





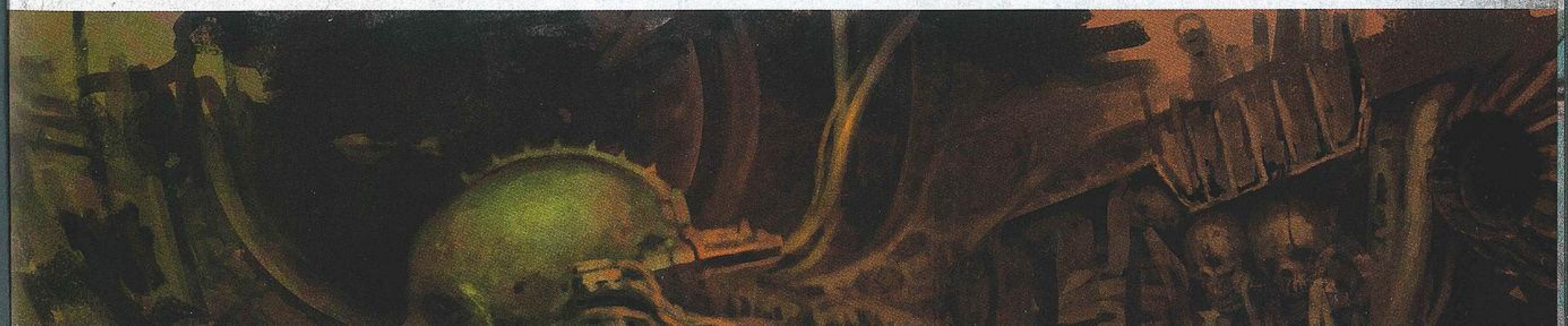






CHAOS KNIGHTS

The ancient fury of awakened demigods seethes at their infernal cores. It rushes in a roiling, burning intensity across tainted matrices. Through twisted neural links it pours into the hate-filled minds of Fallen Nobles, poised to conquer their foes from upon graven Thrones. Warped by malice, these scions' hearts beat with the fires of their engines' furnaces and their every gesture means death and destruction.





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With thanks to the Mournival and the Infinity Circuit for their additional playtesting services

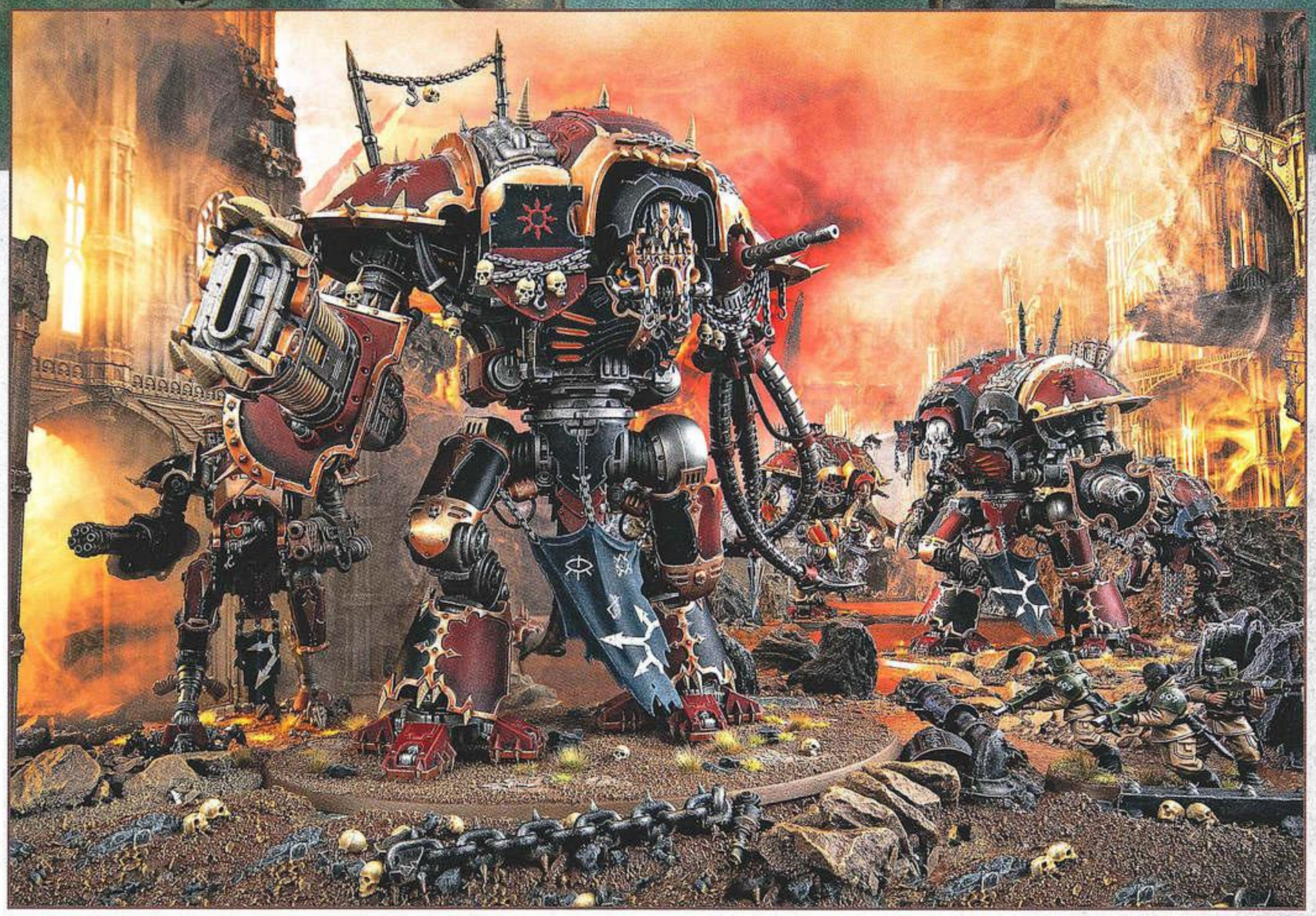
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INTRODUCTION

Hail, scion of damnation, and prepare to take your rightful place upon your warped Throne. From there, armed with the dangerous knowledge contained in this tome, the galaxy awaits your conquest. Welcome to *Codex: Chaos Knights*, within which you will find the fell histories of Fallen Nobles and the corrupted Knight suits they pilot to battle as they further the will of the Dark Gods.

To steer an army of Chaos Knights to war is to command an earth-shaking, unnatural force of titanic constructs. They advance under a malefic pall of dread – their enemies cowering behind defences that will soon shatter beneath the pummelling of destructive weapons. Chaos Knights combine a mighty technological strength dating back to Mankind's lost ages with the corruptive power of the warp. Energy coils and power generators hum, before the cannons they power unleash searing blazes of fire and explosive shells. Flickering ion shields expertly deflect their enemies' return fire. Coiling shadow wreaths the Chaos Knights' forms, underlit by the smouldering flames of their ruined foes. Piloting these mechanical behemoths from within arcane Thrones are the Fallen Nobles. These lords and ladies form dread households, corrupted dynasties of nobility descended from what was once the very best of Mankind. Now their allegiances are to the Dark Gods of Chaos and their own grand ambitions.

Chaos Knights provide new hobbyists and veteran gamers alike with an exciting array of unique gaming and painting opportunities. The number of models in an army may be relatively small, but each is equal to many times their number. Even the smaller War Dog-classes of Chaos Knight can swiftly hunt down and destroy several of your opponent's units. Larger Abhorrent-class Knights, such as the Rampager, can trample lesser foes and tear apart enemy tanks up close with monstrous claws and blades, or at range with powerful cannons.

Whether pledging your models to a particular dread household or marking them as kinless Dreadblades, every Chaos Knight offers painters a large canvas on which to exhibit their skills. The models' large armour panels can sport heraldries – bold or complex – reflecting personal glories, triumphant kills or pacts to their household or infernal masters. You may wish to paint your Knights in cold mechanical hues or add in fleshy colours to represent the dubious boons and mutations of the Chaos Gods.

This Codex contains all the background, rules content and heraldic guidelines you need to collect your own force of Chaos Knights and to tailor your models' infernal abilities. You will also find additional rules content in the Crusade section that allow you to lead your Knights on an ongoing quest for conquest, and perhaps commit to dark pacts that take them down the terrifying road to utter damnation.

With a roar of tortured engines and the scream of insane machine spirits, the dread and towering nobility of extinction descend upon their enemies. Chaos Knights are gigantic and warped abominations of iron, malice and eternal hatred. With earth-shattering strides they annihilate buildings, and with colossal treads they grind foes into a bloody paste – all the while unleashing annihilating firepower from monstrous weapons of ancient origin.

A single Chaos Knight is a giant, mobile warsuit many times the height of a man. They are of ancient design, crafted in a dark age to withstand the terrors of the galaxy. Now, its power and awesome presence is turned upon any its master wishes. With roars blaring from emitter grilles, burning energies and streams of fist-sized shells, it can flatten a fortress by itself and tear through entire formations. Yet few operate as lone hunters, and the forces of many worlds have whimpered in fear at the sight of armies of these predatory giants advancing on their positions. Despoiling behemoths deflect the enemy's fire from their ion shields as they advance inexorably, while swifter hunting engines rake their masters' victims with ambushing enfilades.

The titanic Knight suits are piloted by Fallen Nobles from twisted households, serving the dark wills of the Chaos Gods from upon their Thrones Mechanicum. They are heirs of corrupted dynasties, or vicious sellswords who seethe with an endless desire to conquer and rule. They hate the Imperium, seeing it as a swathe of weak serfs whose only destiny is to die or to serve in cowering obeisance to the dread households' superiority. Their once rigid codes of honour and chivalry have been warped and twisted to selfish and diabolical ends, employed to justify any heinous deed.





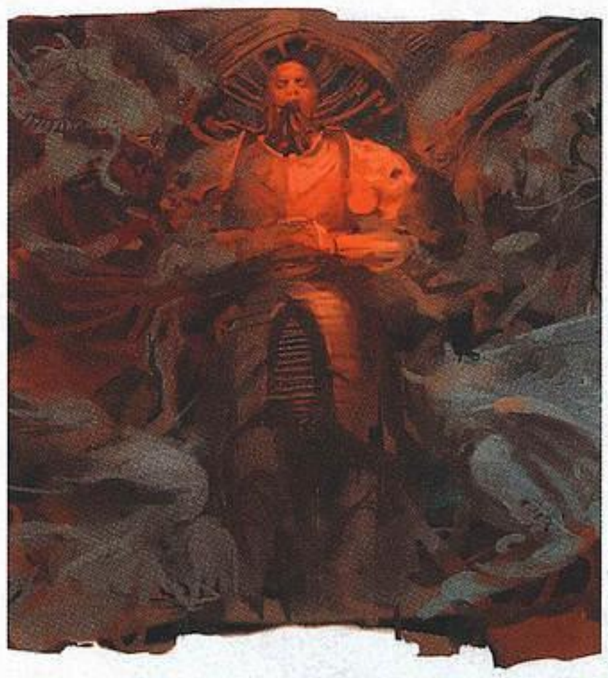
A DARK NOBILITY

Chaos Knights tower over the battlefield, each a god of war wrought in iron. Piloted by Nobles who have forsworn their allegiance to the Imperium, these bipedal engines of destruction are amongst the most fearsome creations in the galaxy.

Only those possessed of tyrannical will, indomitable might and unmerciful focus may sit upon the infernal Throne of a Chaos Knight. Such pilots ascend in that moment to become demigods of war. All others become nought but fuel to feed the engine's furnace heart.

The dread roar of tortured engines and warp-infused macro-servos precedes the coming of the Chaos Knights. With vast strides, the gargantuan machines draw ever closer to their quarry, their trudging footfalls sending quakes through the shattered earth. Long shadows extend before them, shrouding their enemies in darkness, whilst suffocating plumes of plasmic exhaust pour down from maw-like vents in their carapace. Those marked for death by the Knights are gripped by the inescapable truth that their doom approaches and, as they open fire upon the towering machines, the last of their hope evaporates. Flickering ion shields absorb the incoming fire, energy blasts dissipating and artillery shells exploding harmlessly before they can strike their targets. Undaunted, the Knights continue their ominous march. Their bristling weapons systems grind into firing positions and, with thunderous cracks, they unleash annihilation upon the foe.

Enormous melta weapons shoot beams of searing heat that erupt into fiery novas, immolating infantry and reducing armoured vehicles to bubbling slag. Monstrous battlecannons rain hails of explosive shells upon the foe, detonating with enough force to crack open a ferrocrete bunker. Rockets and missiles streak through the skies towards the most threatening opponents, annihilating these priority targets with punishing swiftness. Those enemies not instantly obliterated by the opening barrage are cut down by blinding bursts of laser weaponry, or atomised by the Knights' plasma-fuelled armaments. As the survivors desperately seek to hold the line, the Knights fire streams of solid shot that tear through flesh and armour, leaving only shredded corpses and a thick crimson mist where soldiers once rallied. Those who do not flee at the titanic machines' approach are blasted apart at close range, immolated by jets of burning promethium or simply ground to pulp beneath immense, taloned feet. Looming over their enemies, the Knights swing their colossal chainswords in reaping arcs. Jagged adamantine teeth saw through tank hulls with contemptuous ease and liquefy the hapless crews inside. Other Knights use a warpstrike claw to pulverise their foes, crushing war machines to scrap with their obliterating grip or using the energy-wreathed fists like wrecking balls to batter aside all resistance.



ANCIENT ENGINES OF WAR

Each Chaos Knight is an unhallowed relic of Humanity's ancient past. They are twisted reflections of the Imperial Knights, corrupted in form and spirit by fell sorceries, dark worship and malefic re-engineering. The Knight suits were first created using Standard Template Constructs during the Dark Age of Technology, and some have survived through the innumerable wars that have characterised the long millennia since. For generations uncounted, the colossal war machines have been piloted by Nobles. These aristocratic warriors are possessed of enough physical, mental and spiritual fortitude to survive the Ritual of Becoming, commune with the Throne Mechanicum at each war machine's heart and thus bond with their Knight suit. In the case of Chaos Knights, such rituals are tainted by warp entities, malefic sorceries and the perversions of the Nobles themselves. At first, the Knight may appear unchanged but, in its core, the irrevocable process of rot has already begun. Over years or even centuries, Chaos energies seep into the war engine, torturing its machine spirit and mutating its mechanical form. Where once the suit and its pilot were a gleaming beacon of Imperial honour, the Chaos Knight and its Fallen Noble now comprise a symbiotic beast of unfettered wrath and base hatred.

A single Chaos Knight has as much resilience and firepower as a small army. Those that have turned upon – or even butchered – the rest of their knightly household are termed Dreadblades by the Ordo Hereticus. They typically operate as lone wolves and mercenaries, lending their immense might to heretical warlords in exchange for relics, arcane knowledge or fief planets upon which they can enact their cruelties. Dreadblades are often followed into battle by hordes of warriors, Chaos Space Marines who revere the Knights' destructive potential and throngs of cultists who worship the machines as manifestations of the Dark Gods' will. At other times, multiple Dreadblades will gather together, focusing their disparate fury towards a single purpose.

Even more terrifying than the individualistic Dreadblades are the Knight houses that have fallen in their entirety to Chaos. Those that have sided with Traitor Titan Legions and the Dark Mechanicum are known as Infernal houses, and use techno-sorcery and daemonic entities to bolster the capabilities of their Knight suits. Other knightly courts, known as Iconoclast houses, have more varied heretical allegiances. Some have renounced their allegiance to the Imperium in order to maintain oaths of fealty to Heretic Astartes Legions or the Dark Gods themselves, whereas others have done so to carve out their own dread empires.

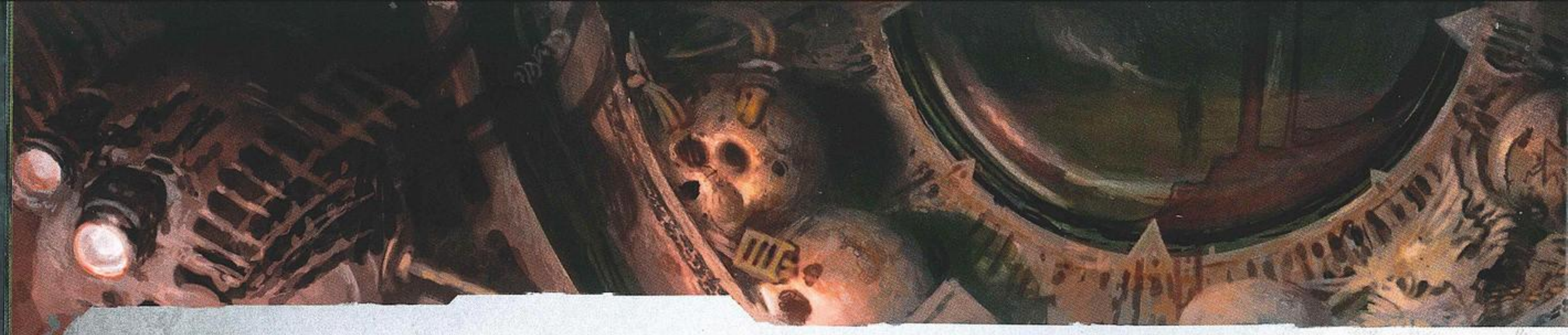


IDOLATORS

To maintain the integrity of their Chaos Knight suits through countless brutal wars, Fallen Nobles rely on the artisans known as Idolators. Like those whom they serve, Idolators are an aberrant offshoot of peoples loyal to the Imperium. Where the Sacristan orders are trained by the Adeptus Mechanicus, inducted into the holy mysteries of the Omnissiah so that they might minister to the Knights of the Noble houses, Idolators learn their craft within the screaming soul forges of the Dark Mechanicum. Through diabolic rituals they entreat the entities that dwell within the warp, sacrificing living victims and mighty machines on great cog-shaped altars. Using such practices, they glean knowledge of how Chaos Knights function and – more importantly – they learn how to desecrate the ostensibly incorruptible technologies of the Thrones Mechanicum.

