complex strategies enable them to eviscerate any enemy. With loping strides, the lead Armigers fan out as a swift vanguard. They devastate enemy scouts and flush war engines into the sights of their lords and ladies. Banners of Armiger Helverins stalk into firing positions like towering assassins, spitting death into assigned targets of heavy infantry or snatching grav-tanks from the sky in blazing fireballs. Armiger Warglaives pounce on enemy fire points or ambush enemy assault formations, their reaper chain-cleavers howling as they chew through armour. They are their masters' hounds, shield-bearers and heavily armed retainers in one, galvanised into deadly coordination through honoured service.

VIRTUE OF COURAGE

SPEARHEAD-AT-ARMS – BATTLE TACTIC STRATAGEM

1CP

A Knight must have the courage to face the greatest horrors of the galaxy, with duty focusing their blows.

WHEN: Start of the Fight phase.

TARGET: One **ARMIGER** model from your army, or one **IMPERIAL KNIGHTS TITANIC** model from your army, and one or more friendly **ARMIGER** models affected by that model's Bondsman ability.

EFFECT: Select one enemy unit. Until the end of the phase, each time one of your **ARMIGER** models makes an attack that targets that enemy unit, add 1 to the Hit roll.

EXEMPLAR'S WISDOM

SPEARHEAD-AT-ARMS – BATTLE TACTIC STRATAGEM

1CP

With a fusillade upon their chosen enemy, the Bondsmen's mentor lectures their loyal servants on the application of force to the foe's weak points.

WHEN: Your Shooting phase, just after an **IMPERIAL KNIGHTS TITANIC** model from your army has shot.

TARGET: That **IMPERIAL KNIGHTS TITANIC** model, and one or more friendly **ARMIGER** models affected by that model's Bondsman ability.

EFFECT: Select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time one of your **ARMIGER** models makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

MANTLE OF THE MENTOR

SPEARHEAD-AT-ARMS – STRATEGIC PLOY STRATAGEM

1CP

With a rapid volley of covering fire from a Noble liege, Bondsmen employ hit-and-run tactics at high speed.

WHEN: Start of your Shooting phase.

TARGET: One **ARMIGER** model from your army, or one **IMPERIAL KNIGHTS TITANIC** model from your army, and one or more friendly **ARMIGER** models affected by that model's Bondsman ability.

EFFECT: Until the end of the phase, your **ARMIGER** models are eligible to shoot in a turn in which they Fell Back.

THIN THEIR RANKS

SPEARHEAD-AT-ARMS – BATTLE TACTIC STRATAGEM

1CP

A stentorian firing solution floods their Helms Mechanicum, and eager young Nobles shred their master's foes in a blizzard of fury.

WHEN: Start of your Shooting phase.

TARGET: One **ARMIGER** model from your army, or one **IMPERIAL KNIGHTS TITANIC** model from your army, and one or more friendly **ARMIGER** models affected by that model's Bondsman ability.

EFFECT: Until the end of the phase, ranged weapons equipped by your **ARMIGER** models have the [RAPID FIRE 1] ability.

LET DUTY BE YOUR SHIELD

SPEARHEAD-AT-ARMS – EPIC DEED STRATAGEM

1CP

Heeding the teachings of their Noble master, a Bondsman is reminded that only by enduring can they hope to discharge their sworn obligations.

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

TARGET: One **ARMIGER** unit from your army that was selected as the target of one or more of the attacking units 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.

SQUIRES OF THE HUNT

SPEARHEAD-AT-ARMS – STRATEGIC PLOY STRATAGEM

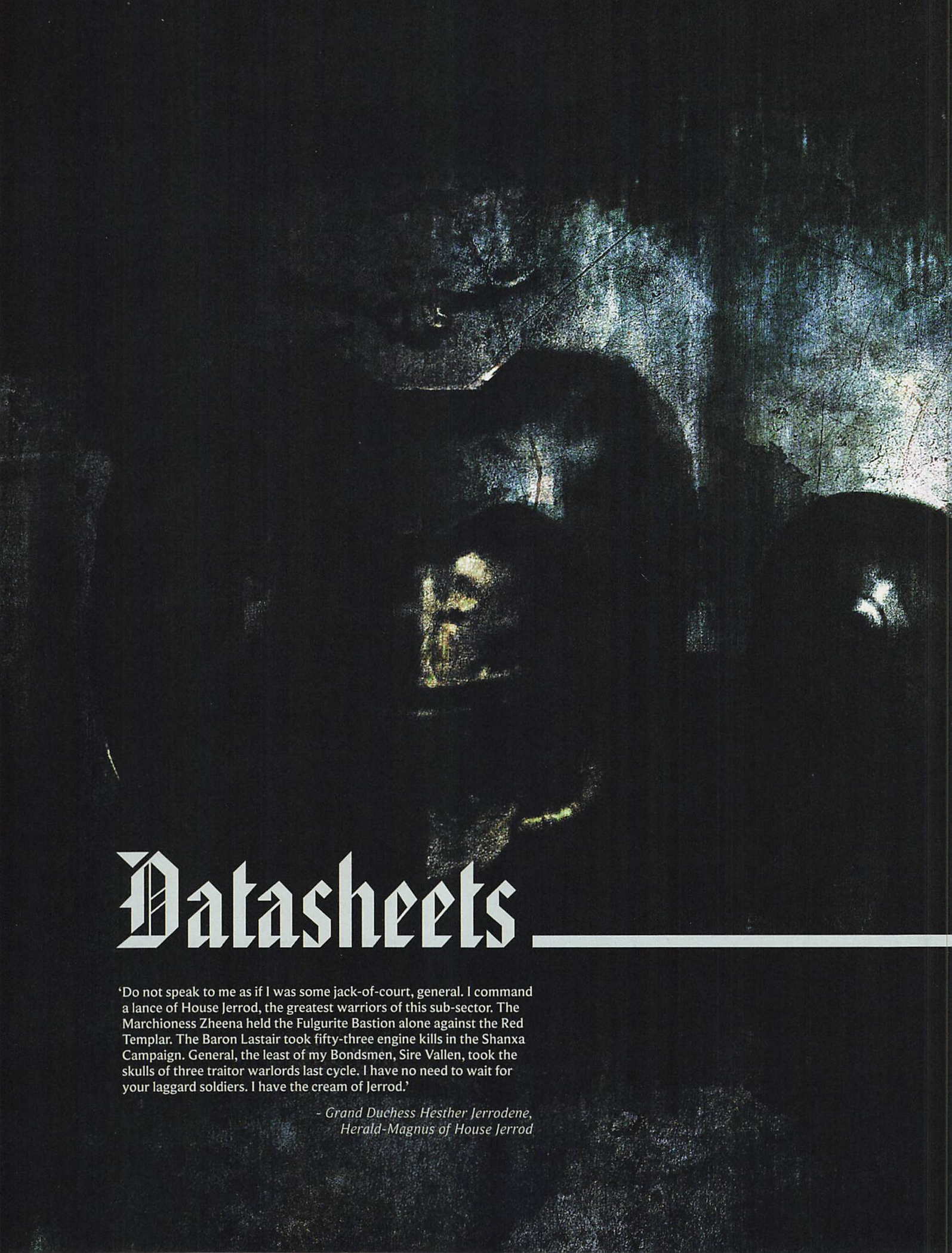
1CP

At a ritualised signal, Bondsmen encircle the foe to cut off escape, prowling onto unexpected attack routes.

WHEN: End of your opponent's Fight phase.

TARGET: One **ARMIGER** model from your army, or one **IMPERIAL KNIGHTS TITANIC** model from your army, and one or more friendly **ARMIGER** models affected by that model's Bondsman ability.

EFFECT: For each of your **ARMIGER** models that is within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units, remove that **ARMIGER** model from the battlefield and place it into Strategic Reserves.



Datasheets

'Do not speak to me as if I was some jack-of-court, general. I command a lance of House Jerrod, the greatest warriors of this sub-sector. The Marchioness Zheena held the Fulgurite Bastion alone against the Red Templar. The Baron Lastair took fifty-three engine kills in the Shanxa Campaign. General, the least of my Bondsmen, Sire Vallen, took the skulls of three traitor warlords last cycle. I have no need to wait for your laggard soldiers. I have the cream of Jerrod.'

- Grand Duchess Hesther Jerrodene,
Herald-Magnus of House Jerrod



KNIGHT CASTELLAN

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

5+ ***INVULNERABLE SAVE**

** against ranged attacks only*

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

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D6+2**

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

Ion Aegis (Aura): While a friendly **ARMIGER** model is within 6" of this model, each time a ranged attack targets that model, it has the Benefit of Cover against that attack.

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

DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Knight Castellan**

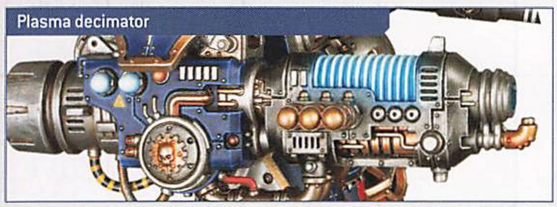
This model is equipped with: plasma decimator; 2 shieldbreaker missile launchers; 2 twin meltaguns; twin siegebreaker cannon; volcano lance; titanic feet.