Often there will be multiple cabals of Idolators dwelling on each Chaos Knight world, each with the ability to repair battle damage sustained by the mechanical suits. The power of these cabals waxes and wanes with the services they can provide to the Fallen household. Some know the secrets to perform mecha-inductive rituals that will vastly augment a prominent Knight's power. Others may be able to subjugate their liege Noble's rivals through the installation of psychic yokes and spiritual shackles. Then there are those Idolators who have learnt the sorcerous ways of the warp and can provide glimpses of the future, so that a despotic Chaos Knight can better direct their next campaign of terror.

Competition between cabals is encouraged by the nobility, and war is common between opposing groups of Idolators. Should a cabal fall out of favour with the Nobles they serve, their flayed corpses may be used to decorate the Fallen household's Knight suits. However, such actions are not taken lightly; to incur the ire of the Idolators is to invite a nightmarish demise. Many a Fallen Noble who has slaughtered an Idolator has subsequently been devoured by their own Knight suit, or has had their soul ripped to pieces by a warpsurge within their Throne Mechanicum. The most cunning Nobles ensure that the Idolators in their service have some other target upon whom such malice is likely to fall.



THE CORRUPTION OF CHIVALRY

Where each loyalist Knight embodies a long history of honour and self-sacrifice, the Chaos Knights come from a lineage of horror and depravity. Only through unspeakable atrocities and malefic rituals were these knightly lines able to be corrupted, and the tally of slaughter has only been added to since their fall.



Millennia ago, the Great Crusade saw worlds across the length and breadth of the galaxy brought under the Emperor's almighty rule. But at its zenith, the Imperium was shattered by treachery. Warmaster Horus and half of the Space Marine Legions succumbed to the corruptions of the warp and, in the name of the Dark Gods, launched an apocalyptic campaign against the Imperium. The galaxy was riven by civil war – the Legiones Astartes slaughtered their erstwhile allies, worlds were incinerated by teeming armies of heretics and the light of hope carried forth by the Emperor was replaced by bitter darkness. It was during this time that the first Knights fell to Chaos.

Many amongst the Imperium had thought it impossible for the Noble houses to be corrupted. The Thrones Mechanicum to which they were bonded altered the Nobles' psyches and synaptic make-ups, conditioning them against harbouring thoughts of betrayal or sedition. Indeed, the majority of the Knight worlds fought aggressively to stem the tide of heresy, putting down any rebellious elements within their own societies before joining in the wider battle alongside the loyalist Space Marine Legions. Due to their sheer power and unflagging loyalty, the Knights were crucial to the Imperial war effort on countless bloody battlefields. Yet it was this same loyalty that led some to side with the Arch-enemy.

Innumerable Mechanicum forge worlds sided with Horus, as did many of the Knight houses that had sworn undying fealty to the Tech-Priests of those worlds. As the Dark Mechanicum delved deeper into the arts of profane techno-sorcery, so too were the Knights in their service tainted by Chaos. Rune-marked Knights



marched to war alongside Traitor Titan Legions, unleashing devastation upon the defenders of the Imperium. Other Fallen households upheld their oaths to Space Marine Legions that turned traitor. The Nobles of these houses followed their own codes of conduct to the letter – serving without question and answering all calls to war – and in doing so placed themselves on the path to damnation. Other Knights turned upon their own houses and renounced all ties to their bloodlines, swayed by the whispering of malefic entities in their dreams or bound to the will of the Dark Gods through sorcerous rituals. Thus were the Chaos Knights born and – in the hundred centuries since – they have continued to spread death and terror throughout the stars.

For a Noble to bond with their Throne Mechanicum is a harrowing process. Only the most worthy individuals – women and men possessed of formidable physical, mental and spiritual strength – are able to survive the Ritual of Becoming. Those who do are forever changed. In the fastness of each Noble house, there is a sacred room known as the Chamber of Echoes. Within the Chamber of Echoes, the would-be pilot is wired into a Throne Mechanicum and left in isolation so that their worth may be judged.

Residing inside the Throne Mechanicum are the gheist-like echoes of each of its former occupants. Every one of these electro-spirits was once a Noble and it is they who assess the new supplicant's worth. Coursing through the neural sockets directly into the Noble's mind, they are able to pry open the supplicant's innermost thoughts and closely guarded secrets. The ritual lasts long and terrible hours, and those Nobles who are found wanting are utterly consumed by the process. Those who are deemed worthy are bonded eternally with the Throne Mechanicum, and with their forebears who dwell inside it.

The Ritual of Becoming is not only the means by which a Noble becomes a pilot – it is a necessary defence against corruption. A Throne Mechanicum is a shield to prevent the awesome power of a Knight from being wielded by one capable of treachery. From the moment they Become, a pilot's thoughts are influenced by their Throne, even when they do not sit in it. Notions of fealty, obligation and hierarchy are emblazoned at the forefront of the pilot's mind, as is a deep and undivided respect for the Noble's ancestors and their household traditions. Such conditioning should make treachery impossible, but the will of the Dark Gods is strong, and their corruptions truly insidious.

Knights have continued to fall to Chaos in the millennia since the Horus Heresy. Surviving Knights returning battered from long crusades have brought more than tales of heroism back with them. Decades of slaughter against enemies steeped in the stuff of the warp can erode the resolve of even the most stoic Noble – the corruption of Chaos working its way into their mind through the connection of the Throne Mechanicum. Knight worlds lying on the edges of raging empyric storms have been inexorably transformed by the outflow of raw warp energy. On more than one occasion, such a planet has been enveloped entirely by a nightmarish tempest only to later re-emerge – its population devoured by daemons and its war engines hideously transfigured.

Other Knights have slowly succumbed to corruption over the long campaigns they have fought on the side of the Imperium. After butchering endless tides of frenzied heretics for centuries without rest, the pursuit of carnage can become synonymous with duty. This is especially true for those Knights fighting in isolation from their household kin, or in war zones where reality is distorted by the dread influence of the warp. Caked in the blood of a thousand conflicts and faced with horror in every direction, the mechanised warriors lose the ability to differentiate between ally and enemy. Even the spectral gestalt of their Throne Mechanicum becomes blinded by the need to kill, not caring who or what is the focus of the Knight's destructive fury. Several Knights thought lost in battle have later been discovered to have fallen, and to have continued their slaughters unabated.



CHAOS KNIGHT WORLDS

As the Knight houses became evermore corrupted, so too were their worlds transformed into horrific mockeries of their former glory. Where once the denizens of these planets had looked to their Nobles for leadership and protection, now they were reduced to a terror-filled existence. The populations of entire cities were hunted for sport by their knightly overlords. Fallen Nobles supplied tithes of living Humans to their heretical lieges to be used in sadistic rituals or the forging of daemonic pacts. Where once the would-be Knight pilot proved their worth in solemn duels, they now engaged in competitive slaughters of their own subjects.

Depraved cultures took root in every echelon of society on these Chaos Knight worlds. Teeming cults worshipped the Dark Gods openly. Fallen Nobles competed to raise the greatest fanes to the Ruinous Powers. The landscapes became pocked with charnel pits that overflowed with the corpses of defeated enemies. These planets that had been bastions of order throughout the Age of Strife metamorphosed into deep wells of anarchy, from which the taint of Chaos seeped further into reality.

In fealty unquestioning does nobility lie. Not for us, the querulous doubt or prating moral protestation. What the weakling and the coward call atrocity we know as duty, for honour demands not judgement, but obedience to our masters' wills.



ICONOCLAST HOUSES

Iconoclast houses are defined by the malice and madness that led to their corruption. In place of honour, they pursue only conquest, destroying whatever enemies stand before them to expand their tyrannical domains. Many have long histories of depravity that stretch back for thousands of years – though new Iconoclast houses can be formed wherever the taint of the warp takes hold.

The pilots of the first Iconoclast households had already Become before the Horus Heresy. The enormity of the Imperium's fracturing had devastating effects on those Knight households whose allegiances lay with the traitors. As the heretical war spread across the galaxy, the ghosts within hundreds of Thrones Mechanicum howled in anguish. Their imprinted spirits were tortured by the impossibility of upholding their honour and maintaining their loyalty in the face of their traitor masters' deeds of betrayal. The neural outcry was such that some Nobles were driven insane by it, while others suffered gruesome cranial haemorrhages. Others still continued blindly into damnation, claimed by that most insidious trap of believing honestly that those to whom they had sworn their oaths fought for a just cause.

The vast majority of turncoat Nobles were subjected to immense torments. They were ceaselessly assaulted by feelings of shame and hatred – their every negative emotion amplified and echoed by the ancestral spirits of their Thrones Mechanicum. According to the Code Chivalric, failure to perform one's duty is a transgression that can only be absolved through selfless service. As such, these Knights fought all the harder for their treacherous lieges. At the commands of their heretical lords, lances of Chaos Knights tore bloody paths through the Imperium's armies. Once-honourable Nobles led attacks to desecrate cities and enslave the populations of entire



planets. Miles-high statues dedicated to the Emperor were toppled by Knights' ceaseless bombardments and, in their place, profane monuments were erected to glorify the cruelties of the Dark Gods. These attempts to quell their self-loathing through unquestioning service only added fuel to the fire. The Knights were compelled towards greater extremes of brutality and further depths of depravity and, with every debased action, the screams of their Throne Mechanicum grew louder.

Over time, the Chaos Knights became unrecognisable as the valiant warriors they once were. Some had transformed into incarnations of carnage. They hacked their way through the steel and flesh of their foes, seeking to drown their unrelenting anguish in oceans of blood. Others became agents of instability, their motivations and allegiances upended constantly by the hateful tempests that raged in their souls. The insanity that festered inside each Chaos Knight corroded their notions of chivalry, twisting concepts of honour and duty into new and nightmarish ideals. These Fallen Nobles justified the most heinous atrocities they committed, reasoning that since they had been bred to be exemplars of virtue, every action they took must therefore be virtuous. Whilst incinerating the defenders of an Imperial bastion, a Knight would conclude that such measures must be necessary, for otherwise, their codes of virtue would not allow them to immolate their victims. By the same grotesque logic, if roasting alive a hundred Imperial soldiers was an act of honour, then there could be no greater honour than seeing the entire galaxy set ablaze.

Since the Horus Heresy, thousands of individual Knights and even whole Knight households have fallen to Chaos. Each instance of treachery is a monumental blow to the Imperium. The Nobles and their Knight suits are not only crucial cogs in Humanity's war machine, they are considered to be among the most unshakeably loyal servants of the Emperor. The mere suggestion that a Noble could forswear their vows and fight against the Imperium's servants is tantamount to blasphemy. It is whispered that the Departmento Munitorum has had Imperial officers executed for heresy rather than lend credence to their claims that they have done battle with turncoat Nobles. Yet the terrifying reality is that Chaos Knights bent on anarchy and slaughter march upon the Emperor's realm in ever greater numbers.

Chaos Knights are able to cover enormous distances when battling across a planet, marching unhindered through toxic atmospheres and over irradiated continents to reach their enemies. When their wars stretch beyond a single world, many of their kind use corrupted Explorator craft and mass conveyance barges to transport themselves to the front lines. On the most warp-drenched battlefields, the horrific war engines have even been known to storm forth from empyric tears in reality. Streamers of sickening warp-stuff cling to their brutal forms like fluttering pennants as they unleash fusillades of monstrous firepower, tearing enemy squads apart.

Fallen Nobles embark on campaigns of destruction for many reasons. Some do so to conquer territory in the name of the baleful deities they worship. Others have sworn fealty to the Dark Mechanicum, the Heretic Astartes or powerful daemonic entities. Others still are driven by insanity and profane visions, launching quests to upend the very fabric of existence and transform the galaxy into a twisted hellscape.

The tortures endured by each Chaos Knight pilot serve to permanently corrupt their Throne Mechanicum. Upon their death, the imprinted remnants of a Fallen Noble remain in their Throne, where their twisted visions of virtue spreads to the other spectral echoes like a rampant infection. No longer will the Throne serve to shield the pilot from corruption – it now feeds the depraved desires of those who would bond with it. Bloodlust, sadism and psychosis were fostered in the lines of Fallen Nobles that flowed from the first Chaos Knights, giving rise to the tyrannical warlords of the early Iconoclast houses.

THE DARK GODS

Lurking behind the skin of reality lies a realm of infinite energy, emotion and possibility known as the warp. It is a hellish dimension where the passions, hatreds, desires and fears of the galaxy's peoples coalesce into monstrous entities. These are the four Chaos Gods: Khorne, the Blood God, patron of warriors and murderers, font of infinite rage; Tzeentch, the Changer of the Ways, master of fate, sorcery and mutation; Nurgle, the Plague Lord, the bloated and ebullient deity of disease; Slaanesh, the Dark Prince, the ultimate expression of hedonism, vanity and obsession. It is from the stuff of these abhorrent beings that the daemons of Chaos flow and it is to their cruel wills that those entities are enslaved – as are countless damned mortals. Lurking beyond the veil, the Chaos Gods war ceaselessly with one another and with the denizens of realspace, their daemonic foot soldiers surging through wherever a warp storm or empyric breach forms.

Many Fallen Nobles have been seduced by the poisoned promises of the Chaos Gods, just as the Traitor Legions were before them. In some cases, entire Iconoclast or Infernal houses devote themselves to a single deity. They daub that god's sigils upon their Knight suits, raise profane temples and idols to their chosen patron and dedicate the souls of those they slaughter to their empyric master. Others are pantheistic in their worship, with individual Fallen Nobles choosing different patron gods to the remainder of their household, or offering dark prayers to whichever deity they believe will aid them in any given moment. The Chaos Gods are vast entities whose gaze spans all of time and space, and to catch their fleeting regard for even an instant requires deeds so ghastly that they will stain their perpetrator's soul forevermore. Yet for those damned few who earn the gods' blessings, the rewards can be great. Gifts of earthly power are granted to those who sell their eternal soul to the Chaos Gods, from flourishing psychic abilities to boons of physical might or unholy fortitude – at times, even the sudden conjuration of daemonic armies to fight alongside the chosen Noble.



INFERNAL HOUSES

Through close ties with the Dark Mechanicum, the Infernal houses find evermore twisted ways to warp their weapons and machinery. In brutal campaigns, they strip worlds of their material resources and enslave entire populations, funnelling their plunder into nightmarish rituals to infuse their Knight suits with the power of Chaos.

Iron and flesh, wire and vein, steam-scald pipe and pounding heart. Rolling eye and glowing lens, tendril, talon, cog and fang. Meld them all amidst the flames. Bathe them in the warpfire's light. Call the beast beyond the veil to tear the loyal soul apart.

Not all Knights fell to Chaos in the same manner as those of the Iconoclast houses. Those whose pilots had sworn allegiance to the heretics of the Dark Mechanicum were the subjects of countless dread rituals, each designed to corrupt the supposedly incorruptible technologies of the Thrones Mechanicum. The true knowledge of how the Thrones functioned was beyond the ken of even the most ancient magi, but the colossal military potential of the Knights spurred them to conduct evermore depraved experiments.

The traitor magi of the Dark Mechanicum emerged millennia ago from a schism among the Tech-Priests. Amongst the myriad organisations that made up the Great Crusade, it was the Mechanicum of Mars that was most successful in securing oaths of fealty from the Knight houses. The Martian Tech-Priests coveted the ancient archeotech that they possessed and were eager to exploit the rich mineral wealth of the various Knight worlds. In return, the Sacristan orders who tended to the Knights were inducted into the confidence of the Omnissiah, regaining many lost secrets of mechanical artifice that allowed them to better serve their masters. From the ashes of the Horus Heresy, loyalist Tech-Priests emerged as the Adeptus Mechanicus. The hereteks of the Dark Mechanicum, however, fell deeper into unholy techno-sorcery, taking the Houses that had sided with them down a dark path indeed.

On hellish forge worlds, dark magi created their own grim simulacra of the Chamber of Echoes; into these Screaming Oubliettes they dragged the Thrones Mechanicum from captured Knight suits, often with the broken and bloodied pilot still attached. Many of these chambers were lined with arcane devices that were used to bombard the captive Thrones with focused warp energy. Others bristled with mecha-dendritic tentacles that parasitically fused themselves to the Throne; through them, daemonic entities were able to surge into the host tissue of the neurally wired pilot. Certain sects of the Dark Mechanicum raised base warrior champions who fought one another for the right to bond with a Knight suit. These individuals were not trained in the ways of the Noble households, but the prospect of piloting blinded them to the dangers of attempting to Become.



The results of these procedures were ubiquitously gruesome. But amidst the tortured cries, the explosions of flesh and the scrapcode howls of the tainted Thrones, the magi of the Dark Mechanicum gleaned volumes of morbid data. Arcane procedures were devised to scramble the gheists that dwelt within each Throne. Specterphagic daemons were summoned to devour the spirit echoes of pilots past. The Thrones Mechanicum and the Knight suits themselves were seeded with pathogenic scrapcode and, in some rare cases, the magi used their technologies to open interstitial warp rifts inside the ancient circuitry clusters. Though only a fraction of the Knight suits and Thrones that were captured survived these torturous experiments, those that did were corrupted beyond redemption, as were any pilots unfortunate enough to survive. Through unspeakable procedures, the Dark Mechanicum bonded these Fallen Nobles to their tainted war engines, thus creating the progenitors of the Infernal houses.

Chaos corruption seeded into a Throne Mechanicum spreads into the rest of the Knight like rot. The Knight's massive actuators, the hissing capacitors of its baleful weapons and its red-hot reactor core are bent to the insane will of the pilot, and the spectral inhabitants of the Throne. No longer does the war engine march with bold and purposeful strides, with every colossal movement being the result of generations of discipline and training within the Noble households. Instead, the Chaos Knight lopes forwards with predatory haste, eager to drink in the deaths of its next band of foes. Gone is the imperative desire to protect its allies, to form the immovable centre of a defensive line or the unstoppable point of a combined charge. The Chaos Knight's machine spirit cares nothing for those alongside whom it fights – whether they live or die is of little concern so long as it can engage in rampant slaughter.

If a loyalist Knight is akin to its Noble's valiant steed, Chaos Knights are closer to rabid war hounds. A Fallen pilot fights constantly to retain dominance over their hate-filled war engine and force it to obey their will. It is a fight from which not all Fallen Nobles emerge victorious. Drooling blood or acidic oils, ocular lenses burning with murder-lust and hulls wreathed in miasmal fumes or crackling hellfires – it is clear to all who look upon Chaos Knights that whatever nobility resided within these deranged war engines, it has long soured into hate and madness.

THRONES MECHANICUM

A Fallen Noble pilots their war machine via their link with the arcane contraption that is implanted into their Chaos Knight's cockpit – a Throne Mechanicum in the larger Knights or a Helm Mechanicum in the smaller classes. Neural jacks and cerebral uplinks connect the pilot's nervous tissue to the device, allowing them to directly interface with the machinery of their steed. Actuators and omni-motivators are driven by streams of hateful thoughts, whilst sensory information and multi-spectrum auspex relays feed into the Noble's mind with burning clarity. Within each Throne Mechanicum are the spectral echoes of its previous pilots – screaming techno-gheists whose suffering increases exponentially as the Knight to which they are bonded grows ever more warped. Only the most indomitable Fallen Nobles are able to commune with a Throne Mechanicum. Those that do can spur their Chaos Knight into action by inimical will alone. Nobles who are wired into a Helm Mechanicum are similarly twisted by Chaos energies that have been absorbed by their war engine. The Helms also yoke these pilots' minds and souls to the will of their knightly overlords.





Baron Ashlokke of Lucaris sat enthroned within the ironclad shell of his Knight Desecrator, Bleak Threnody. He looked down upon his foes as they scurried through the mud before him and felt nothing but contempt. Ashlokke hadn't troubled himself to learn what name his enemies went by. They were loyalist worms. They were beneath him. That was all he needed to know. They skulked amidst the tangled pipes and processing shrines that filled Sombria's dark canyons, sending up a hail of lasfire and explosives that splashed against Ashlokke's ion shield.

'Repugnant,' Ashlokke growled. Neural jacks carried his thought-impulses to Bleak Threnody's actuator bundles and the massive Knight stomped forward. Silvery rain beat a tattoo against the war engine's hull and every footfall sent gleaming water into the air beneath Bleak Threnody's titanic weight.

With a thought, the Baron triggered his Knight's laser destructor. Lurid blasts tore through the soldiers before him, rupturing fuel pipes and sending blazing promethium jetting over those not caught by Ashlokke's salvo.

Another stride and proximity alerts chimed in the Baron's sensorium. A red rune flashed to his left. With a snarl, he brought his Knight's taloned gauntlet up and swatted at a mass of gantries and pipework jutting from the canyon wall. It tore away in a shower of sparks, taking screaming soldiers with it as it fell.

The enemy had retreated into Sombria's industrial canyons after their failure to hold their vaunted bastion line. They had reasoned, perhaps, that the invading forces prized their world's infrastructure. By using that infrastructure as their last line of defence, they had hoped to force the Knights of Lucaris and their Black Legion allies to caution, and to restrict their forward momentum amidst the tight-packed canyons.

Ashlokke supposed the Black Legionnaires and their mortal lackeys might care for such things. He had not deigned to ask. Instead, he had led his lances into the canyons without pause, and they had smashed and trampled a path forward without heed to the destruction they wrought.

A fresh storm of fire hammered Ashlokke's ion shield. Instinctively, he tilted the projectors to better soak up the incoming barrage. Several shots punched through and he hissed at the haptic feedback as rents were blasted in his Knight's carapace. Ashlokke flicked his eyes across his vid-feeds and spotted knots of black-armoured warriors dug in behind a pipeline. Some carried man-portable heavy weapons. They were already reloading to fire again.

'Iron Hands,' he grinned. These were worthier prey. Ashlokke only lamented that there weren't more of them. A thought triggered his laser destructor again and he marched its fire along the enemy battle line. The blasts vaporised a number of the Adeptus Astartes and compelled the rest to hasten aboard their waiting transport tanks. As the vehicles tore away through mud and silvery puddles toward the next Imperial defence line, spectral voices echoed through Ashlokke's mind. The gheists of his Throne snarled exhortations for him to slay and tear, or else mocked him for the paucity of his offerings. Ashlokke dismissed them with an effort of will. Now was not the time to be distracted.

'*Sorak, Asorak – the foe retreat again*,' he snarled into his vox. '*They think to lure me. Punish their presumption.*'

'*In Lucaris' name, I serve*,' chorussed the two bond-serfs as one. Ashlokke felt their compliance, tangible surges of feedback filtering from their Helms Mechanicum and prickling down his spine.

The War Dogs burst from amidst the tangled pipeways to either side of the retreating foe. Smaller, faster and more agile than Bleak Threnody, they had worked their way around the enemy position and now bore down swiftly on the Space Marines. Sorak's Prey's Bane fired its daemonbreath spear and a Space Marine tank shuddered to a halt as the melta beam seared through one of its flanks and out the other. Asorak's steed, Bloodmaw, loped close and swung its chaintalon, smashing another tank over on its side. As the passengers scrambled from the smoking wreck, the two War Dogs stamped and wheeled, crushing Iron Hands or ripping them bloodily apart. Ashlokke fired again and an enemy grav-transport vanished, leaving only a glowing crater that sizzled with shimmering steam as the rain struck its surface.

Just one transport made it to the next enemy defence line – a fortified processor shrine whose bulk blocked the way through the canyon ahead.

So it continues, Ashlokke thought, sourly. The enemy had retreated through these canyons for two days now, bleeding Ashlokke's Knights with each stand but never halting them. The Idolators would have plentiful work when this battle ended, restoring damaged steeds to dark magnificence and tearing apart those too wounded





to deserve salvation. For now, though, the battle still raged. Enemy fire intensified from the direction of the processor shrine.

Bleak Threnody's machine spirit gave a deep growl that reverberated from its conduits and pipes. Ashlokke felt it strain against his mental leash – the war engine was desperate to charge this next enemy stronghold. Instead, Ashlokke cowed his steed and sent it loping into the cover of a blazing scaffold tower. Another mental impulse lashed out through the Helms Mechanicum of his bond-serfs and brought the War Dogs to heel. The three Chaos Knights returned fire, hammering the fortified sanctum.

Clouds boiled dark overhead and the rain hissed down all the harder. Cerulean lightning split the heavens. Dark shapes were illuminated by its glare, silhouettes of Pterrorshades resembling tattered shrouds as they tumbled chaotically down to attack the shrine's defenders. The gheists of the Baron's throne were becoming impatient. They goaded him to action and he knew they were right. The demands of the code were unequivocal.

'*Lance Abhoris, your Baron demands,*' he voxed, addressing the Knights of his lance. '*Speak to me of progress.*'

First to reply was Thassilius of the Ninth Eye, eschewing the vox in favour of projecting his thoughts directly into his master's mind.

++Wellspring and I unleash the Changer's magicks upon our foes, my lord. Many tanks they send to halt us, but we unweave them all.++

Next came the stern voice of Lady Raville, whose auspex rune Ashlokke could see pulsing only a few hundred yards away in a canyon parallel to his own.

'*Nothing can stand before Tower of Pain. The vermin scatter before us.*'

From Lady Ulethe, pilot of the Knight Rampager Morningstar, Ashlokke received nothing but guttural snarls. He smiled coldly. Whatever that lunatic and her ironclad beast were doing, the enemy would be worse off for it. Indeed, it sounded as though all his subordinates were progressing well. He could have called in fire support from Raville to ease his path, but to do so would be an admission of weakness.

Instead, Ashlokke sent mental spurs to Bleak Threnody, his will uncoiling like a lash and goading his War Dogs into a charge. The ground shook beneath the footfalls of the Knights. He saw throngs of enemy soldiers ahead – their pale, frightened faces at every window and behind every improvised barricade. He hated them for their weakness even as his steed stormed forward through their barrage of fire.

Sorak's Prey's Bane stumbled, one knee actuator blown out by laser fire. Ashlokke barged the War Dog aside, sending it crashing down on its face. He and Bloodmaw stormed onward and Bleak Threnody slammed headlong into the damaged building, crashing through it by sheer brute force. Dozens of foes were crushed in the impact. Damage runes flickered crimson on Ashlokke's manifold and he swiped them aside.

He was through – Bloodmaw loping at his side. Ahead of them stood the final stretch of the high-walled canyon, which opened into a wider space beyond. Here, perhaps, they would find the heart of the enemy's defence. This hope was reinforced as Ashlokke saw a squadron of enemy tanks roll into position.

Bursting from beyond Ashlokke's field of vision came Morningstar. Ashlokke could hear Lady Ulethe's bestial war cries, echoing from her vox-emitters and melding with the roars of her Rampager. The first luckless tank was kicked so hard it simply blew apart. The second was swatted over onto its roof by one of Morningstar's huge taloned fists.

Then came a thunderous energy blast that burned through Morningstar's ion shield and tore one arm clean away. The Rampager staggered. Before it could regain its balance, a huge, armoured figure stepped into view. It rammed a whirling chainsword right through Morningstar's faceplate and deep into the cockpit behind. As the blade was wrenched free, Morningstar's knees buckled and the Knight toppled lifeless to the ground.

There, looming over his slain comrade, Ashlokke saw a Knight clad in the unmistakable panoply of House Taranis. Its reaper chainsword revved as the loyalist Errant swung its thermal cannon toward him.

At last, a worthy foe, thought Ashlokke. *And where there is one, by the will of the Dark Gods, there may be more.*

He fed power to Bleak Threnody's actuators and felt the Knight accelerate into a bounding run. A challenge had been issued and Baron Ashlokke of Lucaris would answer!





THE NOCTORUM OF BE'AZK

'In the name of Regent Nharvis, First Shade-sire of the Immortal Master, most deluminated and feared of the Chosen, I – Idolatrix Jins ar'Kirreth of Hargh – submit this chronicle of deeds. Let it stand as a testament to the strength of m'lord and to the vainglory of those who huddle in deluded safety around their waning beacons of faith.

From m'lord's grand audience chamber did I first witness the ephemeral jewel that was Be'azk. The forge world besmirched the majestic void with its glittering complexes. It stained the Master's dark dominion with a telling show of ignorance and hubris. The Tech-Priests proclaimed their wealth in grandstands of fiery light and earnest industry. Lumen-strewn arcades shone between their naïve factorums, while weak sparks gushed from mile-high furnace stacks in echoes of the substanceless promises of their false god.

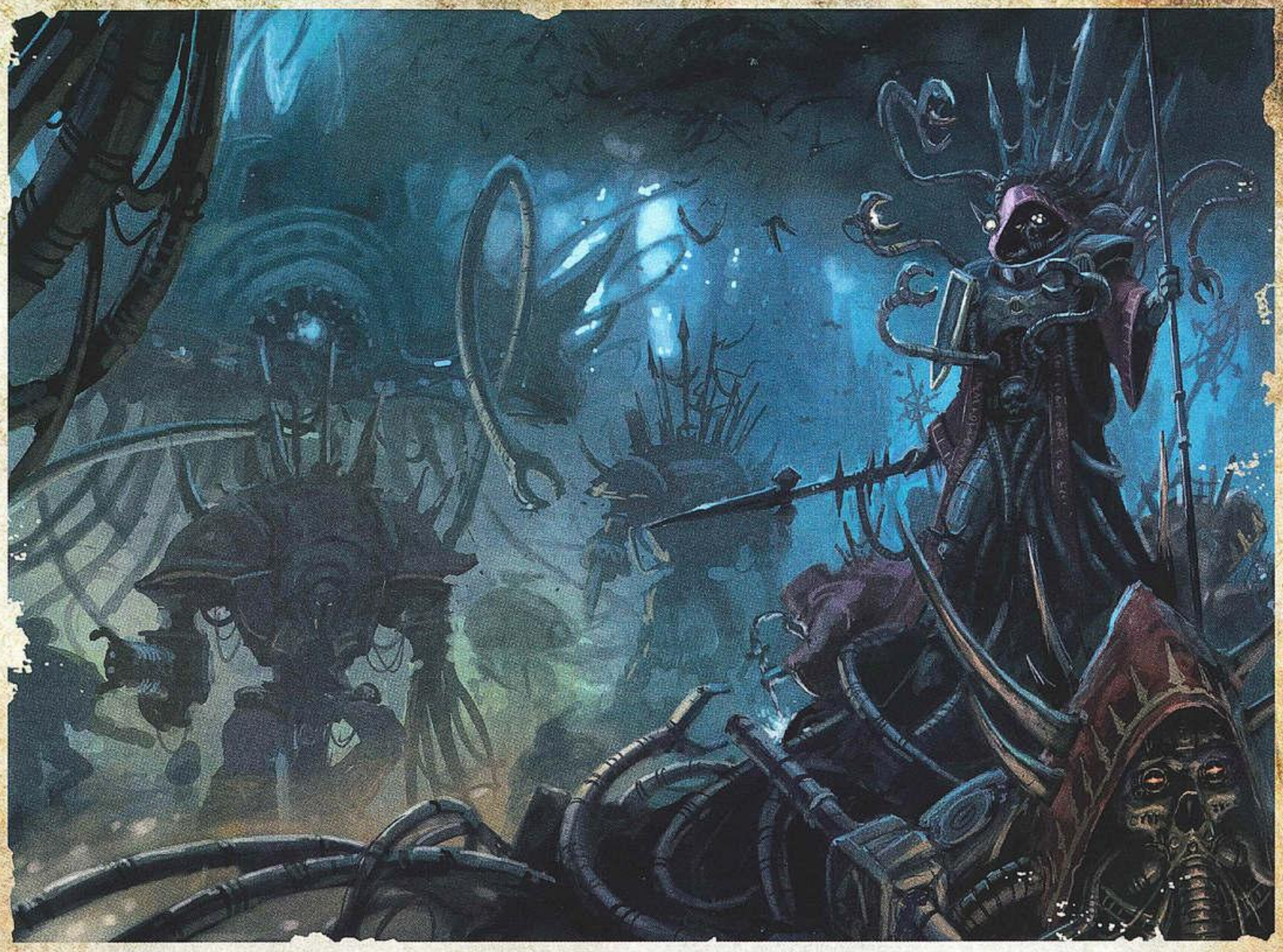
I was granted first-hand observance of m'lord's sublime crafting of the planet's Noctorum – the glorious darkening of a world. The Master's pall – which we term the Mantle of Quiescence – stole across the horizon as my humble vessel followed in the wake of the Regent's vanguard sortie. Mere minutes after m'lord Nharvis and his closest bondsmen had emerged from their drop-ships, the Mantle had reached the first forge temple to feel his wrath: Optifex Magna. I beheld the empyric mist snuff out the illumination of district after district of manufactorums, their light dying along with the hope of their inhabitants.

My craft swung lower still; the enemy's aerial assets were already swept from the skies by the guns of Korvax, or engulfed in the cloying Mantle above the forge complex. Within the shadow, I beheld the Dark Master's heralds – the Pterrorshades – swarm around one such craft and pluck out the resolve from its crew's minds like sweetmeats, consuming their souls and leaving the craft to fall lifeless. The Mantle coiled across the continent, moving against the wind and darkening the night sky to the black of a starless void.

The spirit-augur trammelled to my will revealed, at last, the dread marches of m'lord and his lances of fell bondsmen as they strode into battle at the outer edges of the forge complex. The enemy's deluded soldiers emerged from the crenellated bastions of their outer defences, most of their fire deflected by ion shields. I witnessed the Knights Soul Shackle and the Steersman of Night wade into throngs of pathetic cybernetic thralls to the south of Optifex Magna's outer defences. I saw flashes of the enemy's paltry fire miss its mark as the Mantle befouled their targeting matrices. The stunted warriors fell back from two of m'lord's knightly warriors, and my emitters detected their binharic pleas going unanswered by their terrified masters.

Venomgaze – ridden by m'lord's lieutenant, Chastain Gynarh – strode to the complex's western wall, to the flimsy portal revealed to us by a servant of the warp. Bound to Gynarh's will, four of her esquires stalked through avenues of pyramidal capacitor fanes that bordered her route. The War Dogs hunted through the growing murk of the Mantle, chasing and trapping foolhardy, armoured squadrons that sought to bring down what they saw as an exposed target. It is said the Chastain is never surprised, that she has a dark-sight granted by the Master himself.