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

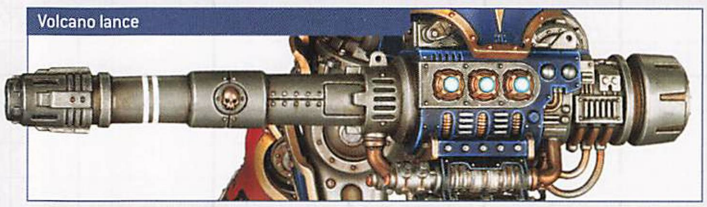
KEYWORDS: **VEHICLE, WALKER, TITANIC, TOWERING, DOMINUS, CHARACTER, IMPERIUM, KNIGHT CASTELLAN**

FACTION KEYWORDS: **IMPERIAL KNIGHTS**

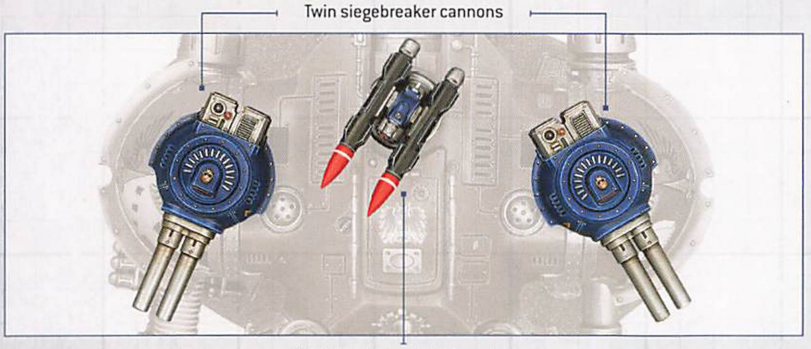
Plasma decimator



Volcano lance

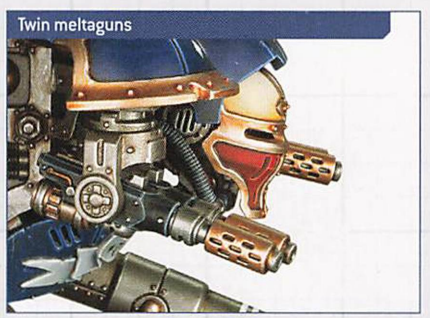


Twin siegebreaker cannons



Shieldbreaker missile launcher

Twin meltaguns



KNIGHT VALIANT

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

5+ *INVULNERABLE SAVE

* against ranged attacks only

This looming Knight defeats the Imperium's enemies through overwhelming firepower at close range. Amidst its barrage of cannon fire and missile strikes, it unleashes an inescapable firestorm that can annihilate incoming hordes or smash through opposing battle lines, while with its crackling harpoon, it can destroy far larger behemoths with impunity.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Conflagration cannon [IGNORES COVER, TORRENT]	18"	3D6	N/A	8	-1	2
Shieldbreaker missile launcher [ANTI-TITANIC 4+, DEVASTATING WOUNDS]	72"	1	3+	12	-6	D6+1
Thundercoil harpoon [BLAST, DEVASTATING WOUNDS]	12"	D3	3+	24	-6	10
Twin meltagun [MELTA 2, TWIN-LINKED]	12"	1	3+	9	-4	D6
Twin siegebreaker cannon [BLAST, TWIN-LINKED]	36"	D6	3+	6	0	1

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D6+2**

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

Ion Aegis (Aura): While a friendly **ARMIGER** model is within 6" of this model, each time a ranged attack targets that model, it has the Benefit of Cover against that attack.

Thundershock: In your Shooting phase, each time you select a target for this model's thundercoil harpoon, roll one D6 for the target unit and one D6 for each other enemy unit within 6" of the target unit. On a 4+, the unit being rolled for is struck by arcing energies; after resolving all of this model's attacks against the target unit, each unit struck by arcing energies suffers D3 mortal wounds.

DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

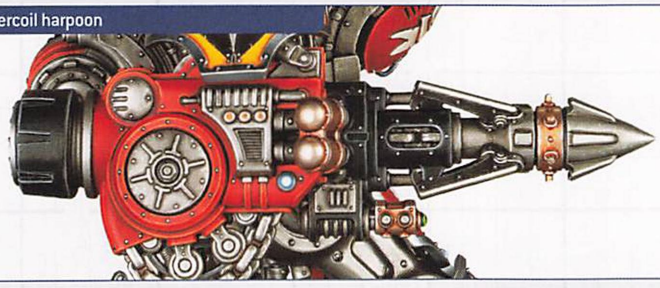
- **1 Knight Valiant**

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

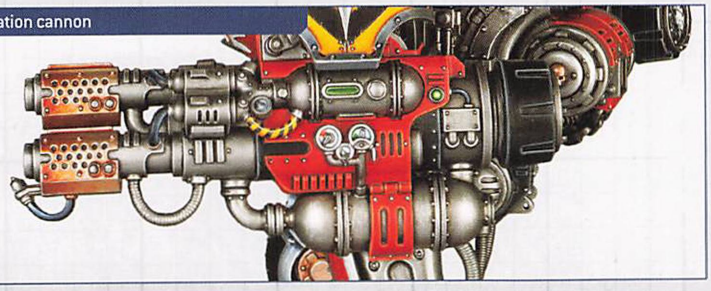
KEYWORDS: **VEHICLE, WALKER, TITANIC, TOWERING, DOMINUS, CHARACTER, IMPERIUM, KNIGHT VALIANT**

FACTION KEYWORDS: **IMPERIAL KNIGHTS**

Thundercoil harpoon



Conflagration cannon



'The hunting of the horde calls for tools and skills that not all have the working of. The horde has many faces: mobs of roaring xenos, bands of sigil-stained heretics, swarms of befanged grotesques. They must be corralled like the beasts they are, herded with fire, cowed and confused, daunted by a Noble's power. There is no one head to take or heart to pierce. But grasp their fear in your hand, and squeeze, and they will melt before you.'

- Dogus Theodoric, pilot of Manifold Wrath

KNIGHT PALADIN

M	T	SV	W	LD	OC
10"	11	3+	26	6+	8

5+ *INVULNERABLE SAVE

* against ranged attacks only



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

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

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

WARGEAR OPTIONS

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

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

ABILITIES

CORE: **Deadly Demise D6**

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

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

Seasoned Noble: Each time this model makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

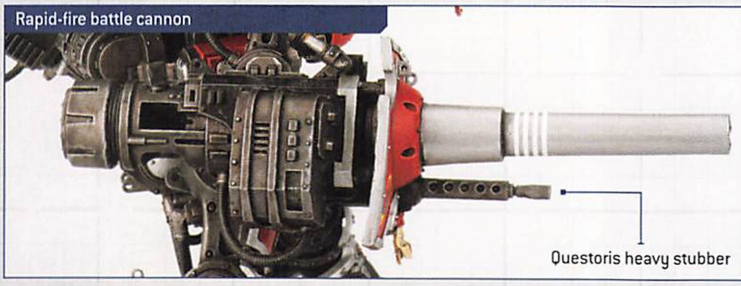
- **1 Knight Paladin**

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

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

FACTION KEYWORDS: IMPERIAL KNIGHTS

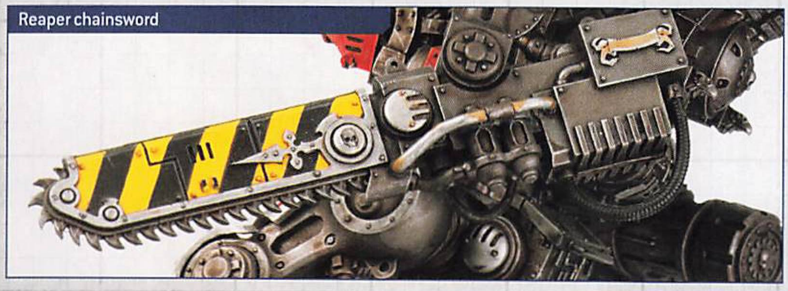
Rapid-fire battle cannon



Twin Icarus autocannon



Reaper chainsword



Ironstorm missile pod



KNIGHT ERRANT

M	T	SV	W	LD	OC
10"	11	3+	26	6+	8

5+ *INVULNERABLE SAVE

* against ranged attacks only



These aggressive, close-range assault Knights excel at hunting and slaying enemy tanks and war beasts. They plunge aggressively into the fiercest fighting, unleashing hissing blasts of super-heated energy and deadly sweeps of their huge combat weapon. Theirs is a ceaseless hunt; they move on to new targets while melted ruin cools behind them.

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

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

WARGEAR OPTIONS

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

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

ABILITIES

CORE: **Deadly Demise D6**

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

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

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

DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Knight Errant**

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

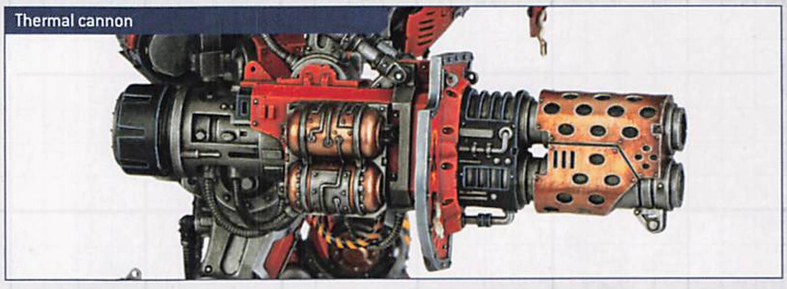
KEYWORDS: **VEHICLE, WALKER, TITANIC, TOWERING, QUESTORIS, CHARACTER, IMPERIUM, KNIGHT ERRANT**

FACTION KEYWORDS: **IMPERIAL KNIGHTS**

Stormspear rocket pod



Thermal cannon



Questoris heavy stubber



Meltagun



Thunderstrike guantlet





KNIGHT GALLANT

M	T	SV	W	LD	OC
12"	11	3+	26	6+	8

5+ *INVULNERABLE SAVE

* against ranged attacks only

Gallants are the most restless and combative of Knights, with machine spirits described as impetuous and beyond bellicose. Their pilots are aggressive and bold, sometimes difficult to restrain and reckless in their fearless ferocity to close with the foe and demonstrate their devastating power in close-quarters honour duels.

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D6**

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

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

Martial Pride: Each time this unit Consolidates, models in it can move an additional 3" provided your unit can end that move within Engagement Range of one or more enemy units.

DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Knight Gallant**

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

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

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

FACTION KEYWORDS: **Imperial Knights**





KNIGHT WARDEN

M	T	SV	W	LD	OC
10"	11	3+	26	6+	8

5+ *INVULNERABLE SAVE

* against ranged attacks only

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

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

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

WARGEAR OPTIONS

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

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

ABILITIES

CORE: **Deadly Demise D6**

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

Warden's Duty (Bondsman): While a model is affected by this ability, weapons equipped by that model have the **[SUSTAINED HITS 1]** ability, and ranged weapons equipped by that model have the **[IGNORES COVER]** ability.

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

DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

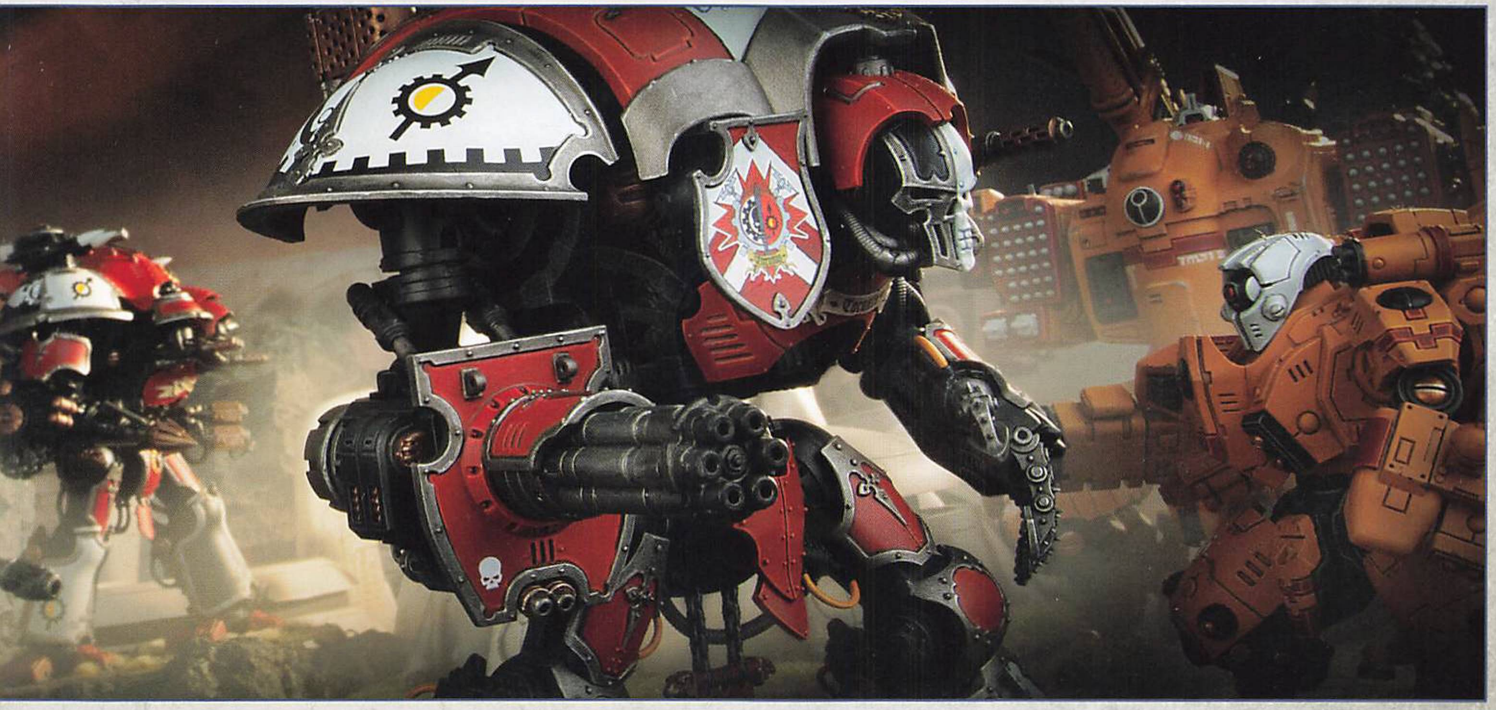
UNIT COMPOSITION

- **1 Knight Warden**

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

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

FACTION KEYWORDS: **IMPERIAL KNIGHTS**



KNIGHT CRUSADER

M	T	SV	W	LD	OC
10"	11	3+	26	6+	8

5+ *INVULNERABLE SAVE

* against ranged attacks only

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

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D6**

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

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

Punishing Salvoes: In your Movement phase, if this model Remains Stationary, until the end of the turn, ranged weapons equipped by this model have the **[SUSTAINED HITS 1]** ability.

DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

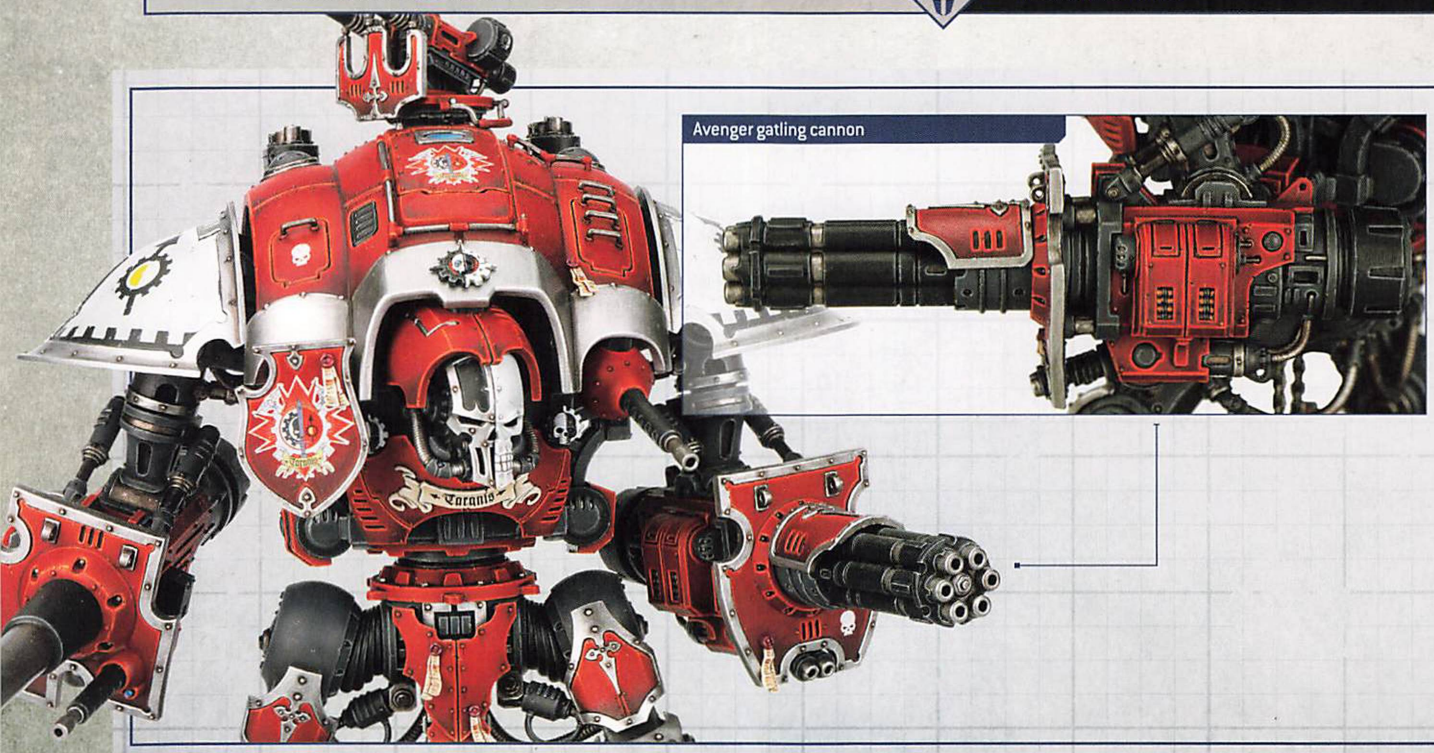
UNIT COMPOSITION

- **1 Knight Crusader**

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

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

FACTION KEYWORDS: **IMPERIAL KNIGHTS**



KNIGHT DEFENDER

M	T	SV	W	LD	OC
10"	11	3+	26	6+	8

4+ *INVULNERABLE SAVE

* against ranged attacks only

Knights Defender use artefacts incorporating ancient technology in the selfless protection of their allies. With barely understood weapons, their pilots fire super-heated bolts that detonate with stellar brightness and beams that explosively transmute matter into energy, while the rippling mantle of a void shield wards their allies from harm.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Conversion beam obliterator [CONVERSION, SUSTAINED HITS D3]	36"	3	3+	12	-2	4
Conversion: Each time an attack is made with this weapon, if the target is more than 18" away from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Plasma executor – standard [BLAST]	36"	D6+3	3+	8	-2	2
Plasma executor – supercharge [BLAST, HAZARDOUS]	36"	D6+3	3+	9	-3	3
Phosphor blaster [IGNORES COVER, RAPID FIRE 1]	24"	1	3+	5	0	1
Twin incendine combustor [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	6	-1	1

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

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

ABILITIES

CORE: **Deadly Demise D6**

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

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

Selfless Protector: Each time a ranged attack is allocated to an **IMPERIAL KNIGHTS** model from your army, if that model is not fully visible to every model in the attacking unit because of this Knight Defender model, that model has the Benefit of Cover and a 4+ invulnerable save against that attack.

DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

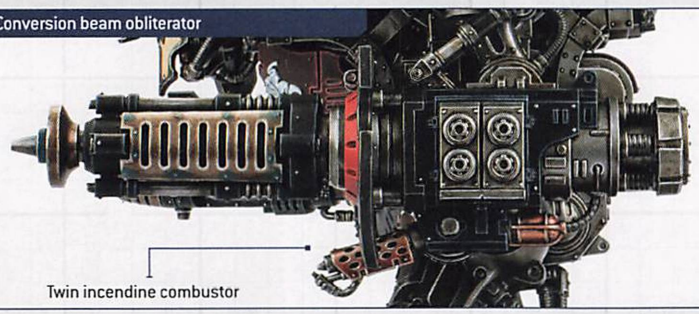
- **1 Knight Defender**

This model is equipped with: conversion beam obliterator; plasma executor; twin incendine combustor; phosphor blaster; titanic feet.