Optifex Magna was not without teeth, as m'lord knew well, but the bloated forge complex was ill-used to employ them. Furnace light spilt from the central temple's flanks and an Ordinatus Engine crawled forth. Even at so removed a distance, my craft detected the build-up of the titanic gun carriage's power reserves. When it fired, the ion shields of the Knight, Death's Visage, erupted a moment



before its reactor blew, taking its War Dog retinue with it. Yet this last rattling of sabres from the Tech-Priests was merely that. Unable to reload and re-aim in time, the Ordinatus Engine fell beneath the reaping blades of three of m'lord's retainers. They broke the back of that ancient device, and with it the spirit of those who worshipped it. The western wall fell as a dozen of m'lord's oath-bound esquires slid inside the open wound. Then suddenly, there was Regent Nharvis at the breach. I watched the dark fire of his energy signature pierce the wall at the head of a lance of his bondsmen. War Dogs roamed ahead, slaying at will, unleashed to sate their hunger by a beneficent master.

M'lord Nharvis' lance struck the heart of the weakened and harried forge complex. It died then, the first of Be'azk's forges to fall – for the eternal night had only just begun. Three of the Regent's bondsmen fell at Optifex Magna in his service; their favour with the Dark Master has ended. We of the Cult Hargh – who assembled later to trumpet his victory into the realm of the Dark Master – were gifted with devices, technologies and slaves, as m'lord honoured our pact of old.'

- committed to ebonslate among Regent Nharvis' Spires in the 212th Year of his noble reign by Idolatrix Jins ar'Kirreth, of the Sworn-cult of Hargh, bound to House Korvax



DREADBLADES

Not all Fallen Nobles offer fealty or suffer bonded servitude to a dread household. Dreadblades call no one master. These lone Knights are perhaps the most dangerous, for their obsessions, insanities and whims are given free rein. They bestride the galaxy as questing despots, fulfilling their cruellest desires while descending into damnation.

The horrors that cause a Knight to become a Dreadblade are as varied as the currents of Chaos themselves. Some Fallen Nobles are led onto this path of damnation through illusion and trickery. Others find themselves exiled as a result of their growing insanity or some grievous contravention of their house's twisted honour codes. Others still choose violent solitude of their own volition, as a means to pursue revenge and to fulfil their sworn oaths of murder. Regardless of the underlying reason, a Fallen Noble who turns their back on the Imperium and their household is forever outcast, yet this only makes them more deadly. Freed from the bonds of fealty and subservience, there is nothing to stop a Dreadblade from pursuing their own nightmarish desires. They may travel from war zone to war zone to slake their – and their iron steed's – lust for carnage, or hunt down and destroy all in the galaxy who have offended their twisted dignity.

A great many Dreadblades hail from houses that are still loyal to the Imperium and the Omnissiah. During the Horus Heresy, when the rest of their households sided with the loyalists, individual Knights felt honour-bound to maintain their fealty to the traitors. Countless such schisms occurred across the galaxy, and though many of the rebelling Knights were permanently silenced in titanic duels, others disappeared into the stars – only to re-emerge alongside the armies of the Warmaster.



Many more loyal Nobles have fallen in the millennia since. Some were driven insane by the debilitating touch of fell xenos weaponry or sorcery. Others were compelled towards an existence of indiscriminate slaughter by corrosive nanophages eating into their Throne – made susceptible to daemonic influence by empyric energies. Others still become embittered by their treatment at the hands of former brother and sister lords, ravaged by hardships endured in a life of exile beyond their house until (at last) the wound to their honour becomes so great they take up the mantle of Dreadblade.

Other Knights who become Dreadblades are those captured in battle, their allies wiped out and their suits damaged to the point that they can no longer fight. A horrific fate awaits these warriors. Their minds and souls are gradually eroded through the use of sorcerous torture and daemonic rituals. Notions of loyalty and honour are replaced with the depraved ideals of their captors and a screaming desire for carnage.

The dread households of Chaos themselves have also spawned numerous

THE CONSUMPTION OF NOBILITY

The Ritual of Becoming that sees a Fallen Noble unite, body and soul, with the warrior spirit of their Knight suit is not without risks. There are always those, seen as weak and impure by their peers, who do not survive their first connection to their prospective Knight's Throne or Helm Mechanicum. For those that do, what follows can sometimes be a lifetime of mental conflict as the Noble battles to retain the fine spiritual balance such a connection requires. Most successful Fallen Nobles achieve a rapport with the machine spirit of their Knight, the skills and strength of each complementing the other, fuelling and fulfilling the battle-lust of both.

Centuries – or millennia in the case of the older dread households – of exposure to warp energies, possession by daemonic entities and malefic feedback from warp-wrought weapons do not only cause outward mutations of a Knight suit. Tainted psycho-empathic energy seeps into the machine's core and corrupts its spirit. It is not unknown for incautious Nobles to fall under the dominion of their aggressive Knight. The insidious nature of Chaos can work its way into the delicate connections of a Throne Mechanicum, mutating everything. Some Nobles become physically bound to the mechanism, unable to leave. Some relish this permanent connection, but their Knight suit may not stop at symbiosis. Many is the Fallen Knight that, once recovered by Idolators and the warding seals around its hatches broken, is discovered to be empty – the Noble pilot having been consumed slowly over long, agonising years of battle.



lone destroyers. Some of these traitor lineages have met their doom in battle or were besieged within their keeps over the millennia – whether by Imperial, xenos or rival heretics – and only individual survivors have escaped their house's fall. Splinterheart of House Yerrin, the Skinflayer of House Porvyx and Prince Rekkard vor Kinxer, ruler of his line, are known to have escaped the destruction of their world and house. They – and others – roam the most dangerous warp channels of the galaxy, preying upon isolated outposts and selling their immense power to traitors, heretics and apostates. None in their number care about the diabolical deeds they now commit, or who falls beneath their blades.

There are then those Dreadblades who, over the course of long and bloody campaigns, have lost the ability to perceive the path of righteousness. Surrounded by so much slaughter, their only notions of honour are tied to the killing strike of their blade or the obliterative blast of their battle cannon. Many such Dreadblades are completely unaware that they have fallen from grace, their single-mindedness blinding them to the atrocities that they so wantonly commit.

Dynastic strife within dread households can also result in the banishment of Knights, or in them abandoning their former kin. Savage power struggles fought between rival heirs to a specific lineage's crown are waged not only through assassination, political manoeuvring and attempted coups, but also in open combat between individual Knights. Failure in such bouts often means death. For those that escape, a lifetime of hatred, bitterness and the need for revenge awaits them as they forge their path anew and alone. Wars can easily break out between different lines of a house, as competing factions vie for control of the entire dynasty.

Such conflicts are common but are usually swiftly and brutally put down by the house's ruler. They may be started due to simple greed, the ruler's perceived weakness or the desire for personal power and glory to win greater favour with the Dark Gods. Those branches who chose sides poorly, if they are not forcibly dominated or slain by the victors, sometimes fracture into self-serving retinues, each Dreadblade blaming the other for their family's loss of prestige and power.

Wars may be ignited by clashes of ideology, fuelled by cults growing among the Fallen Nobles dedicated to one of the Dark Gods, or by outside forces seeking influence among the Chaos Knights and seeding distrust and revolt between them. At Orvesta, rival groups within House Thurengis each sought to broker alliances that would advantage the whole house – and bring no small amount of prestige to themselves. The Iron Warriors Traitor Legion and the Dark Mechanicum of Bhulah IV each sought to undermine the other's treaties with the Thurengis Knights. Nobles were murdered, envoy Knights butchered and scrapped, and a civil war that threatened Thurengis' existence spiralled out of control. Eventually, the Dam-Regis Lydda Thurengia ruthlessly crushed both competing factions within her court, sickened by their underhanded ways that had nearly torn her bloodline apart. Those she caught were ritually executed, while any conspirators who escaped were declared outcast and forbidden from ever re-entering the sub-sector on pain of death.

Over time, marching upon the path of the Dreadblade leads these Fallen Nobles and their Chaos Knights to become some of the strangest and most warped of all their kind. Some are wreathed in supernatural phenomena, their carapaces dancing with dark flame or surrounded by clouds of cackling, daemonic attendants. Others listen too closely to the whispers that infest their Throne Mechanicum, learning to wield unclean sorcery at the expense of their sanity, or becoming consumed by an obsessive need to dominate. Others still grow folds of sinew or great, barbed tusks, becoming lurching horrors that meld warped flesh with twisted machinery.

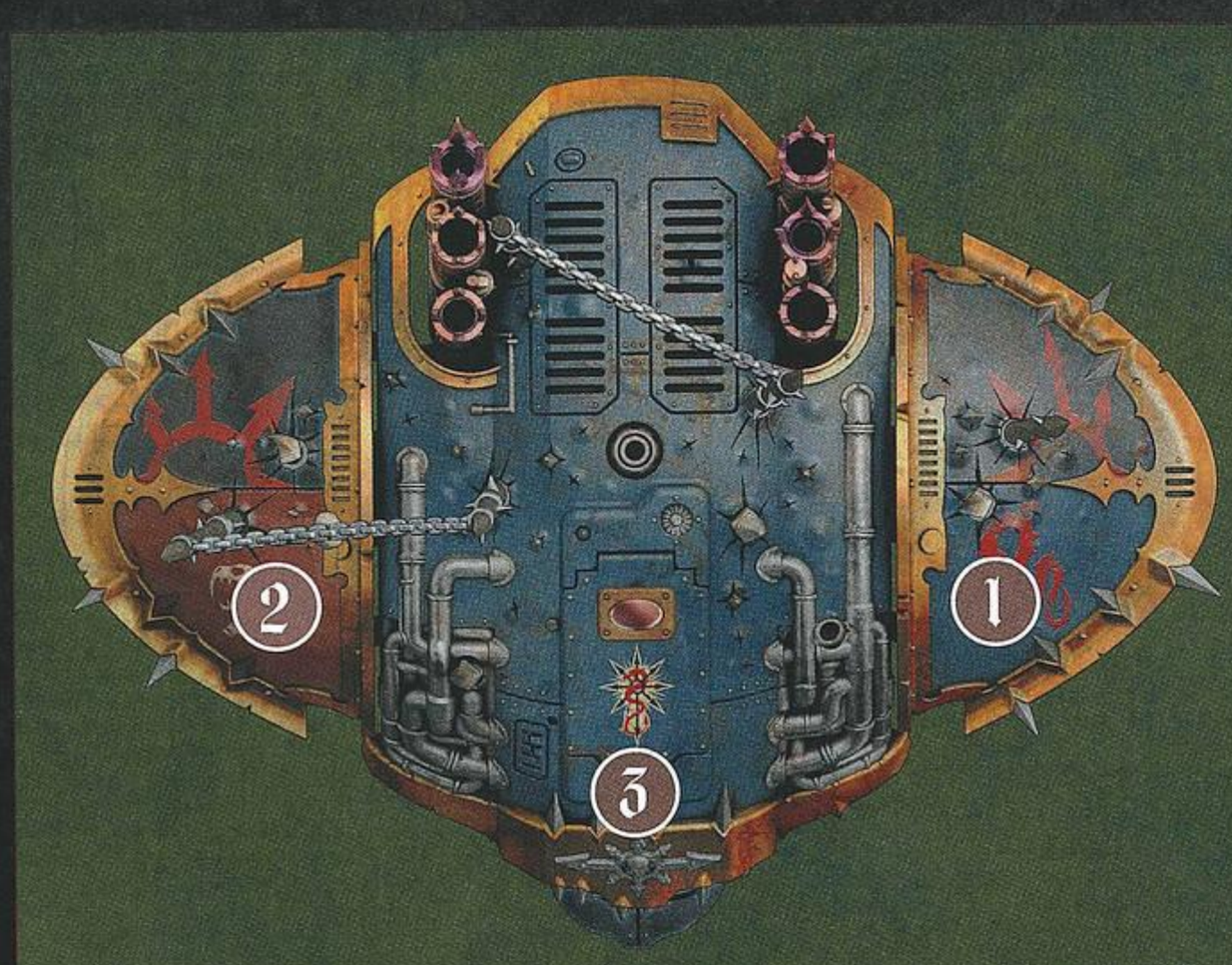
There are those who might see contradiction between our abhorrence of the daemon and our wielding of sorcery. Yet these contradictions live only in the minds of weak men, and we are not accountable to such as they.

HERALDRY OF THE FALLEN

Chaos Knights display on their chassis the icons that denote their allegiance. Some bear the markings of their Fallen house, others the defaced remnants of Imperial symbols and others still the profane scrawlings of their worshippers. Though they have violently cast aside the chains of honour and decency that bound them to the service of Mankind, ingrained notions of tradition and birthright ensure that complex heraldic legacies continue to be maintained.

The martial pride of the Chaos Knights is undimmed, no matter how corrupted they have become in service to the Dark Gods. To a Fallen Noble, their heraldic iconography is a measure of who they are. Most Chaos Knights brazenly proclaim their power and their allegiance upon the battlefield; it is displayed upon their armour, pennants and escutcheons, visible for their enemies to see before the Knights obliterate them. These markings are carefully applied and maintained by the cabals of Idolators that serve the Knights, who rigidly adhere to their masters' traditions. Other Chaos Knights may have intentionally defaced their original armigerous panoply, ritually excising whatever fealty it represented to demonstrate their disdain. For a few, insanity and constant warfare have driven all thought of their heraldry's maintenance beyond desire. Their armour becomes encrusted with old gore and oil which obscure sculpted filigree. Meanwhile, their armour plates buckle with emergent mutations, twisting the blazons upon them into disturbing new forms.

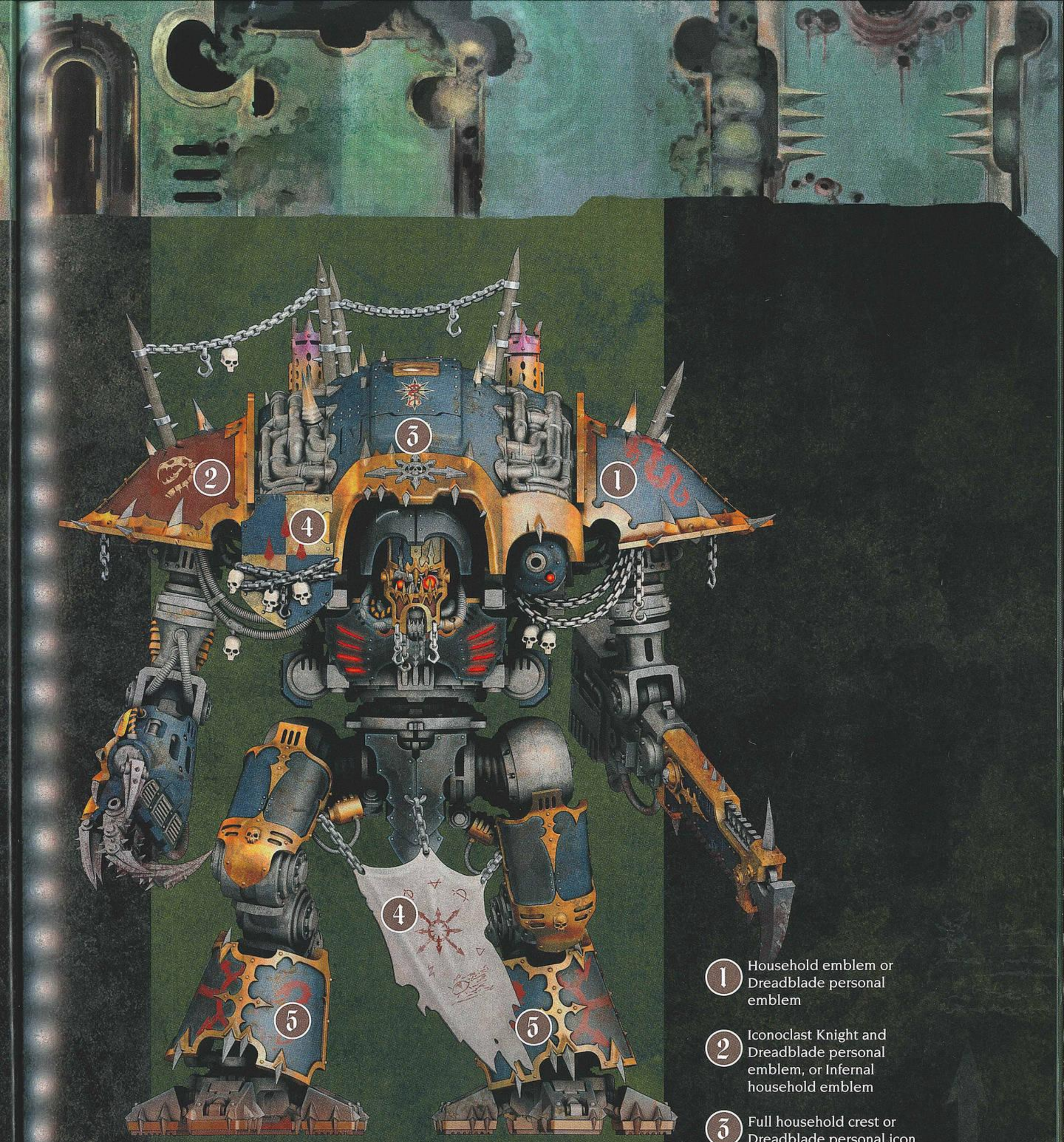
Every Chaos Knight's heraldry is unique. Subtle variations on the house's traditional colours, kill markings and grisly trophies all combine to expand upon the Noble's personal arms and, together, form the Knight's heraldry. The Knight's arms are usually borne upon a tilting shield carried near the shoulder and may be repeated on the massive shoulder guards. Within and between the dread households is a complex culture of servitude and dominion, coupled with interwoven chains of murder-pacts and dark alliances sworn in blood. This relationship is further reflected in many heraldic schemes, and Knights of Infernal houses may also bear icons that tie them to their Dark Mechanicum allies. The displayed icons, hues and patterns are heavy with ancient and arcane symbology. Icons that indicate who the Knight serves (if anyone), crushing victories and vile deeds perpetrated by the Noble – as well as the hateful insignia of Chaos – may all be represented in different ways by the houses. The icons' presence and placement in relation to each other also tell of the Knight's history. Inverted sigils of power may be worn as shameful marks of censure, while icons of status may reveal the bearer's precise position within the house, based on their placement in relation to their house's or master's arms.