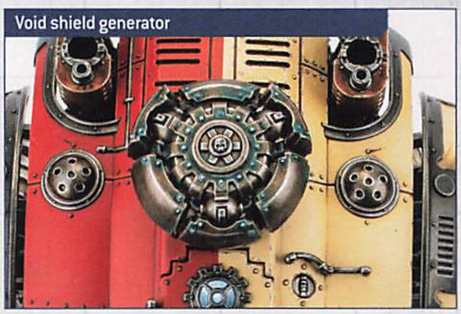
KEYWORDS: **VEHICLE, WALKER, TITANIC, TOWERING, QUESTORIS, CHARACTER, IMPERIUM, KNIGHT DEFENDER**

FACTION KEYWORDS: **IMPERIAL KNIGHTS**

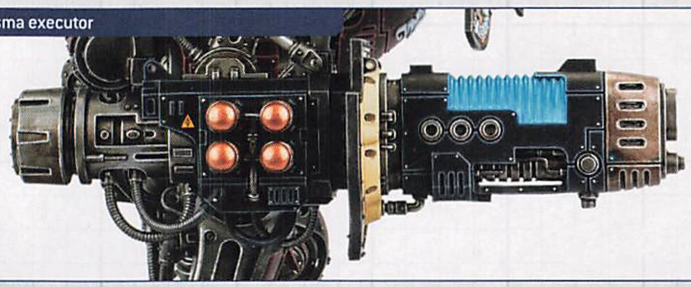
Conversion beam obliterator



Void shield generator



Plasma executor



KNIGHT PRECEPTOR

M	T	SV	W	LD	OC
10"	11	3+	26	6+	8

5+ *INVULNERABLE SAVE

* against ranged attacks only



Knights Preceptor embody the Code Chivalric. Their pilots close to an honourable range with the foe, engage with a respectful force and kill them with efficiency deserving of their status. Typically, grizzled veterans pilot these Knights, setting an example for their younger comrades by hunting down the most fearsome enemies.

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D6**

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

Mentor (Bondsman): Each time a model affected by this ability makes an attack that targets this model's quarry, you can re-roll the Wound roll.

Exemplar of the Code: At the start of the battle, select one unit from your opponent's army to be this model's quarry. Each time this model makes an attack that targets its quarry, you can re-roll the Wound roll. Each time this model's quarry is destroyed, you can select a new unit from your opponent's army to be its quarry.

DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Knight Preceptor**

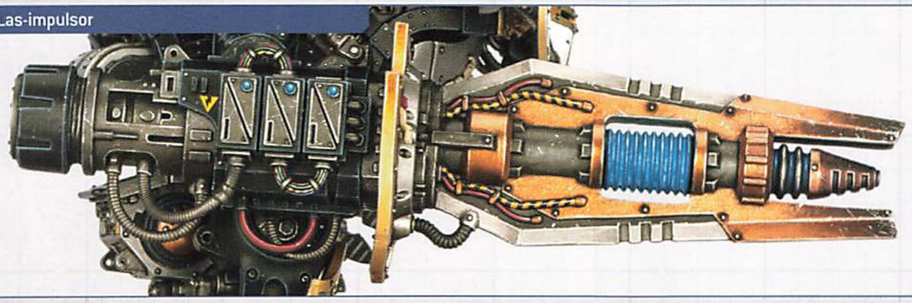
This model is equipped with: las-impulsor; Questoris multi-laser; reaper chainsword.

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

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

FACTION KEYWORDS: IMPERIAL KNIGHTS

Las-impulsor



Questoris multi-laser



CANIS REX

M	T	SV	W	LD	OC
10"	11	3+	26	6+	8

5+ *INVULNERABLE SAVE

*against ranged attacks only



Canis Rex is the last unsullied remnant of House Cerberan. Under the expertise of its pilot, Sir Hekhtur, Canis Rex has become a vaunted legend. The ferocity – and, at times, apparent intuitive autonomy – of its machine spirit makes the Knight deadly on the battlefield. With pulsating volleys of laser ordnance and crushing sweeps of its huge gauntlet, enslaving oppressors are mercilessly crushed.

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

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

UNIT COMPOSITION

- 1 Canis Rex – Epic Hero

This model is equipped with: las-impulsor; Questoris multi-laser; Freedom's Hand.

ABILITIES

CORE: **Deadly Demise D6**

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

Legendary Freeblade: Once per turn, you can target this model with a Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem in the same phase.

Chainbreaker: Once per battle, at the start of any phase, you can select one friendly **Imperium** unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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

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

FACTION KEYWORDS: **Imperial Knights**

SIR HEKHTUR

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

Use this datasheet only after your Canis Rex model is destroyed.



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

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

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

UNIT COMPOSITION

- 1 Sir Hekhtur – Epic Hero

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

ABILITIES

CORE: **Lone Operative**

USING SIR HEKHTUR

If your Canis Rex model is destroyed, this model is treated as a model disembarking from a destroyed **Transport** and must perform an Emergency Disembarkation. Sir Hekhtur cannot be selected as the target of any of your Stratagems other than Core Stratagems. Your Canis Rex unit is not considered to be destroyed until Sir Hekhtur is also destroyed.

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

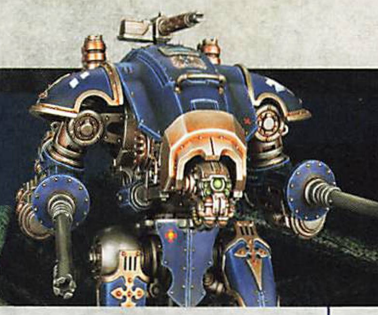
FACTION KEYWORDS: **Imperial Knights**

ARMIGER HELVERIN

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

5+ *INVULNERABLE SAVE

* against ranged attacks only



From flanking positions, vanguard fire points and while loping forward in ambush, these fast-moving Knight suits lay down hails of heavy fire. Amongst Helverins' key strategic roles are enfilading fire, scouting and suppression fire, using their autocannons to fire hundreds of shells per minute, and vow-bonded packs of these war engines can shatter an enemy assault in seconds.

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Code Chivalric**

Suppression Protocols: In your Shooting phase, after this model has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks made with an Armiger autocannon. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

DAMAGED: 1-5 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.

UNIT COMPOSITION

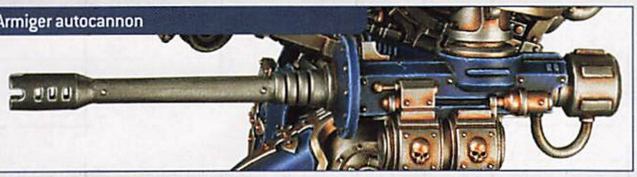
- **1 Armiger Helverin**

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

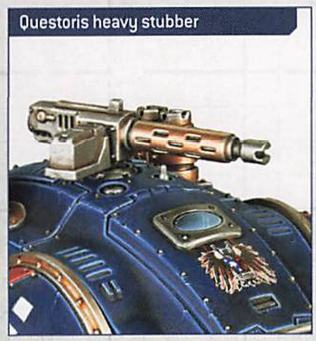
KEYWORDS: **VEHICLE, WALKER, IMPERIUM, ARMIGER, HELVERIN**

FACTION KEYWORDS: **IMPERIAL KNIGHTS**

Armiger autocannon

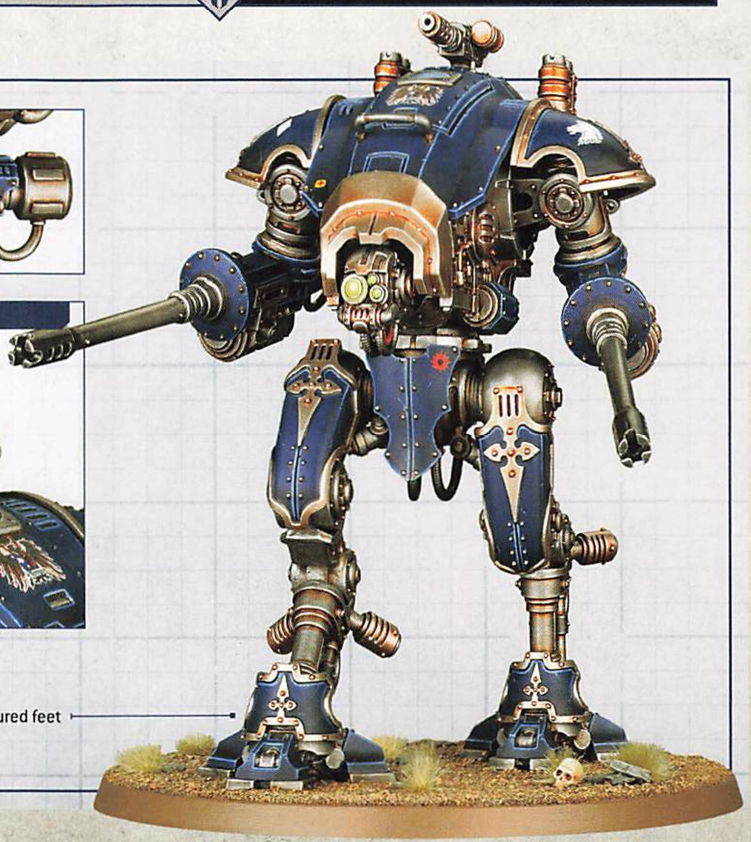


Questoris heavy stubber



Meltagun





Armoured feet

ARMIGER WARGLAIVE

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

5+ *INVULNERABLE SAVE

* against ranged attacks only



Armiger Warglaives are nimble and purposeful Knights, possessing exceptional speed that allows them to outpace most vehicles. Eager for glory, their Bondsmen pilots aggressively prowl battlefields ahead of their masters. Their agility, alongside weapons that can melt and carve through heavy armour, make them fearsome hunters of enemy war engines and hulking monstrosities.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Questoris heavy stubber [RAPID FIRE 3]	36"	3	3+	4	-1	1
Thermal spear [MELTA 4]	18"	2	3+	12	-4	D6

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

WARGEAR OPTIONS

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

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Code Chivalric**

Impetuous Glory: Each time this model makes a Charge move, until the end of the turn, add 1 to the Attacks characteristic of this model's reaper chain-cleaver – strike profile, and add 2 to the Attacks characteristic of this model's reaper chain-cleaver – sweep profile.

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.

UNIT COMPOSITION

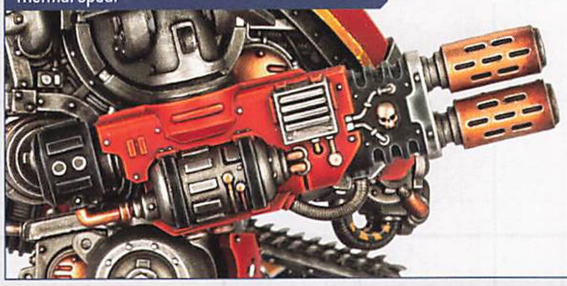
- **1 Armiger Warglaive**

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

KEYWORDS: **VEHICLE, WALKER, IMPERIUM, ARMIGER, WARGLAIVE**

FACTION KEYWORDS: **IMPERIAL KNIGHTS**

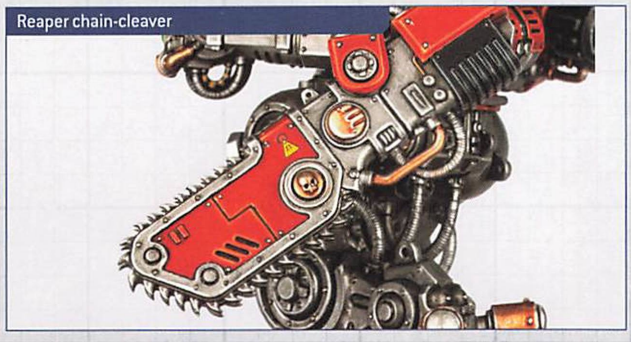
Thermal spear



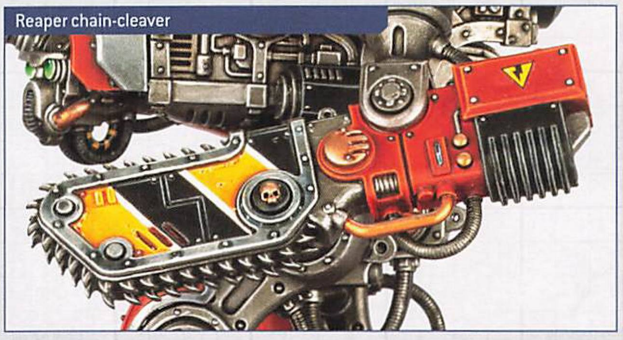
'To fight alone for one's household, to slay the nightmares that daily assail the bastions of Humanity, these are glories worthy of any warrior-true. Yet far greater is the honour of fighting for one's lord or lady, to discharge a duty of loyalty and obedience. Such is our honour; see that you deserve it.'

- Lady Varennis, addressing fellow Bondsmen of Sir Veugo

Reaper chain-cleaver



Reaper chain-cleaver



Crusade Rules

'Fealty is a duty like any other extolled by the Code Chivalric. It is discharged in war, but certain walls of its responsibility extend to every aspect of one's life. It reaches the diplomacies of court, the heraldic pennants flown from one's keep, even unto the ambitions one reaches for in dreams. So entwined with one's life, fealty can only finally be laid aside in death.'

- Sir Lukern fer Grivveld



INTRODUCTION

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

This section contains the following rules:

PILOT AND KNIGHT

Whether they fight under the banners of the Questor Imperialis, the Questor Mechanicus or as Freeblades, those who pilot Knight suits are bold and noble warriors for whom honour is all. These rules allow you to follow the progression of your pilots as they complete Chivalric Quests and ascend through the Levels of Honour of their chosen Mastery, acquiring benefits befitting champions of the Imperium.

AGENDAS

IMPERIAL 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.

REQUISITIONS

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

BATTLE SCARS AND BURDENS

Themed to the warriors that make up an Imperial Knights household, these Battle Scars represent dishonourable burdens that units from your Crusade force may come to bear.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **IMPERIAL KNIGHTS** 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.



PILOT AND KNIGHT

Tracking the Crusade progress of Imperial Knights works slightly differently to other factions. In addition to tracking an Imperial Knights unit's progress using the Crusade card found in the main Crusade rules, you must use the Pilot Crusade card (pg 111).

Each time you add an **IMPERIAL KNIGHTS** unit to your Crusade force (excluding **EPIC HEROES**), you must also generate a pilot to assign to each **IMPERIAL KNIGHTS** model in that unit. Each time you generate a pilot, you must select their Sworn Alignment: Questor Imperialis, Questor Mechanicus or Freeblade. When mustering a Crusade army, you cannot include Questor Imperialis and Questor Mechanicus pilots in the same army. Add the pilot to your Order of Battle, with a points value of 0, and fill in a Pilot Crusade card for that pilot.

A NOBLE'S DUTY

Over the course of a campaign, pilots can gain abilities (called Masteries) and burdens. A pilot's abilities and burdens apply to the **IMPERIAL KNIGHTS** unit it is assigned to.

VACANT KNIGHTS AND UNSEATED PILOTS

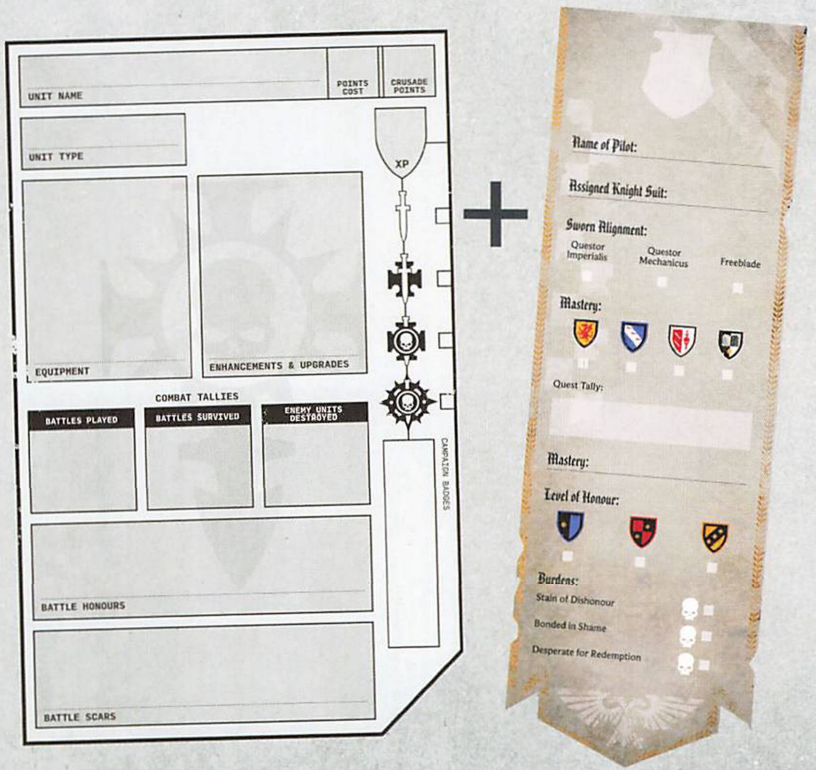
During your Crusade, you may come across situations where one or more **IMPERIAL KNIGHTS** models from your Crusade force are not assigned to a pilot: these models are said to be vacant. You cannot include **IMPERIAL KNIGHTS** units that include any vacant models in your Crusade army. When you have a vacant **IMPERIAL KNIGHTS** model in your Crusade force, you can either assign it to an unseated pilot, or you can generate a pilot for that unit.

You may come across situations where one or more pilots have no assigned **IMPERIAL KNIGHTS** model: these pilots are said to be unseated. When you have an unseated pilot, if you have a vacant **IMPERIAL KNIGHTS** model in your Crusade force, you can assign that **IMPERIAL KNIGHTS** model to that pilot, or when you add a new **IMPERIAL KNIGHTS** unit to your Crusade force, you can assign a model in that unit to that pilot, instead of generating a new pilot for that model. If that pilot has a Virtuous Level of Honour or Mastery of the Clarion (pg 104), you cannot assign an **ARMIGER** model to that pilot.

During your Crusade, there may be opportunities to reassign a pilot to a different **IMPERIAL KNIGHTS** model. To do so, select a pilot to become unseated and their **IMPERIAL KNIGHTS** model to become vacant. Then select an **IMPERIAL KNIGHTS** model: That **IMPERIAL KNIGHTS** model is assigned to that pilot. If that **IMPERIAL KNIGHTS** model was assigned to another pilot, that other pilot is unseated.

LOST TO LEGEND

If an **IMPERIAL KNIGHTS** unit is removed from your Order of Battle, you can choose to retain its pilot: that pilot is unseated. You can choose to remove a pilot from your Order of Battle at any time.



CHIVALRIC QUESTS

To those who pilot Knight suits, their word is their honour. To swear an oath or vow, whether to the lords of a Knightly household or the generals and priests of their allies, is to be bound to the task until its completion, or until their death in the attempt, lest they fall into dishonour.

Such quests may involve slaying a sworn enemy, reclaiming lost Imperial territory, purging xenos infestations or seeking out lost knowledge. They will take the sworn pilot and their kinsmen far, from frozen death worlds to the sprawling metropolises of burning hive worlds.