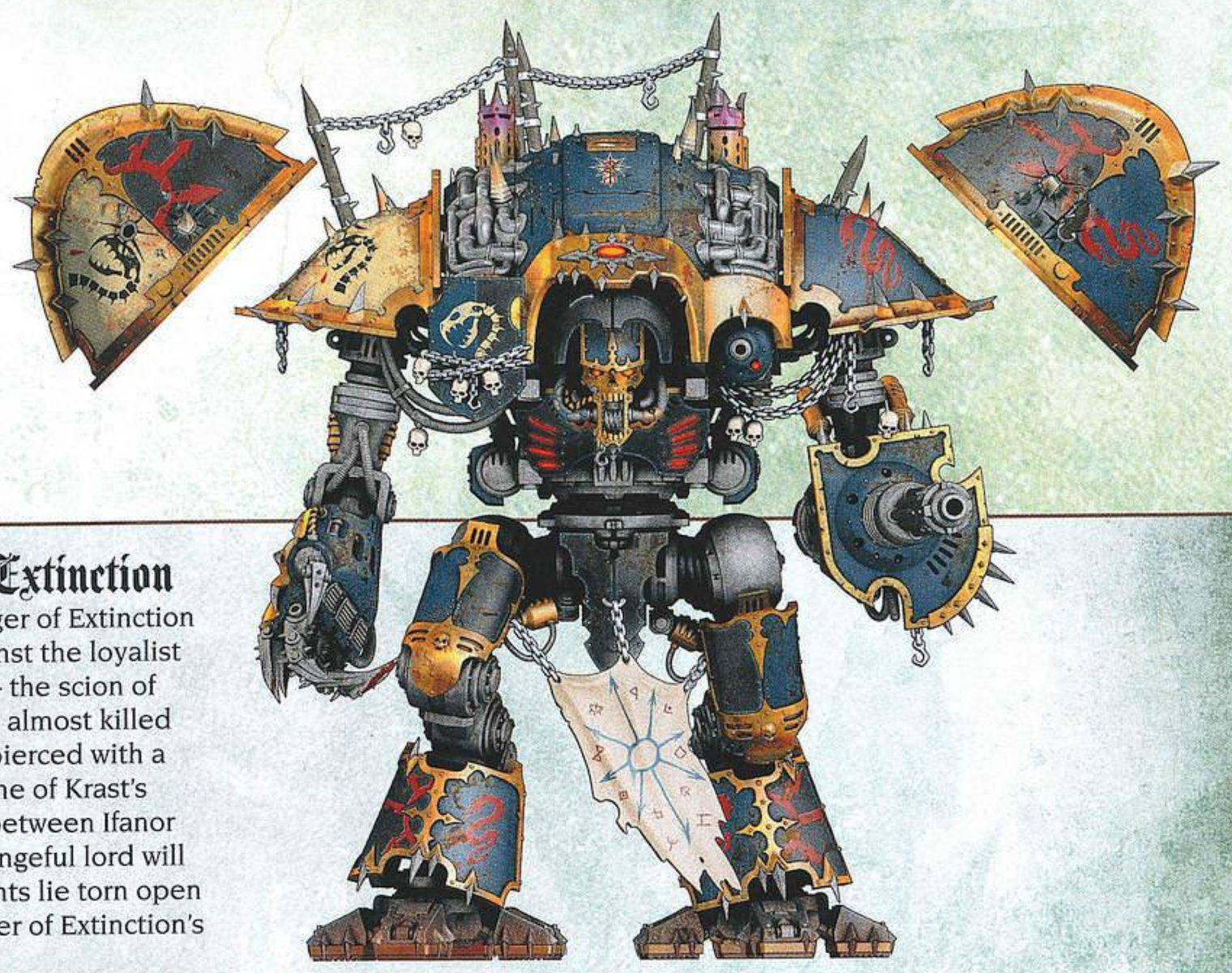
HERALDIC PRINCIPLES

Though the heraldry of Chaos Knights within a given Iconoclast or Infernal household follows the same pattern, there is a great deal of diversity between individual Knights, with each bearing markings that tell of its unique and bloody history.

The panoply of Dreadblades is even more diverse. These Knights eschew household markings in favour of personal emblems and often bear twisted remnants of former Imperial iconography.



1. Household emblem or Dreadblade personal emblem
2. Iconoclast Knight and Dreadblade personal emblem, or Infernal household emblem
3. Full household crest or Dreadblade personal icon
4. Personal icons and worship markings
5. Fallen household livery or defaced Imperial livery



Ifanor & Bringer of Extinction

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



Elsyr & Thunderhead

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



HOUSE LUCARIS

'STRIKE FIRST, STRIKE OFTEN'

Of all the Iconoclast houses, there are none bolder nor more tenacious than House Lucaris. They have waged multiple barbaric campaigns against the Imperium, butchering those who fight in the Emperor's name in all corners of the galaxy. Over the course of ten thousand years, they have reaped a toll of carnage too high for any single scriptorum to record.

In their devastating assaults, the Knights of House Lucaris often strike on multiple fronts simultaneously, overwhelming even dug-in enemies with their speed and ferocity. In their wake, they leave maimed survivors to spread the fearsome tale of their coming as the Knights themselves drive the attack forward. They have been called the House of Serpents, the Fanged Knights and many other names, but are always synonymous with terror.

Millennia ago, during the Great Crusade, dark histories tell that the Luna Wolves arrived at the tempest-wreathed world of Morda Prime, where they found the Knights of House Lucaris. The Nobles of the household immediately swore allegiance to Horus, for in the Warmaster they saw manifested their own tenets of virtue through strength, and mercy through dominance. They answered his calls to battle without question, employing thunderous assaults to crush all who dared oppose their liege's will. Even when Horus turned to Chaos, the Knights of Morda Prime held true to their vows of service. When the Warmaster was killed, House Lucaris swore an oath of undying enmity against the Emperor. They never pledged allegiance to the growing Black Legion, which emerged from those Sons of Horus the Knights saw as having abandoned their fallen Primarch. In the millennia since, House Lucaris have waged apocalyptic wars against both the Imperium and the Heretic Astartes.

House Lucaris comprises many factions led by the complex web of its noble lines, each straining to grow stronger than the others in power plays and supremacist schemes. Intrigues within the house's vying nobility help to foster and support cadet branches, whose hereditary members operate with cult-like secrecy. They ostensibly follow the code of unilateral supremacy for Lucaris while secretly following their own ambitions. The Fallen Nobles known as the Scions of the Concordat perpetuate a mythic history of Horus and view the Warmaster's legion and those of his brothers as traitors to his noble rule. Thus, they actively seek out to crush warbands and strongholds of the Heretic Astartes. The Black March, meanwhile, take deep satisfaction in visiting upon Imperial worlds horrific devastation in vengeance for what they see as acts of aggression by the Emperor. They claim to keep meticulous records of every deed of betrayal by the Imperium against their house, though none outside their ranks have seen them, and many of their own see justifications of their atrocities as unnecessary fabrications.

While various competing rivalries simmer beneath the surface, open betrayal against House Lucaris is punished with swift and brutal vengeance. On the death world of Friggenswald, the Freeblade Knight Unflinching Steel aided the defenders of the planet's towering fortress, Graggen Keep. Once a sworn companion of House Lucaris, the Noble piloting Unflinching Steel had abandoned them when they first turned traitor. A trio of Knights Rampager tore down the walls of Graggen Keep, allowing many other hate-filled war engines to pour through the breach. Unflinching Steel was crippled and dismembered by those of its former house, but was not destroyed. The battered and mutilated chassis, and the severely wounded Fallen Noble inside, were taken back to Morda Prime to face judgement. It is said that through the strange science of the House Lucaris' Idolators, the Knight and Noble's agonizing penalty for treachery has so far lasted nigh on ten millennia.

In more recent centuries, there have been accounts of House Lucaris marching alongside the Black Legion once more. At Rhortis, lances of Chaos Knights bearing the house's serpentine heraldry tore through the defending Vostroyan armoured regiments with contemptuous ease, while Black Legionnaires penetrated the Immortal City's innermost defences. Only the Fallen Nobles of Morda Prime and Abaddon himself know if this new-found alliance constitutes a reforging of their bonds of old. What seems clear to other houses of Chaos Knights is that House Lucaris' power has swelled under this apparent pact, and that the Fanged Knights' terrifying reputation is now more widespread and infamous than ever before.

There are those who decry us as fiends, as heretics, as daemons made mortal flesh. Pathetic. Such fools underestimate entirely just how monstrous we can be…

HOUSE HERPETRAX

'WE BOW TO NONE'

House Herpetrax is an oddity amongst Knight houses, in that its Nobles never swore allegiance to the Imperium. They serve no master beyond their own keep and instead prey upon any world within reach and any fleet that dares stray too near their home world.

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

It was from these grim missives that the Imperial agents were able to glean a portion of House Herpetrax's history. The Jedathrans wrote that during the horrors of Old Night and the long millennia before, they had been approached many times by individuals claiming to be the Emperor of Mankind. None of these previous claimants had shown equal mettle to the royal lines of Jedathra, and House Herpetrax were even less inclined to pledge themselves to one who sat as a corpse upon his throne. They decried all claims of the Emperor's sovereignty over Humanity and, in no uncertain terms, proclaimed that they would exterminate any who did not bow at their feet.

The knightly household was immediately declared Iconoclast and a world-spanning siege was launched against Jedathra. Orbital bombardments were initiated against their keeps and castles, followed by ground-based assaults by Astra Militarum armoured and infantry regiments, but the Herpetrax Knights proved dauntless. Fate also conspired to aid the Nobles in defending their planet. Strange mutations quickly spread through the invading armies and warp vortexes closed in once more around the system. The final communique received by Imperial forces from Jedathra before the planet was again made unreachable was sent by Cherris Draik, as she attempted to escape the war zone. In this, she hinted at the vile history she had uncovered on the planet; there was evidence that the Nobles had practised profane rituals and heretical sorceries for millennia.



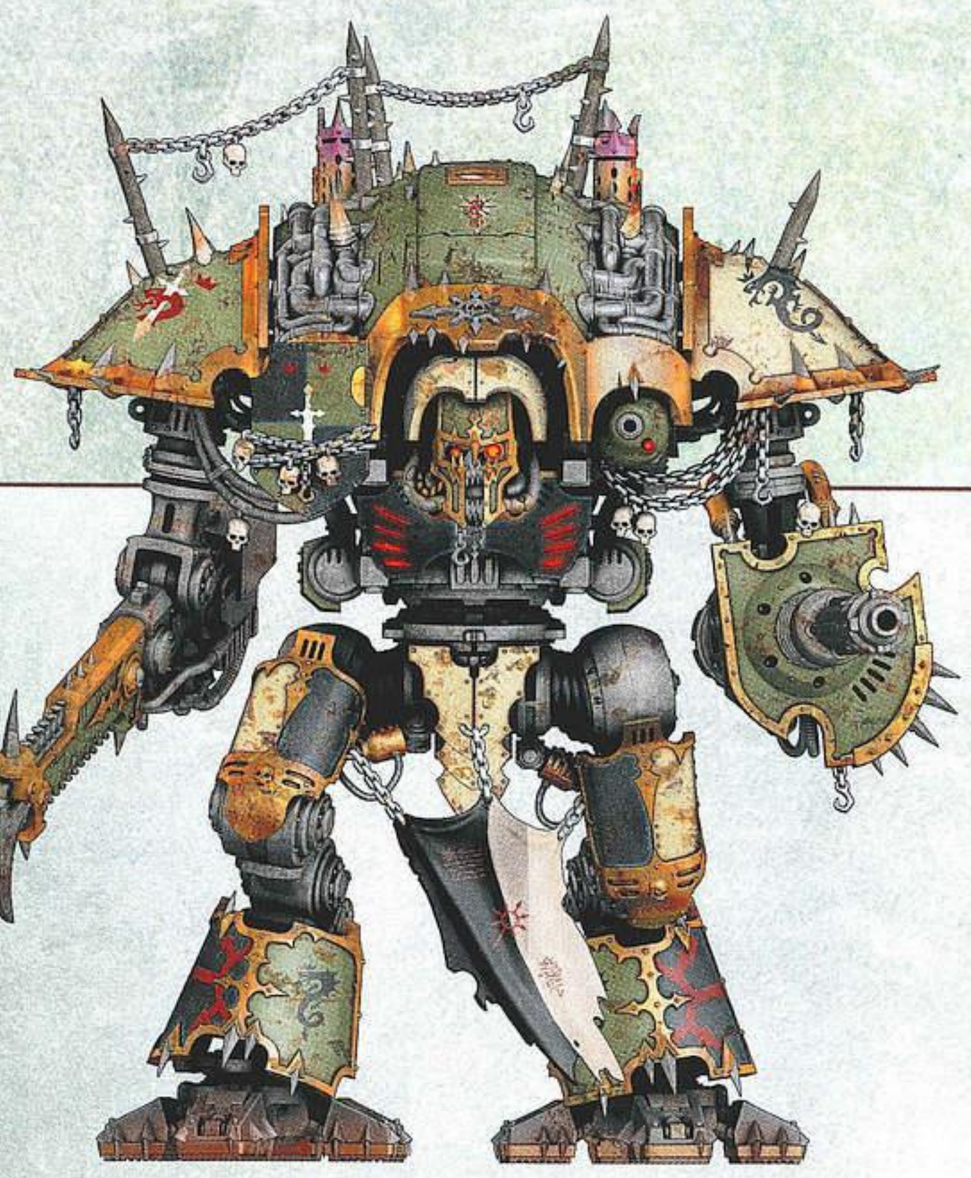
A century later, the Knights of House Herpetrax marauded through the Kreen Worlds, spreading terror and leaving ruin in their wake. Stretching more than a hundred light years, the Kreen Worlds were a network of planetary systems serving as a vital manufactorum hub in the galactic south of the Ultima Segmentum. Despite concerted defence efforts by the Astra Militarum and Adeptus Mechanicus, the Herpetrax advance progressed with staggering speed. The denizens of worlds conquered by the Iconoclast house were enslaved and put to work excavating the foundations beneath the towering hive cities in which they lived. Billions died in the process, buried in catastrophic cave-ins or collapsing from starvation and exhaustion.

On several planets, their Fallen Noble overlords uncovered what they were searching for. The forgotten remains of ancient Long March ships were prised from the earth – remnants of failed Human colonies from the Dark Age of Technology. Whatever was unearthed – from dangerous archeotech to apocalyptic weapons – was taken back to Jedathra, while the slave populations were exterminated by orbital bombardments. Over the course of a generation, the belt of Imperial manufactorum worlds was transformed into a ruined and lifeless stretch known now as the Kreen Scar.



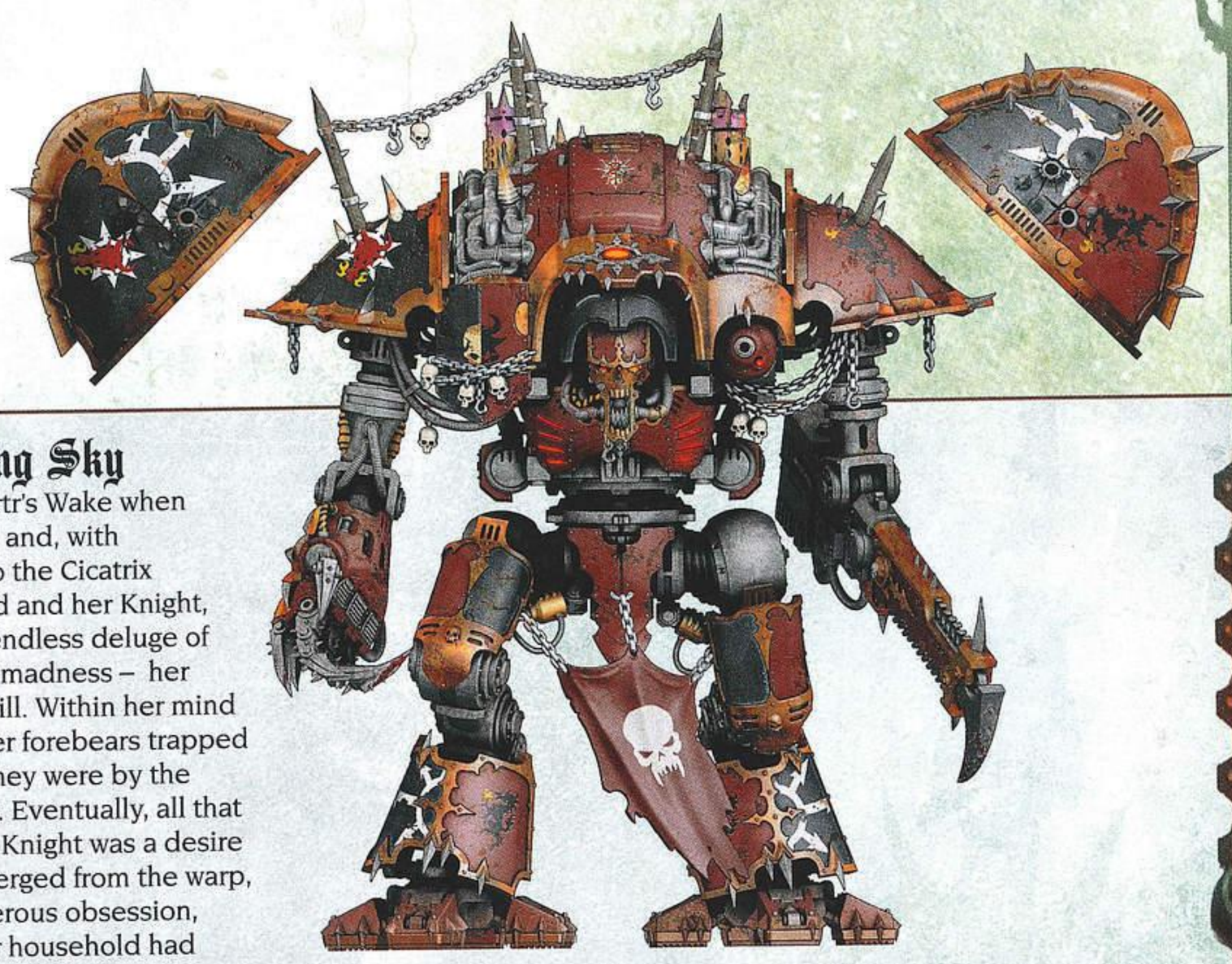
Dom Kohor & Obstinate Will

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



Dam Marta & Eternal Dread

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



Brynhild & Burning Sky

Brynhild was present on Surtr's Wake when the Space Marines attacked and, with her household, she fled into the Cicatrix Maledictum. There, Brynhild and her Knight, the Burning Sky, fought an endless deluge of faceless entities wrought of madness – her hatred growing with every kill. Within her mind she heard the screams of her forebears trapped in her Throne, tortured as they were by the overload of empyric energy. Eventually, all that remained in both pilot and Knight was a desire for revenge. When they emerged from the warp, they set to sate their murderous obsession, unaware that they and their household had been displaced in time.