When mustering your Crusade army, if you have no active Chivalric Quest and your **WARLORD** is an **IMPERIAL KNIGHTS** model, you can swear your Knights to one of the following Chivalric Quests:

- To Strike Down the Unclean Behemoths
- To Raise High the Pennants of Victory
- To Stamp Out the Champions of Dishonour
- To Secure the Realm

Make a note of your selection on one of your Pilot and Knight Crusade cards (we recommend using your **WARLORD**'s). During your next three battles, keep a tally of how many times you achieve the objective of your chosen Chivalric Quest (see opposite).

Once you have fought three battles, consult the Tally Rewards section of your chosen Chivalric Quest. You gain the number of Chivalric points stated based on the number of tally marks you accrued during those battles, which can then be allocated to your pilots (see right). If you have fewer than four tally points, your Crusade force is said to be Dishonoured instead.

Dishonoured

During your crusade, your Crusade force may fail to complete a Chivalric Quest and become Dishonoured. Similarly, before a battle, when mustering your Crusade army, you can choose to abandon your current Chivalric Quest. If you do, your Crusade force is said to be Dishonoured, and you cannot swear your Knights to a new Chivalric Quest until you complete the Death Before Dishonour Agenda (pg 106) during a battle.

CHIVALRIC POINTS

During the Update Crusade Cards step, you can allocate any Chivalric points you have gained to your pilots.

The first time a pilot is allocated Chivalric points, you must select a Mastery for them, as described on page 104. Accruing further Chivalric points will improve a pilot's Level of Honour within that Mastery, unlocking the associated benefits.



On the opposite page, the Chivalric points each Chivalric Quest can award are presented as shown on the left.





To Strike Down the Unclean Behemoths

The slaughter of hulking nightmares is a noble aspiration. It harks many back to the Knights' origins, defending their keeps from vile beasts.

While this Chivalric Quest is active, add 1 to its tally each time a **MONSTER** or **VEHICLE** unit is destroyed by an attack made by an **IMPERIAL KNIGHTS** model from your Crusade force. For each of those detroyed units that was **TITANIC**, you gain 1 additional tally mark.

Tally Rewards

4-6	7-10	11+
1	2	3



To Raise High the Pennants of Victory

Ingrained in all Knights, even those with no household, is the drive to proudly plant their heraldic blazons upon the ruin of their enemies.

While this Chivalric Quest is active, at the end of each battle, add 1 to its tally for each objective marker you control. For each of those objective markers that is within your opponent's deployment zone, you gain 1 additional tally mark.

Tally Rewards

4-6	7-10	11+
1	2	3



To Stamp Out the Champions of Dishonour

Nobles never forget – nor forgive – the generals, priests, witches and champions who wrong them. The Code Chivalric demands their death.

While this Chivalric Quest is active, add 1 to its tally each time a **CHARACTER** unit is destroyed by an attack made by an **IMPERIAL KNIGHTS** model from your Crusade force. For each of those detroyed units that was your opponent's **WARLORD**, you gain 1 additional tally mark.

Tally Rewards

4-6	7-10	11+
1	2	3



To Secure the Realm

The dark and infested reaches of the galaxy, so Knightly teachings reveal, yearn for liberation, even if it must be bought with blood.

While this Chivalric Quest is active, at the end of each battle, add 1 to its tally for each of the following conditions you satisfy: one or more **IMPERIAL KNIGHTS** units from your Crusade army are within 6" of the centre of the battlefield; no enemy units are within 6" of the centre of the battlefield; one or more **IMPERIAL KNIGHTS** units from your Crusade army are wholly within your opponent's deployment zone.

Tally Rewards

4-6	7-10	11+
1	2	3

LEVEL OF HONOUR



Aspiring
1-3 Chivalric points



Esteemed
4-6 Chivalric points



Virtuous
7+ Chivalric points

MASTERIES

The first time a pilot is allocated one or more Chivalric points, select one Mastery for them from those below (some Masteries are restricted to pilots with a specific Sworn Alignment or an assigned **TITANIC IMPERIAL KNIGHTS** model). You can only select a Mastery that no other pilot from your Crusade force has. Track each pilot's Mastery progress on their Pilot Crusade card. There are three levels, each with an associated benefit, within each Mastery. Compare a pilot's allocated Chivalric points with their Mastery to determine which level they are at, and which corresponding benefit they have.

You cannot assign more than 6 Chivalric points to a pilot whose assigned **IMPERIAL KNIGHTS** model is an **ARMIGER**.

Add 1 to an **IMPERIAL KNIGHTS** unit's Crusade points while the pilot it is assigned to has a Mastery.

Mastery of Obduracy

A warrior who displays a particularly haughty intractability may earn the right to represent the unchanging tenets of their house or Freeblade lance in war. Such champions plant their feet, brazenly declare their dominance and deny any foe that faces them.



VIRTUE'S DEFENDER
While this unit is not Battle-shocked, add 1 to its Objective Control characteristic.



HERALDIC EXEMPLAR
While this unit is not Battle-shocked, add 3 to its Objective Control characteristic.



SENTINEL OF ORTHODOXY
While this unit is not Battle-shocked, add 5 to its Objective Control characteristic.

Mastery of the Clarion

To convey the voice of one's liege is a privilege. Such Nobles are adept at relaying commands – suitably couched in imperious authority – to Bondsmen within their lance. Though they may use augmented vox-arrays or flocks of servo-troubadours to extend their reach, it is their voice that elicits obedience.



TRUTH'S VOICE
Pilot of a **TITANIC** unit only. Each time this unit uses its Bondsman ability, it can select a friendly **ARMIGER** unit that is within 18" of and visible to this unit.



NUNCIO OF OBLIGATION
Pilot of a **TITANIC** unit only. Each time this unit uses its Bondsman ability, it can select a friendly **ARMIGER** unit that is within 24" of and visible to this unit.



EMISSARY OF THE COURT
Pilot of a **TITANIC** unit only. Each time this unit uses its Bondsman ability, it can select a friendly **ARMIGER** unit that is anywhere on the battlefield and visible to this unit.

Mastery of Tuition

Ancient lore and the martial wisdom reaped from countless battlefields must be harnessed and passed on. A robust lineage only prospers when hard-won knowledge reaches those who rise in succession.



WISE MENTOR
At the end of each battle, if this unit gains any XP, you can select one other **IMPERIAL KNIGHTS** unit from your Crusade army that survived that battle. The selected unit gains 1XP.



MARTIAL TUTOR
At the end of each battle, if this unit gains any XP, you can select up to two other **IMPERIAL KNIGHTS** units from your Crusade army that survived that battle. The selected units gain 1 XP.



MASTER-AT-ARMS
At the end of each battle, if this unit gains any XP, you can select up to three other **IMPERIAL KNIGHTS** units from your Crusade army that survived that battle. The selected units gain 1 XP.

Mastery of Ambush

Those who excel at the hunt never fail to bring their skills to bear upon the battlefield. Their advice enables a lance to outmanoeuvre the quarry before the battle lines are even drawn.



PREDATOR'S PRESCIENCE
After both players have deployed their armies, you can redeploy this unit.



FOE HUNTER
After both players have deployed their armies, you can redeploy this unit and one friendly **IMPERIAL KNIGHTS ARMIGER** unit.



TRAILMAKER
After both players have deployed their armies, you can redeploy this unit and one friendly **IMPERIAL KNIGHTS** unit.

Mastery of Condemnation

These Nobles act as foci for Knightly ire, bellowing a litany of the worst treachery or ignobility amongst the dishonourable foe. They ruthlessly guide their kin's firepower, drawing upon their status within the hierarchy of bloodlines or as a rallying hero amongst exiled companions to see their hated foes annihilated.

A DUTY OF CENSURE

Once per battle, at the start of your Shooting phase, select one enemy unit within 18" of and visible to this unit. Until the end of the phase, each time an **IMPERIAL KNIGHTS** unit from your Crusade army makes an attack that targets that unit, you can re-roll a Hit roll of 1.

NOBLE ORATOR

Once per battle, at the start of your Shooting phase, select one enemy unit within 18" of and visible to this unit. Until the end of the phase, each time an **IMPERIAL KNIGHTS** unit from your Crusade army makes an attack that targets that unit, you can re-roll a Hit roll of 1 and you can re-roll a Wound roll of 1.

HIGH DENUNCIATOR

Once per turn, at the start of your Shooting phase, select one enemy unit within 18" of and visible to this unit. Until the end of the phase, each time an **IMPERIAL KNIGHTS** unit from your Crusade army makes an attack that targets that unit, you can re-roll a Hit roll of 1 and you can re-roll a Wound roll of 1.

Mastery of the Joust

Questor Imperialis pilots only

Few things can bring such elation to a Knight pilot as a full tilt charge, driving their armoured steed onwards, and smashing into the foe like a meteor. This Noble is an expert at assessing strategic cartoliths and coordinating their forces' advance. Such eager warriors push their Knight suits to their limits, they and their steed's machine spirit goading each other into one aggressive advance after another.

LANDSTRIDER

Add 2" to this unit's Move characteristic.

LANCE OF TERRA

Add 2" to this unit's Move characteristic. This unit is eligible to shoot in a turn in which it Advanced.

FOE'S BANE

Add 2" to this unit's Move characteristic. This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Mastery of Mechanisms

Questor Mechanicus pilots only

This Knightly pilot is attended within their keep by many Sacristans sworn to their service. Through their advice, and with their ritualised ministrations, the Noble has an intensely strong bond with the machine spirit of Knight suits and is capable of entreating them to surge once more with vengeful strength despite the hurt done to them by the foe.

IRON BLOODLINE

In your Command phase, you can select one friendly **IMPERIAL KNIGHTS** model within 6" of this unit. That friendly model regains up to D3 lost wounds.

BLESSED BY THE SACRISTANS

In your Command phase, you can select one friendly **IMPERIAL KNIGHTS** model within 6" of this unit. That friendly model regains up to 3 lost wounds.

KNIGHT OF THE COG

In your Command phase, you can select one friendly **IMPERIAL KNIGHTS** model within 6" of this unit. That friendly model regains up to D3+3 lost wounds.