Uthren & Scorched Fury

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



HOUSE KHYMERE

'THROUGH FLAME LIES THE PATH TO VICTORY'

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

Many times over the millennia had the Nobles of Surtr's Wake answered the summons to join gathering Imperial crusades and, when desperate pleas for aid came from nearby systems, the Knights of Khymere marched with burning wrath against the enemies of Mankind. Yet when the Cicatrix Maledictum tore across the stars, the Knights of House Khymere were amongst the nightmarish hosts who burst from the Great Rift to prey upon the worlds of the Imperium. Many of these once-valiant engines were hideously twisted, the corruption that had evidently taken hold of them expressed in their grotesque forms and rampant cruelty. In an edict that caused great anguish to those they had once served, the Knights of House Khymere were declared Iconoclast, and Surtr's Wake – now shrouded within the Imperium Nihilus – was marked for purgation.

When the Indomitus Crusade reached Surtr's Wake, Adeptus Astartes strike forces of the Ultramarines and White Scars Chapters were tasked with launching an execution assault against the planet, backed up by massed Astra Militarum regiments. But the warriors of House Khymere offered no resistance to the Imperial attack; the nobility – seemingly untouched by Chaos taint from what the Space Marines' initial scans and the divinations of their Librarians could tell – could not fathom that they had been deemed traitors, sending out strident messages that protested the invasion and claiming they would not raise their weapons against those to whom they had sworn loyalty. Instead, the entire household withdrew from the planet to save their house. They marched their Knights onto vast fleets of mass conveyance barges and fled from judgement by disappearing into the roiling tumult of the Great Rift.

Where the timeless tides of the empyrean took them, what horrors they encountered or for how long the Great Rift tormented them, none but they can ever tell. What is known to the Imperium is that lances of Khymere Knights continue to burst into reality along the length of the Cicatrix Maledictum. Where they appear, their wrath is quickly turned upon the defenders of the Imperium. Desperate attempts to treat with them by victims ignorant of their reputation have been met with silence or maddened ramblings, for what nobility once existed in the household is now long gone.

The inexplicable confrontation upon Surtr's Wake has been cited often in the years since by pattern-savants and myth-adepts seeking to correlate and prognosticate the renegades' future attacks. Use of the Imperial Tarot often connects their presence with the Fires of Injustice triumph card or the Infernal Breath minor arcana card. Predicting where the Knights of Khymere will appear is not easily done, and their sudden arrival at a system often means obliteration for Imperial forces nearby. On one such appearance, above the gas giant of Rho Zapphire, a strike force from the White Scars 6th Company defended the world's vital aether-derricks against an invading host of Slaaneshi daemons. The Space Marines raced to secure the gigantic platforms suspended in the planet's thermosphere, as ever more depraved beings poured from the nearby maw of the Great Rift. The fuel from those derricks was crucial for Imperial fleets withdrawing from encroaching warp storms throughout the sub-sector. The daemons outnumbered the White Scars a hundred times over, their presence buoyed by obscene choruses sung by psychic mutants among the platforms' labouring underclass. The battle appeared to take a shift when a flotilla of mass conveyance barges swept into low orbit and disgorged its cargo of Knights, but the hope of reinforcements was short lived.

As daemons surged at the Space Marines in cavalcades of slicing blades, the Knights of Khymere opened fire on the force as well, obliterating those that had so far survived the daemons' attacks. When cruisers from the Imperial Navy arrived to refuel, unaware of the war zone they were entering, the Chaos Knights departed, but not before overloading the core of each aether-derrick. The ensuing chain reactions ignited the atmosphere of Rho Zapphire, incinerating the refuelling fleets as flame engulfed the entire planet.

The Imperium names us monster so let them fear us. It is by their dishonour and weakness that we have been driven to don the mantle of that which they believe heretical. Let us then be the fiends they believe us to be!

HOUSE KORVAX

'EXTINGUISH THE LIGHT OF HOPE'

From their mist-wreathed keeps on the penumbral planet of Korvosi, the Knights of House Korvax spread the dark corruption of Chaos. Misery and fear are their heralds. These dread engines loom out of the cloying shadow that surrounds them like monolithic spectres. With dirge-like war horns blaring, they close in on their terrified foes, pulverising them with deadly salvoes of fire and crushing them beneath thunderous charges.

Agents of anarchy, harbingers of terror and ruinous heralds of the Dark Gods' lust for destruction, the Knights of House Korvax are corrupted and towering servants of Chaos. This Infernal house operates from a veiled and fractured planet within the Imperium Nihilus. Their Fallen Nobles are in thrall to a fell Prince of Chaos; their Knights' twisted appearance shows them to be suffused with the power of the warp. Many Korvax Knights bear diabolical appendages and warp-powered cannons supplied by forge worlds of the Dark Mechanicum. Daemonic entities bound within their titanic forms scream with soul-piercing fury, and coronas of darkness play about the Knights' helms.

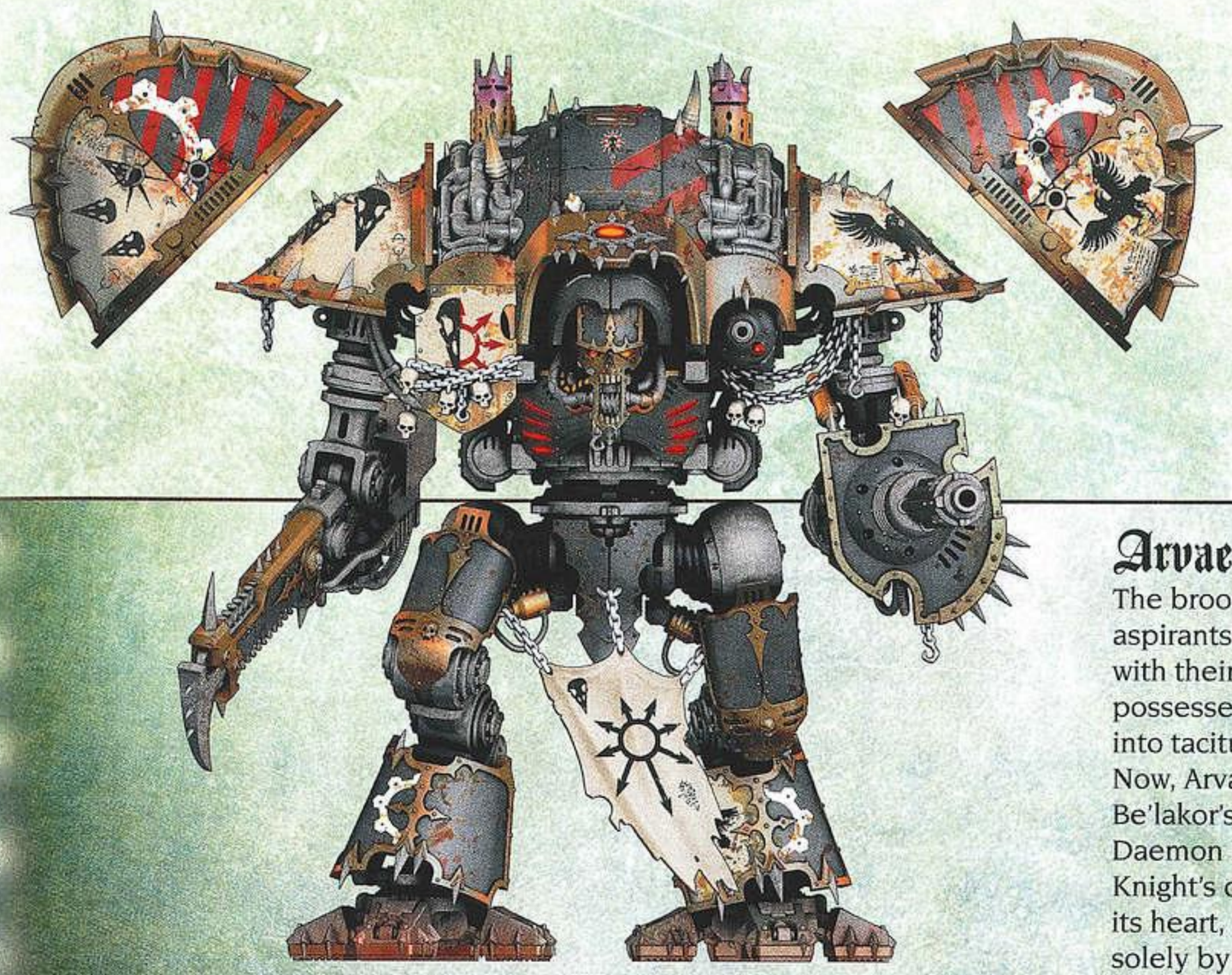
It was not always so. The name of House Korvax has only been heard since the Great Rift's opening. No astrometric chart is even known to record the presence of a star system in the region they now operate from. The truth is that Korvosi is a stolen world and was once Kolossi, the home of the loyal House Raven. While the Princeps of House Raven and most of his warriors were embroiled in the war for the Charadon sub-sector, the Daemon Prince Be'lakor whispered into the minds of Kolossi's Sacristans. Be'lakor manipulated the artisans into tainting the Thrones Mechanicum of those Knights left to guard Kolossi. When his daemon hosts attacked the planet's Keep Inviolate, a full third of the defending Knights turned on their fellows in Be'lakor's name.

Before reinforcements could reach Kolossi, Be'lakor completed his audacious theft. He spirited the entire planet away into the Imperium Nihilus and employed his dark powers to reshape the world into a form more pleasing to him. Be'lakor did the same with the knightly house he had stolen, allowing the Dark Mechanicum to get their talons upon what had once been a house loyal to the Adeptus Mechanicus. They corrupted stockpiles of Knight suits, as well as those aspirants who had not yet Become, tainting their flesh and souls. Now, House Korvax is a dark mockery of House Raven, and Be'lakor's sneering insult to the nobility of that great line.

Warriors in service to Be'lakor – Militarum Traitoris regiments and Heretic Astartes warbands – congregate around Korvosi. It is a staging ground for an empire of tyranny and terror. Chief amongst the forces is House Korvax. When they attack a world, a shadow falls, both physical and spiritual. The sun and the stars are occluded, the planet's soldiers become fearful and morale weakens. Looming from within the shadow, the Knights of Korvax unleash their attack as the defenders' terror peaks. From coils of darkness, War Dogs rush forward to slaughter vanguards. Tumbling banks of mist suddenly part to reveal charging Knights Rampager that crash through fortifications. The swirling energies are manipulated by darkly blessed Knights Abominant, madness and mutation working to further the terror of House Korvax's assault.

THE STOLEN WORLD

Korvosi is a world of mist and shadow, with a darkness so vast that it stretches into space. It makes the world appear to conventional augurs more as an absence against a backdrop of stars than a visible presence. Rumour and nightmarish tales are all that have reached the cognoscenti of the Imperium. Fleeting glimpses of Korvosi's surface have fuelled tales of immense chasms that scar a bleak, fractured landscape. Hypnotic balefires and monstrous machineries churn in their depths. Whispers have surfaced of gigantic land masses the size of continents that float in the skies, tethered by immense chains with links as broad as battleships. Upon one of these shards there is said to stand a colossal fortress-city, seething with wailing souls. At its pinnacle, so the tales recount, is an enormous throne upon which sits a brooding, malefic entity.



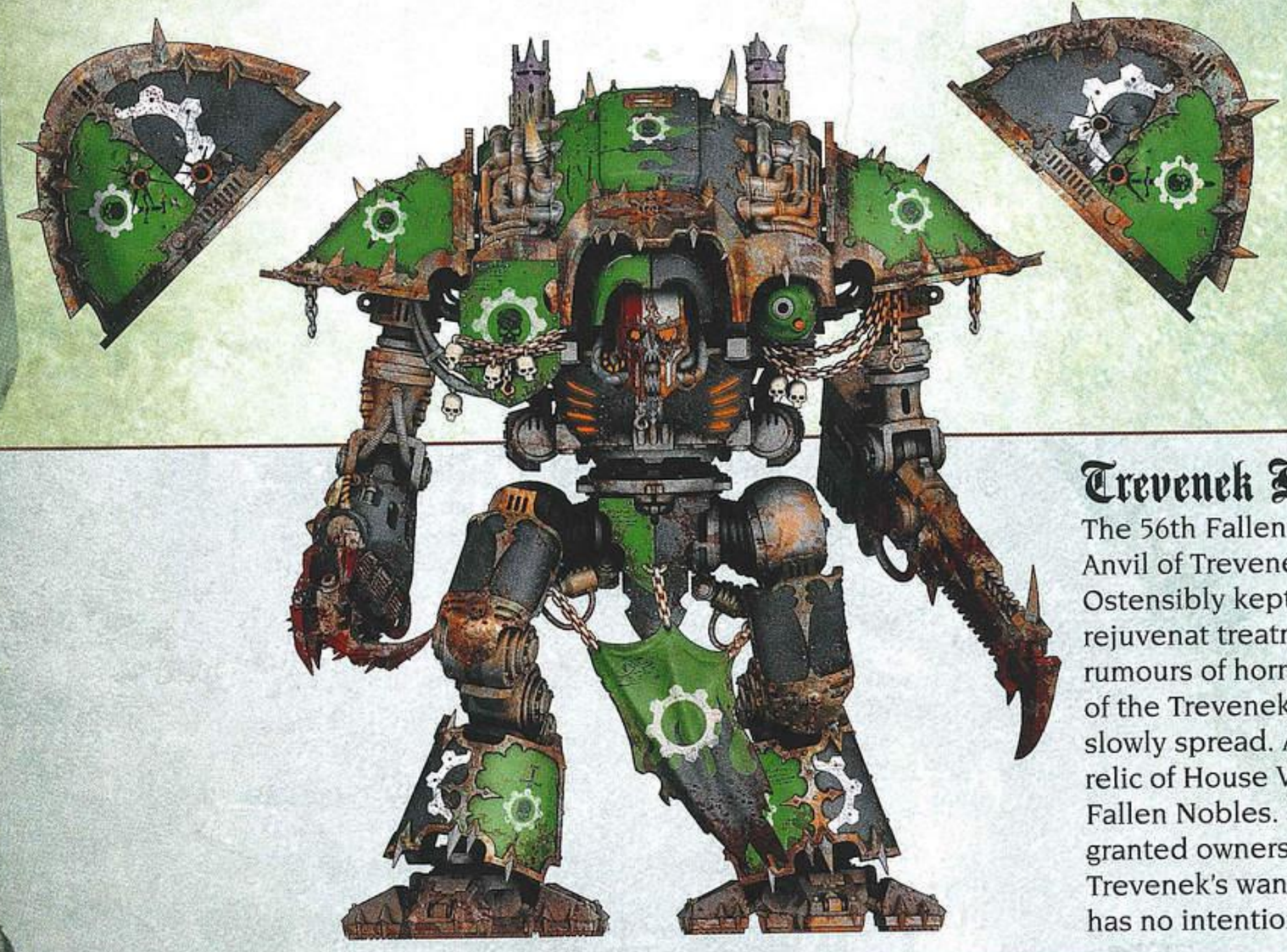
Arvael & Violator

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



Reksan Jor & Dark Talon

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



Trevenek LVI & Anvil of Trevenek

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



Virnet XI & Saw of the Eastreach

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



HOUSE VEXTRIX

'DUTY IS ETERNAL'

House Vextrix cling obsessively to their oaths of fealty – unto the death – no matter how abhorrent the duty or how fell the means required to meet them. The Knights of Vextrix embrace the corruptive power and status their unwavering devotions grant them. In so doing, their Fallen Nobles sink ever deeper into damnation.

The Knights of House Vextrix are amongst the most loyal servants of the Legio Mortis Traitor Titan Legion, who are known to many in the Imperium as the Death's Heads. When the world of Daxos Gemini – upon which the Vextrix nobility ruled – was rediscovered during the Great Crusade, the Knights became fervent warriors of the Omnissiah, waging devastating wars against all who opposed the Machine God. On several occasions, House Vextrix even fought alongside their Titan lieges as the praetorian guard of the Fabricator-General of Mars. It was this unquestioning devotion that was to be their downfall.