Mastery of Execution

Freeblade pilots only

The death of a specific vilified foe may decide the outcome of a battle, or go some way to erasing a wrong the enemy once committed upon a Knight's honour. Some Noble champions see the singular destruction of such an enemy as their calling, a manifestation of their duty within the Code Chivalric.

HARBINGER

At the start of the first battle round, select one enemy unit. Until the end of the battle, each time this unit makes an attack that targets that enemy unit, add 1 to the Damage characteristic of that attack.

HEADSMAN

At the start of the first battle round, select one enemy unit. Until the end of the battle, each time this unit makes an attack that targets that enemy unit, add 1 to the Damage characteristic of that attack and that attack has the **[SUSTAINED HITS 1]** ability.

MASTER OF JUDGEMENT

At the start of the first battle round, select one enemy unit. Until the end of the battle, each time this unit makes an attack that targets that enemy unit, add 1 to the Damage characteristic of that attack and that attack has the **[SUSTAINED HITS D3]** ability.



AGENDAS

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

SALLY FORTH

The joys of battle are upon you, surging through your systems, firing your blood. With the Code Chivalric as your guide only glory awaits. For the honour of the household! Attack!

At the end of the battle, for each **IMPERIAL KNIGHTS** unit from your Crusade army wholly within your opponent's deployment zone, that **IMPERIAL KNIGHTS** unit gains 2XP. If three or more **IMPERIAL KNIGHTS** units from your Crusade army are wholly within your opponent's deployment zone, add 1 to the tally of your current Chivalric Quest.

BREAK THEIR WILL

Suffer not the enemy to live, for their existence is an offence to our oaths. They must be shown that to stand against Humanity is to invite the wrath of its colossal defenders.

At the end of the battle, if more than half of your opponent's units are destroyed or Below Half-strength and/or Battle-shocked, select up to three **IMPERIAL KNIGHTS** units from your Crusade army that are not destroyed; those units gain 2XP. If all of your opponent's units are destroyed or Below Half-strength and/or Battle-shocked, add 1 to the tally of your current Chivalric Quest.

PETITIONED FOR AID

Whether answering a call for aid from an Imperial commander on a campaign, responding to the distress call of some neighbouring world or setting off on a crusade, Noble houses will not be found wanting in their duty. They march to war with honour in their sights, reclaiming the Emperor's realm one adamantine footfall at a time.

At the start of the first battle round, your opponent must select one objective marker within No Man's Land. At the end of the battle, if you control that objective marker, select one **IMPERIAL KNIGHTS** unit from your Crusade army (excluding Battle-shocked units) that is within range of that objective marker: that unit gains 3XP, and if there are no enemy units within 6" of that objective marker, add 1 to the tally of your current Chivalric Quest.

HONOUR MUST BE SATISFIED

The Noble households do not forget those who have deeply wronged them, and the vengeance of their Nobles can only be tempered in the blood of the hated foe.

At the start of the first battle round, select one **MONSTER**, **VEHICLE** or **CHARACTER** unit from your opponent's Crusade army. At the end of the battle, if that unit was destroyed as the result of an attack made by an **IMPERIAL KNIGHTS** model from your Crusade army during the battle, that **IMPERIAL KNIGHTS** model gains 2XP. If, at the end of the third battle round, that enemy unit was destroyed as described above, add 1 to the tally of your current Chivalric Quest.

DEATH BEFORE DISHONOUR

Nothing tears at the noble heart so much as being anything less than dutiful. From such a nadir of self-doubt and with the disapproval of one's peers, only the most heroic feats can lift a worthy soul back to the heights of nobility.

You can only select this Agenda if your Crusade force is Dishonoured (pg 102), or if one of more units from your Crusade army have a Burden (pg 108). At the start of the first battle round, select one **IMPERIAL KNIGHTS** unit from your Crusade army. At the end of the battle, this Agenda is completed if one or more of the following apply to that **IMPERIAL KNIGHTS** unit:

- That unit destroyed three or more enemy units during the battle.
- That unit destroyed the enemy **WARLORD** during the battle.
- That unit is within range of one or more objective markers you control that are wholly within your opponent's deployment zone.

If this Agenda is completed, that **IMPERIAL KNIGHTS** unit gains 3XP and you can remove one Burden from that unit (if it has any). If that unit was your **WARLORD**, your Crusade force is no longer Dishonoured and you can swear your Knights to a new Chivalric Quest.

REQUISITIONS

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

FAILURE IS NOT AN OPTION — 2RP

With the success of an honourable quest hanging in the balance, abandonment of one's oaths is the last thing in the mind of the virtuous.

Purchase this Requisition after the third battle you have fought as part of a Chivalric Quest. Do not end that Chivalric Quest or resolve its rewards; instead, fight one more battle as part of that Chivalric Quest. After that fourth battle, that Chivalric Quest ends and you resolve its rewards.

LOYAL BONDSMAN — 1RP

While most Armigers can operate independently, it is common for their Helms Mechanicum to be neurally slaved to the command impulses of a larger Knight, rendering them subordinate. To accept such mental serfdom is to possess the rank of Bondsman.

Purchase this Requisition when mustering your Crusade army. Select one **ARMIGER** unit and one **QUESTORIS** unit from your Crusade army. Until the end of the battle, while both of those units are on the battlefield, that **ARMIGER** unit is always considered to be under the effect of that **QUESTORIS** unit's Bondsman ability.

HAND OF THE SACRISTAN — 2RP

As the needs of the lance change, a Noble can petition the Sacristans who serve their needs to transplant their bonded neural interface – whether Throne or Helm – from one suitable steed to another.

Purchase this Requisition when you add a new **IMPERIAL KNIGHTS** unit to your Crusade force. Select one of your pilots with a Level of Honour that is Esteemed or Virtuous (pg 104). That pilot's assigned **IMPERIAL KNIGHTS** model becomes vacant, and a model in the new **IMPERIAL KNIGHTS** unit becomes that pilot's assigned model. If the vacant **IMPERIAL KNIGHTS** model is an **ARMIGER**, the new **IMPERIAL KNIGHTS** unit must be an **ARMIGER** unit, or if your pilot has a Virtuous Level of Honour, the new **IMPERIAL KNIGHTS** unit must be a **TITANIC** unit. The new **IMPERIAL KNIGHTS** unit gains 6XP, and gains the Blooded rank.

OATH OF THE FREEBLADE — 1RP

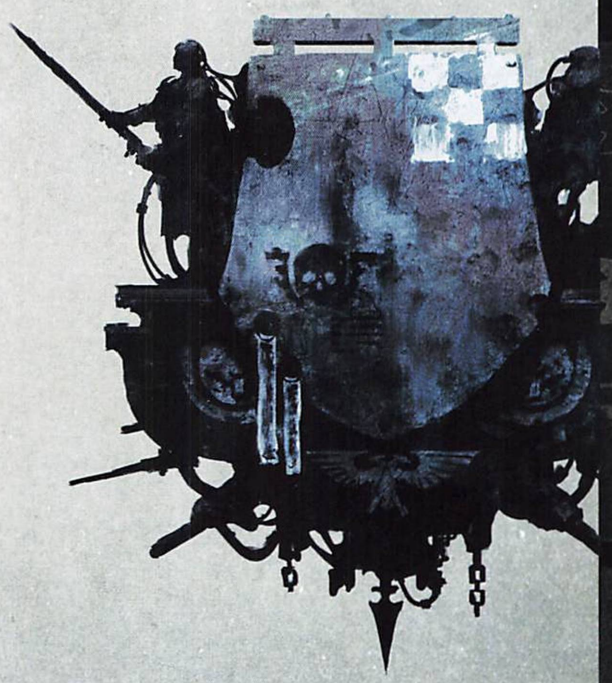
Some Knights forsake their houses to wander alone amongst the stars, or else are cast out as exiles. Such warriors are known as Freeblades and must carve out their path to glory.

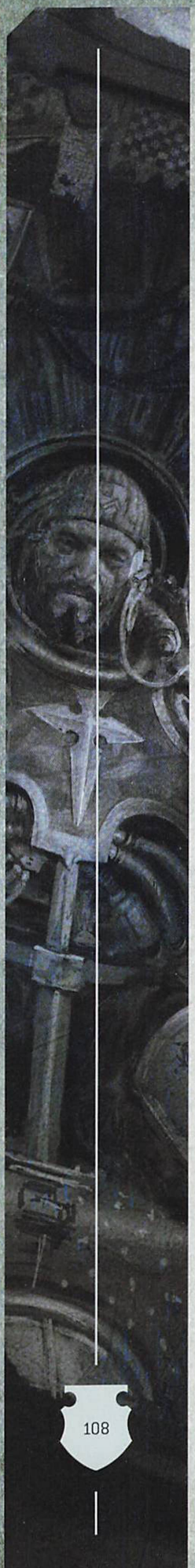
When you purchase this Requisition, select one of your pilots with a Level of Honour that is Aspiring or higher. You can change that pilot's Sworn Alignment to Freeblade. In addition, you can replace their current Mastery with a new one (provided no other pilots from your Crusade force currently have that Mastery). That pilot retains its allocated Chivalric points. Then generate a Burden for that pilot (pg 108).

AUTONOMY IN EXILE — 1RP

The unique origins of those who take up the mantle of the Freeblade, the necessities of survival and the influence of those allies they pledge themselves to mean that many of these lone warriors acquire a breadth of experience denied to the more hidebound.

Purchase this Requisition when you select a Mastery for a pilot with the Freeblade Sworn Alignment. You can select any Mastery for that pilot, regardless of any Sworn Alignment restrictions (provided no other pilots from your Crusade force currently have that Mastery).





BATTLE SCARS AND BURDENS

Each time an **IMPERIAL KNIGHTS** unit from your Crusade force gains a Battle Scar, roll one D6: on a 1-3, follow the main Crusade rules for gaining Battle Scars; on a 4-6, roll another D6. That unit's assigned pilot instead gains the relevant Burden from those listed in the table below. If this is a Burden that the pilot already has, roll again until it gains a Burden it does not already have. If a pilot has all three Burdens, they are killed in battle; remove that pilot from your Order of Battle and generate a new one.