When the Death's Heads fell to Chaos, the entirety of House Vextrix followed them into damnation. Those named as enemies by Legio Mortis were also marked for death by the Fallen Nobles of Daxos Gemini and, wherever the Traitor Titans prosecuted their heretical wars, they were accompanied by lances of Vextrix Knights. House Vextrix were amongst the heretics who participated in the massacre on Beta-Garmon, in which hundreds of loyalist and Traitor Titans were obliterated. Those Vextrix Knights who had expressed even the slightest reservation in siding with their bond-lieges against the Imperium were placed on the front lines, where they suffered the greatest losses. This only served to stoke the house's hatred of the Imperium and those who continued to blindly serve the Omnissiah.

Since being declared an Infernal house, the Knights of Vextrix have welcomed the corrupting influence of the Dark Mechanicum. Some of the house's rigid traditions are influenced by the chilling logic of those hereteks. This is most clearly expressed in the impersonal titles of those who rise to pilot Knight suits. House Vextrix comprises many separate branches of nobility, linked by blood and shifting levels of subservience. Nobles are typically known only by the name of their lineage and a number identifying their successive rank. The influence of the Dark Mechanicum runs deeper than titles, however. The more warped a Knight becomes the higher their status.

Cabals of Idolators in thrall to Vextrix's nobility toil in censer-hung forges and arcane weapon shops. They are eager to outdo each other by crafting warp-infused armaments, engine cores powered by warp entities and mechano-sorcerous rune cogitators, all to win greater patronage. Dread campaigns are frequently launched to uncover repositories of knowledge that have remained hidden since the Dark Age of Technology, and to acquire xenos machinery that the Tech-Priests of the Imperium would consider heretical. Nor are the Tech-Priests themselves safe; rumours of hoarded archeotech by radical forge worlds have drawn the gaze of House Vextrix. The onslaught that follows sees these forges reduced to desecrated shells, their technocratic clergy blasted into bloody scrap.

XITRA CDV & DRIXIA'S MAUL

In millennia past, the Xitras were bondsmen of the Drixian line, at the beck and call of the more powerful Noble family – though both were branches of the wider House Vextrix. When Legio Mortis fell to Chaos, however, the Drixians were among the few to renounce their oaths to the Titan Legion, proclaiming that their first duty was to the Omnissiah. The Xitran line repaid this lack of loyalty by turning upon their bond-lieges. Before long, the dismembered corpse of the last Drixian was being mounted atop the gate of Vyre Keep in the heartland of Daxos Gemini.

Over centuries, the Knight suits of the Drixian Nobles were bent to the will of the Xitras. Of these, Drixia's Maul proved to be the most stubborn, yet through unending tortures even it succumbed to the corruptions of Chaos. Its current pilot is the 405th of her line. Though she has been bonded to the Knight Rampager for under a decade, she has already made a name for herself as a fearsome combatant, cunning tactician and loyal servant of Legio Mortis.

There is no more intoxicating sensation than to see your enemies scatter before your thunderous footfalls, to watch them burn upon the pyre of your wrath and to hear them plead for their worthless lives before you snuff them out like candle flames.

HOUSE KHOMENTIS

'THE HONOURLESS ARE OUR PREY'

The Knights of House Khomentis are denounced as twice-damned in the eyes of those Imperial Nobles who have survived their attacks. Traitors to the Imperium and symbiotes of daemonic powers, Knights of House Khomentis are deemed doubly dangerous. These Chaos Knights are hunters of beasts and monstrosities beyond compare, as adept at pursuing warp-spawn as they are at hunting the lapdogs of the Imperium.

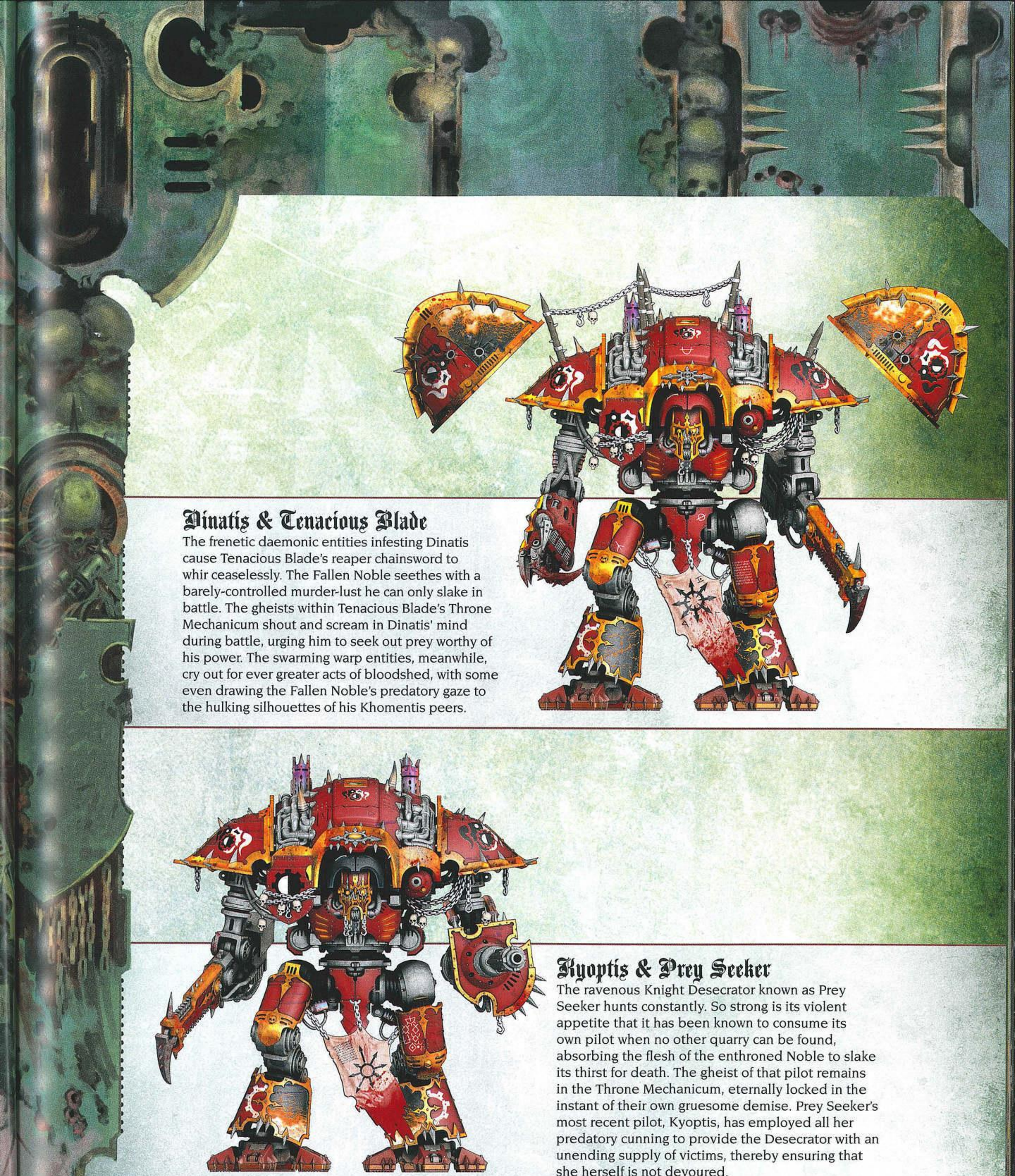
House Khomentis was established on the desert planet of Matarakh, and developed a culture in which the predatory creatures that stalked the mountainous dunes were revered as hunting companions. Nobles trained for their Becoming by setting out into the sandy wastes without food, water or weapons in pursuit of great beasts. Only after subduing and mastering one of these creatures, such as a savage vharrat or winged vultris, would they return to the safety of their keeps. The Nobles believed these animals served as eternal guides, and so the nature of the beast an aspirant captured determined the nature of the Knight suit to which they would be bonded.

When Matarakh was discovered by the Imperium during the Great Crusade, its indigenous fauna was quickly wiped out. Vast Mechanicum strip mines were constructed to extract the mineral wealth that lay beneath the sands, while towering processing hives belched toxins into the atmosphere, rendering the surface of the world inimical to all but the hardiest life forms. Protests from House Khomentis at the extermination of creatures so central to their culture were artfully acknowledged amid promises of great boons in the form of technology, unity and power. The Khomentis Knights eventually pledged themselves to the Omnissiah and fought boldly for the Imperium throughout the Horus Heresy. No one now knows for sure if the bitterness and resentment undoubtedly seeded during those times ultimately led to the house's fall, though it seems likely to some among the Ordo Hereticus to have contributed to it.



It was not until M33, when Matarakh was engulfed by a daemonic incursion, that House Khomentis turned to Chaos. No Imperial record exists of the nightmares that befell the world, but the Khomentis Knights now fight for the Dark Mechanicum. With lances that can spread across an entire continent, they close in around their enemy's position, encircling their prey and cutting off all routes of escape. Packs of War Dogs surge forward as beaters, flushing out infiltrating vanguard forces, harrying infantry formations and disrupting the cohesion of war engine squadrons with swift strikes and rapid feints. As the larger hunters of a Khomentis hunting party stalk in the War Dogs' wake, they obliterate large prey marked for death by their underlings' initial strikes. Targets of opportunity are identified and crippled before they can withdraw, sending a clear message to the remainder of any resistance.

In place of predatory animals, the Fallen Nobles now seek out daemons as a rite of passage, allowing themselves to become possessed so that the warp entities can intermingle with their Thrones Mechanicum and the machine spirits of their Knight suits. Over long years, these daemons eat away at their hosts, twisting their flesh, mutilating their minds and devouring their souls. The fate of many such pilots is to be torn from their Thrones as their body collapses into a fleeting warp fissure. This horrific end is seen as a form of divine apotheosis, but one that is staved off as long as possible while the pilot and Knight employ the power granted by daemonic bonding. During the final, nightmarish implosion, more Chaos entities are loosed into reality and these too are hunted by new aspirants, eager to test their mettle against rapacious warp-spawn. Any damage to the Throne Mechanicum caused by the fissure is painstakingly repaired by cabals of Idolators, and the grotesque cycle of possession eternally propagates.



Dinatis & Tenacious Blade

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

Kyoptis & Prey Seeker

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

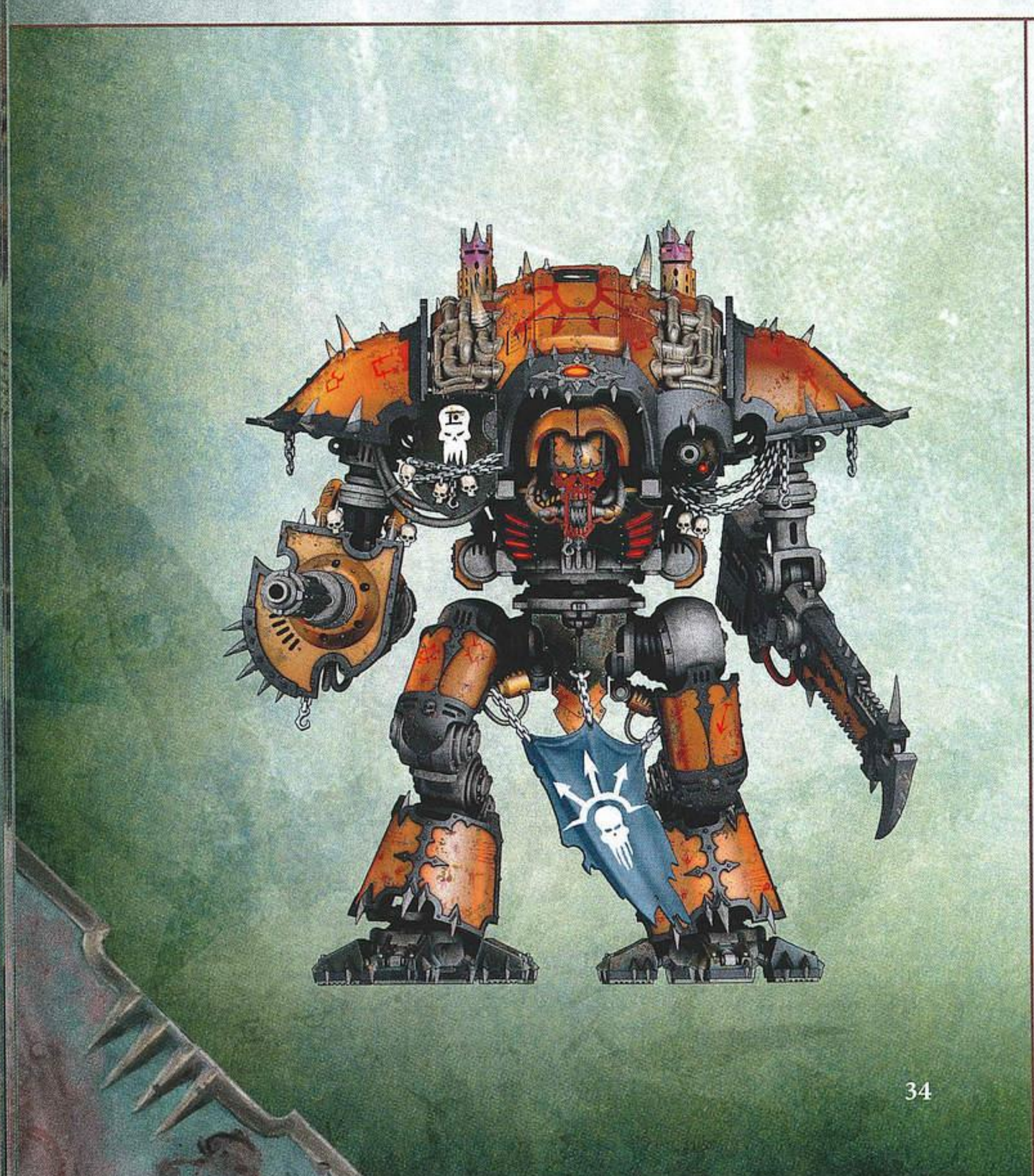
CHRONICLES OF TERROR

Lone Dreadblades have posed a significant threat to Imperial forces for thousands of years. Whether striking frontier settlements or haunting dangerous wastes alone, fighting beneath another's banner or leading entire armies of their own, these warriors are often impossible to predict. Loosed from the oversight of a dread household's court and the shackle of permanence that a home world represents, Dreadblades plague the galaxy as roving, nightmarish abominations.

Tales of individual Dreadblades and the ruinous paths they carve across the stars have evolved over time into myths and cautionary stories. Many benighted regions of the Imperium are home to dark legends of such shadowy monstrosities. They are whispered around guttering electro-lanterns by frontier miners, told by rotgut-fuelled guards in the dark watches of the night or spread by Rogue Traders to warn off potential rivals from prime trade routes. The Ecclesiarchy dismiss these rumours as the wanderings of enfeebled minds lacking the surety of faith. Even some bombastic Inquisitors scoff at such tales, seeing them as born out of local megafauna or xenos attacks. Yet many such stories are all too true – the product of nightmarish attacks by masterless Chaos Knights.

Lone Dreadblades may have been abandoned upon a feral world, unable to leave and surrounded by a shrinking cabal of fawning Idolators. In such cases, the Fallen Noble's only release from their company may be its rapacious attacks on terrified townships that see it as a daemonic beast. Some haunt lesser-used trade routes, preying upon luckless merchants; with so many stable warp routes made impassable by the emergence of the Great Rift, passages and channels once viewed as too dangerous or cursed are being braved by the desperate or the foolhardy, who realise only too late they have entered a Dreadblade's hunting ground.

Even bereft of their lordly peers, a Fallen Noble on the path of the Dreadblade is not alone. They are attended by a body of arcane Idolators who maintain the Knight's panoply and weapons. Such cabals of techno-sorcerous artisans may



The Gilded King

The bellicose Knight Desecrator piloted by the Fallen High Monarchs of House Iyngor is known as The Gilded King. In the distant past, the Knight suits of each of the monarchs' bondsmen bore a golden escutcheon upon which was emblazoned the house's sigil. These warriors were unfalteringly loyal to their liege but, at some point, the royal line fell to Chaos and began executing those who served it. Piloting the Gilded King, the first traitorous High Monarch cut down the other Knights one by one, prising the loyalist Noble pilots from their Thrones and ending their lives on the edge of a massive reaper chainsword. The gold sigils were then stripped from each slain engine and added to the carapace of the Gilded King. With the Noble household violently exterminated, the Fallen High Monarch set about eradicating all traces of civilisation from the surface of the Knight world. All records of the Gilded King before this time of madness were incinerated, as were the names of the royal Nobles who piloted it. Many other Noble lines have since been savaged by this mechanical monstrosity, yet the true nature of who pilots it remains unknown.



have been cast out alongside the Chaos Knight, eternally tied to the Noble's fate – for better or worse. Some Idolators willingly pledge themselves to a lone Dreadblade, seeing the opportunity to rise in the Noble's favour and – in the warrior's unfettered state – the chance to acquire knowledge and power denied to them by more senior cults of their former house.