'So much death have I seen. So many beloved kith and kin broken, their life force spent. So many honoured and ancient steeds shattered and burned. I cannot – will not – see this go unpunished. This I vow to the heretic foe: enjoy these times, for they shall be the last you ever experience. You will face your end at my hands.'

- Freeblade Yenior Pvortis, the Battle of the Xorehniol Drifts

BURDENS	D6

STAIN OF DISHONOUR

This Knight's failure is a deeply personal insult to those who live and die by the Code Chivalric, and their inclusion in the lance caused much political friction before battle, and much time lost that should have been used in war preparations.

This unit cannot use or be affected by Bondsman abilities.

BONDED IN SHAME

Such is the magnitude of this pilot's failure that they have become a pariah in their own household. They are one failure away from being exiled in shame.

Subtract 2 from this unit's Objective Control characteristic and worsen its Leadership characteristic by 1.

DESPERATE FOR REDEMPTION

Losing a Knight in battle is matched with a loss of standing and respect within a pilot's household. Determined to regain their honour, they will reject no challenge, no matter how deadly.

This unit is not eligible to Fall Back.

CRUSADE RELICS

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

ARTIFICER RELICS

EQUERRY'S VOX

This vox-system was installed into the Knight of a trusted vassal to an aloof High Monarch, and so the Noble was able to command the lowly masses without having to sully his own Knight by getting too close to the low-born.

Each time the bearer uses its Bondsman ability, you can select one other friendly **ARMIGER** model within 9" of the **ARMIGER** you selected with that ability; that other model is also affected by that Bondsman ability.

OATHBREAKER GUIDANCE SYSTEM

The Noble houses suspected of harbouring this Dark Age augury protocol claim that the machine spirits of their secondary weapons can scent dishonour. Those who would hide behind their thralls are swiftly hunted out and punished for their cowardice.

If the bearer is equipped with one or more Questoris heavy stubbers or Questoris multi-lasers, those weapons have the **[PRECISION]** and **[IGNORES COVER]** abilities, and each time an attack is made with one of those weapons, you can re-roll the Hit roll.

HEART OF SOL

This fabled plasma reactor is thought to have been made from one of the original STC blueprints created in the Dark Age of Technology. It is capable of channelling the primal wrath of plasma fire, imbuing the Knight with immense, if temporary, bursts of power. Such surges of the Omnissiah's holy lifeblood invariably damage the Knight, but it is only through sacrifice that great deeds can be achieved.

In your Command phase, the bearer can activate this Crusade Relic. If it does, the bearer suffers D3 mortal wounds, then select one of the following effects (if you select the third effect, you must also select one weapon equipped by the bearer):

- Until the start of your next Command phase, add 2" to the bearer's Move characteristic.
- Until the start of your next Command phase, add 2 to Advance and Charge rolls made for the bearer.
- Until the start of your next Command phase, each time the bearer makes an attack with the selected weapon, add 1 to the Wound roll.

ANTIQUITY RELICS

SANCTUARY

Despite whispers of its uncertain origins, the potent ion shield generator known as Sanctuary is a venerated war relic. Through the projection of rapidly modulating and overlapping energy fields, coupled with an emission of cleansing incense and a cycling barrage of data-hymnals, this device wards away the attacks of the enemy. The all-encompassing field clings to the Knight like an energised second skin, flexing and shifting with its movement and protecting it from even close-quarters attacks.

The bearer has a 5+ invulnerable save against melee attacks.

ARMOUR OF THE SAINTED ION

This carapace bodyglove is worn by the Knightly pilot. It is studded with electro-sockets that couple with the machinery of the Throne Mechanicum. Once bonded, micro-generators within the armour project streams of ionic energy, not only wreathing the pilot and their Throne in a protective shield but reinforcing and protecting the Knight's internal systems.

The bearer has a Save characteristic of 2+.

LEGENDARY RELIC

HELM OF THE NAMELESS WARRIOR

Though many great heroes through the ages have mounted this face plate upon their Knight suits, the names of both the suit and the valiant pilot who first bore this helm have been lost to history. Regardless of its origins, the Helm of the Nameless Warrior has become synonymous with murderous ferocity in battle.

Melee weapons equipped by the bearer have the **[DEVASTATING WOUNDS]** ability.

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.



CHIVALRIC CHAMPION

The legend of the warriors of your lance grows with each victory and valiant deed. Their names are known by the inhabitants of liberated hive cities, unshackled forge temples, freed orbital stations and cursed by those few foes that escape their wrath. Their time will come yet.

- You have completed one Chivalric Quest.
- You have won two or more battles.



CHIVALRIC PALADIN

You have upheld the Code Chivalric with glory, and the honour of you, your steed and your Noble companions is vaunted by millions of Imperial souls who inhabit the worlds you have stridden. The list of honours accrued by the warriors of your lance grows with each victory. Your crusade cannot stop now, duty demands it.

- You have completed two different Chivalric Quests.
- You have won five or more battles.
- Your Crusade force includes at least one pilot whose Level of Honour is Esteemed.



CHIVALRIC EXEMPLAR

The names of the warriors of your lance will live on in the myths and legends of a dozen star systems. The tally of foes slain and realms conquered in the name of those to whom you have sworn your undying oath of allegiance exceeds those of any other warrior to sit upon a Throne Mechanicum. Your steed's machine spirit echoes your shout of victory!

- You have completed four different Chivalric Quests.
- You have won ten or more battles.
- Your Crusade force includes at least one pilot whose Level of Honour is Virtuous.

Name of Pilot

Assigned Knight Suit

Sworn Alignment

Questor Imperialis ☐ Questor Mechanicus ☐ Freeblade ☐

Chivalric Quest

 ☐  ☐  ☐  ☐

Quest Tally

Mastery

Level of Honour

 ☐  ☐  ☐

Burdens

Stain of Dishonour  ☐

Bonded in Shame  ☐

Desperate for Redemption  ☐

Name of Pilot

Assigned Knight Suit

Sworn Alignment

Questor Imperialis ☐ Questor Mechanicus ☐ Freeblade ☐

Chivalric Quest

 ☐  ☐  ☐  ☐

Quest Tally

Mastery

Level of Honour

 ☐  ☐  ☐

Burdens

Stain of Dishonour  ☐

Bonded in Shame  ☐

Desperate for Redemption  ☐

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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 (which may include a lower and upper limit) 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.



Armiger Helverin	
1 model	145 pts

Armiger Warglaive	
1 model	150 pts

Canis Rex	
1 model	415 pts

Knight Castellan	
1 model	430 pts

Knight Crusader	
1 model	375 pts

Knight Defender	
1 model	435 pts

Knight Errant	
1 model	385 pts

Knight Gallant	
1 model	385 pts

Knight Paladin	
1 model	375 pts

Knight Preceptor	
1 model	375 pts

Knight Valiant	
1 model	435 pts

Knight Warden	
1 model	395 pts

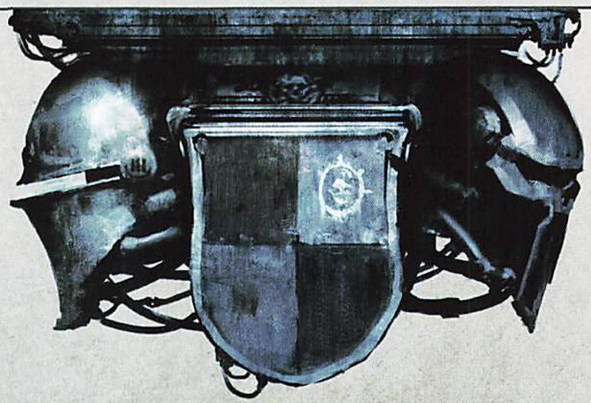
DETACHMENT ENHANCEMENTS

Valourstrike Lance	
Bearer of the Iron Chalice	5 pts
Bearer of the Lancer's Sigil	25 pts
Bearer of the Evanescent Ion	15 pts
Bearer of the Judicant's Helm	25 pts

Gate Warden Lance	
Acquisitor-at-Arms	5 pts
Purgation's Hand	10 pts
Augury Halo	20 pts
Vengeful Tread	20 pts

Questoris Companions	
Herald of Triumph	5 pts
Wyrmslayer Divination	5 pts
Pennant of Silvered Fury	5 pts
Crushing Condemnation	5 pts

Spearhead-At-Arms	
Mentor's Pride	20 pts
Fables of Nightmare	10 pts
Tales of Heroism	10 pts
Martial Tuition	15 pts





Each Imperial Knight is a towering engine of destruction, a walking killing machine whose every thunderous step shakes the battlefield. They bristle with heavy cannons and energy beamers and bear devastating close-quarters weaponry capable of smashing through battle tanks. At the heart of each Knight suit is a Noble pilot, neurally linked to the war machine itself via their Throne Mechanicum through which seethe gheist voices that whisper advice. Even a single Imperial Knight is more than a match for infantry squads or divisions of enemy war engines. To witness an entire army of these behemoths is to see first-hand the glory and power of the Imperium. They stride forth from their keeps resplendent, their heraldry gleaming and pennants snapping. With every valorous deed of destruction, deafening challenge and daring charge, they proclaim their proud heritage and countless conquests.

INSIDE YOU WILL FIND:

- The legendary origins and chivalrous histories of the Imperial Knight households, along with details of the wars of honour these heroic companions wage in defence of Humanity.
- All the rules you will need to elevate your collection of Imperial Knights Citadel miniatures into a glorious lance of questing Nobles and their titanic steeds ready to engage across the tabletop in Crusade or Matched Play games of Warhammer 40,000.
- An evocative showcase of expertly painted Citadel miniatures that displays the Imperial Knights in their regalia, including details on their heraldic conventions as well as a step-by-step painting guide to get your own collection Battle Ready and into action.

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