Equally, not all Dreadblades fight alone. Some gravitate towards similarly dispossessed or forgotten Chaos Knights, drawn together by some instinctive need for hierarchy – or perhaps unknowingly directed by the will of the Dark Gods. Roving bands of Dreadblades are a blight upon the galaxy, capable of crushing entire enemy armies beneath their stride. Still, other lone Chaos Knights fall in league with the Heretic Astartes, cults of daemon-worshippers or rebellious armies of turncoats. Among these traitors, the Dreadblade fights as a sickeningly powerful mercenary, often uncaring of their allies' cause yet eager to unleash their fury. The natural superiority and callous, martial pride of a Fallen Noble alone can dominate weaker wills with ease. Coupled with the power of their corrupted Knight suit, some amass legions of cowed Militarum Traitoris soldiery or fervent Chaos Cultist worshippers. These devotees see the Dreadblade as their monstrous king, anointed by the power of the Gods of Chaos and worthy of any foul obeisance it commands.

TRIUMVIRATE OF TORMENT

Scrawled images of the three Chaos Knights known as the Triumvirate of Torment have appeared among pre-warp Human and xenos civilisations throughout the St Merides Strait. The Knight Abominant Thres'tal'agor leads them, eldritch energies twisting in the mantle of shadow that gathers about it. Flashes of multi-hued sorcery within the darkness reflect from Thres'tal'agor's crimson flanks, catching cursed runes that shimmer with warplight. The Fallen Noble at its core, Grigor Karollus, is fused within his Throne Mechanicum. His flesh is stretched and melded with machinery and unpleasant growths. Upon Thres'tal'agor's carapace, three psykers hang impaled on rusting spikes, tormented by wraith-like Pterrorshades. Karollus feeds on their essence, letting it wind around his electroscourge and soak into Thres'tal'agor's fabric.

The unknown Fallen Noble within Talon of Ruin communicates only with snarls and metallic growls blasted from the Knight Rampager's emitters. Not even Karollus' sorcery has been able to determine whether there remains a Human occupant upon the Chaos Knight's



Kiro & Sire of Doom

During the Mnos Catastrophe, which saw half a dozen forge worlds overrun by the Dark Mechanicum, the Knights of House Daitan were captured while trying to defend servants of the Omnissiah. Their captors took them into the screaming heart of a soul forge, wiring the Knights into colossal torture devices. For a whole year, the Daitan Knights endured as agonising warp currents were sent surging through them. One after another, they were consumed by their suffering – their bodies tearing apart from the sheer intensity of the pain. As each expired, their share of anguish was spread across those who were still alive, until only Kiro remained within his Knight, Sire of Doom. The Knight thrashed and roared as its circuits flooded with the tortured sensations of the Nobles of House Daitan. The hateful magi then finished their ritual by sealing Kiro in this state of utter despair, blinding him to all other thoughts. Wherever Sire of Doom now marches, the last Knight of Daitan lashes out mindlessly at all who stand before him, seeing the scarred and twisted faces of his captors at every turn. Kiro's Dark Mechanicum masters know this and unleash the tormented Sire of Doom wherever it will cause the most destruction.

Throne. Talon of Ruin's fractured tilting shield and dented pauldrons bear faded imagery from several ancient houses, but its silent Idolators – missing tongues or with their mouths stitched together or welded over – are unable to tell the reason.

The third of their cohort is the most voluble; its armour is lacquered in lurid colours and emitters blaring with deafening tributes to murder. Regent of Nostria is a Knight Desecrator whose heraldry of sinuous sigils and writhing figures openly displays its pilot's worship of Slaanesh, the Chaos God of Excess. Nicodemus the Amrothian skillfully cripples enemy war engines with Regent's laser destructor. Left defenceless, the Knight tears them apart, plucking screaming crew from within with its massive, barbed talons.

Together, the Triumvirate of Torment have formed an unlikely alliance, each fuelling the other's need for destruction and reaping the rewards their wars provide. In their wake, the Chaos Knights' Idolators and enslaved thralls fall upon wounded foes, dragging them away to an eternity of servitude and worship of their titanic masters.

DAMAS GHORYL & WOE SEEKER

Once Mistress of the Noctilucent Fyrd and Thrall-flayer of D'anesh, Damas Ghoryl abandoned the ranks of House Forrost when she was declared a traitor for killing two of the king's heirs. That they had been worthless fops in her eyes was ignored. The Damas saw then that her murders had come too late, a rot of decadent inertia was eroding what had once been iron-willed warriors. Ghoryl escaped her circling enemies, casually sacrificing many loyal bondsmen to take her lightning-blazoned Knight Despoiler, Woe Seeker, and forge a path of destruction worthy of its name.

They have not rested in the dark years since; Ghoryl and Woe Seeker have razed forge moons, ambushed Imperial landing sites, plundered millennia-old techno-archives and slaughtered Imperial and xenos forces in their dozens, striking like a thunderclap. She despises inactivity, worthless posturing and superfluous greed. Where Ghoryl perceives even a suggestion of failure or caution, she ruthlessly stamps it out and moves on without pause. Woe Seeker's temporary pacts with the Black Legion warband of Kholesh Gertz, the Radiant Disciples of Nonavoth and traitors of the Dethlan 223rd Pioneer Corps have become infamous for their brevity and their bloody conclusions. Woe Seeker tore through the Tzeentch-worshippers of Nonavoth mid-battle when they paused in their assault to enact a sorcerous ritual, driving the terrified survivors before it to soak up Imperial firepower and clog the enemies' blades. It contemptuously



Hatred of Krastellan

After the Horus Heresy, the Nobles of the loyalist House Hawkshroud created a knightly title. Whomsoever had this title would pilot the Knight suit Hatred of Krastellan and shoulder grave and harrowing burdens, answering the most unthinkable calls to arms. It was the Hatred of Krastellan that attacked allies suspected of treachery, executing valiant generals alongside whom it had once fought and slaughtering those obedient soldiers who served the condemned. It was this Knight that meted out punishment upon planets where, due to hostile invasions, the populace had been unable to proffer their tithe of flesh to the Imperium. In M34, the Throne Mechanicum of the Knight could bear these duties no more and its remnant spirits cried out in collective fury. They declared themselves the true High Monarch of House Hawkshroud, for, by the Code Chivalric, no king or queen would issue an order they themselves were unwilling to carry out. The Hatred of Krastellan was declared an enemy to Hawkshroud, and thus began its long descent into Chaos.



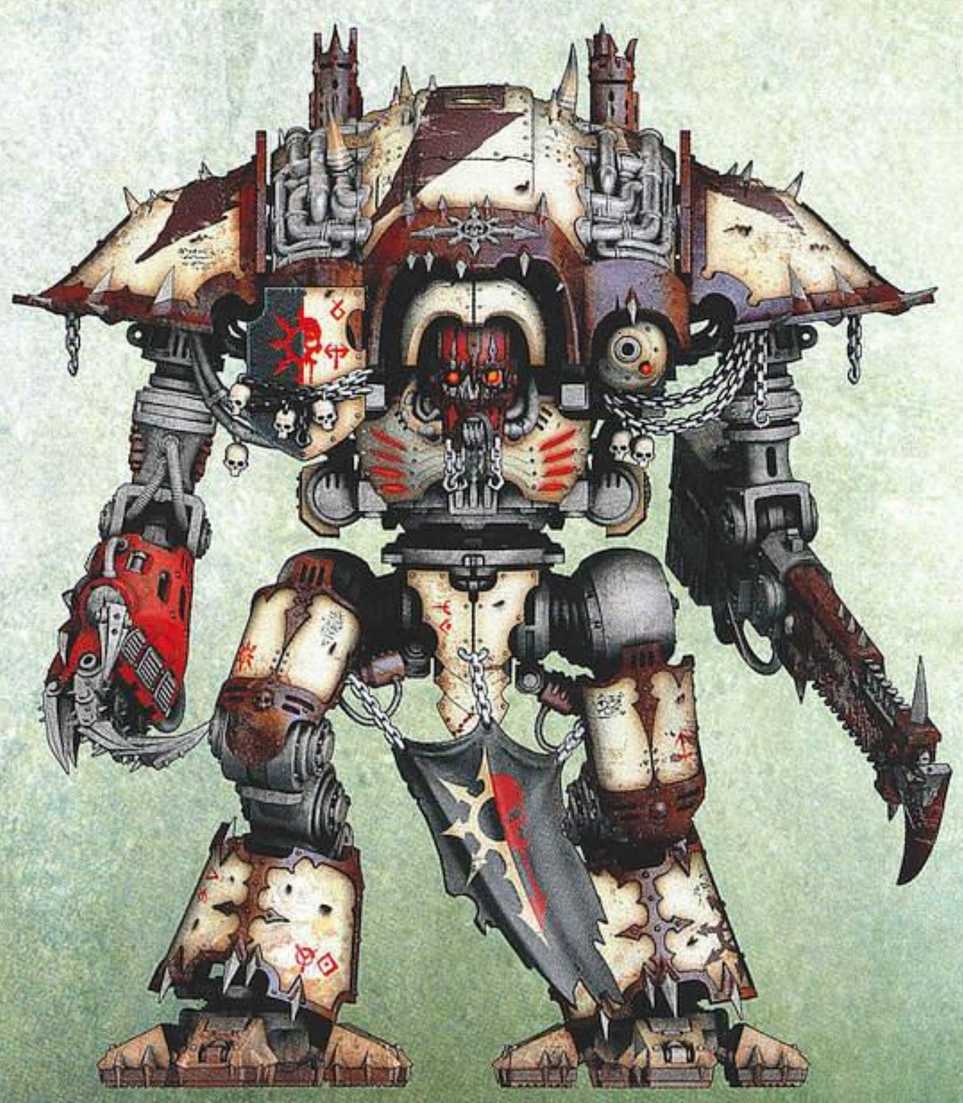
crushed Warlord Gertz beneath one massive foot during the warrior's elaborate shouted challenge to his Salamanders opponent, before obliterating the Imperial commander with a battle-cannon shell and leading the remaining Black Legion to tear open the Gates of Fundas Bragantis. For the commandant of the Dethlan 223rd, issuing his strategy from the rear lines in the safety of a command tank, Damas Ghoryl offered him a more front line role. Hefting the commandant's tank in one giant gauntlet, she hurled it into the enemy's midst where it detonated like an oversized grenade; Woe Seeker strode through the gap the explosion had torn open in the foe's defence, cannons already firing as Ghoryl watched for the next lapse from those around her.

HOPE'S SHROUD

In M36, the former Freeblade known as Hope's Shroud pledged its loyalty to the Ecclesiarch Goge Vandire. In the name of faith, it massacred soldiers who fought to depose the tyrannical High Lord and was even sent to eliminate its master's greatest detractor, Sebastian Thor. But before Hope's Shroud could carry out its charge, Thor brought his armies to Terra. Vandire was eventually slain by members of his own bodyguard – the warriors who would go on to found the Adepta Sororitas. Upon learning that its liege had been murdered and named a traitor, the Fallen Noble and Knight turned their hatred and weapons against all who followed the Imperial Creed. Hope's Shroud's pilot rejected the Imperial faith and instead embraced with greater fervour the creed of those the Imperium deemed heretics. Allying with heretical warbands to aid them in their vendetta, the Noble and Knight sought out the most faithful servants of the Emperor so that they could slaughter in Vandire's name.

LITANY OF DESTRUCTION

The Living Litany, a Freeblade Knight, was the epitome of the questing champion. Driven by honour, this warrior travelled across battlefields, driving back xenos and heretical foes alike. None know the truth behind the Living Litany's fall, and its transformation into the monster known as the Litany of Destruction. Some say that a freak warp storm enveloped the pilot and his war machine during the Battle for Kranava Hexis. Others claim that the Knight was exposed to a biomechanical contagion by agents of the Dark Gods. Some simply contend that the Litany of Destruction's lust for slaughter and devastation has become so all-encompassing that the allegiance of its victims has ceased to matter. Whatever the truth, where once the Litany's vox arrays blared sermons of worship in High Gothic, they now howl deranged diatribes as the war machine enters the field of combat.



Decima & Incarnate Slaughter

Once known as Incarnate Valour, this murderous Knight Rampager and its pilot, Decima, fell to Chaos in the throes of battle. They marched to war as part of the grand lance of House Merridon, in which every last Knight of the household strove to halt the rampant advance of Hive Fleet Hydra that was fast approaching their world. Their bold, final charge was doomed to failure. Outnumbered by a factor of billions, each Knight was cut down and picked apart by the unending xenos swarms. Incarnate Valour was the last warrior standing, and in its pilot's mind remained a single imperative – kill. When the Knight was waist-high in ichor and butchered alien flesh, a warp breach appeared beneath its feet, drawing the raging engine into the empyrean. Since then, Incarnate Slaughter has appeared on dozens of other worlds, arising from lakes of gore and continuing its rampage. Though it is primarily drawn to worlds infested by Tyranids, the Knight Rampager will turn its rage on any enemy with which it is faced.

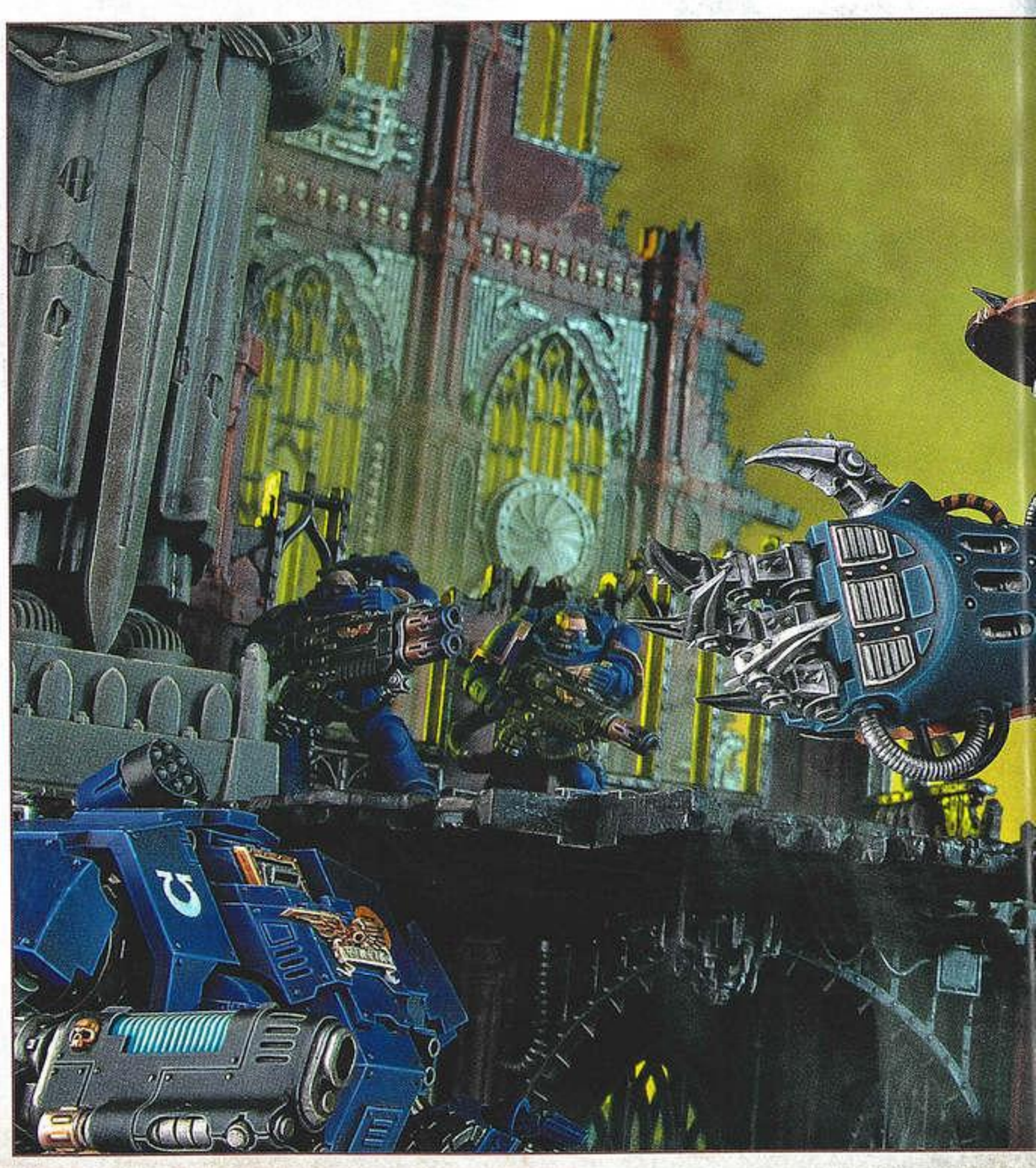
A dread lance of Chaos Knights from House Khymere bring infernal destruction to the denizens and defenders of Drenfor Fronteris. The mega-colony's outer suburbs are left in burning ruin as the Fallen Nobles of Surtr's Wake crash into Astra Militarum pickets.

DREAD PAGEANTRY

Chaos Knights display on their chassis the icons that denote their allegiance. Some bear the markings of their Fallen household, others the defaced remnants of Imperial symbols, and others still the profane daubings of their worshippers. Together with personal arms and trophies of vile deeds, these form a Knight's dark heraldry.

Each dread household is identified by both its traditional colours and its icon. Chaos Knights that owe fealty may display those colours in different combinations and patterns. This forms the basis of the Fallen Noble's arms, marking them as individual warriors of dread renown. Such markings appear on the pennants and armoured pauldrons of their Knight suits, upon the banners that line their keeps and even on the garb of their retainers. The pilots of some War Dogs may bear heraldries that reflect or mirror those of the more powerful Fallen Noble they are bound to.

Knights that have fallen into the service of the Chaos Gods also bear depraved symbols of their dark loyalty. The hateful eight-pointed star of Chaos or fell symbols of individual gods is worked into their immense armour. Grisly, cadaverous chunks of the champions who dared face them are hung from black chains. Baleful runes that bind the power of the warp into their massive forms are inscribed by their Idolators, and some also bear the icons of powerful warlords they have fought with.

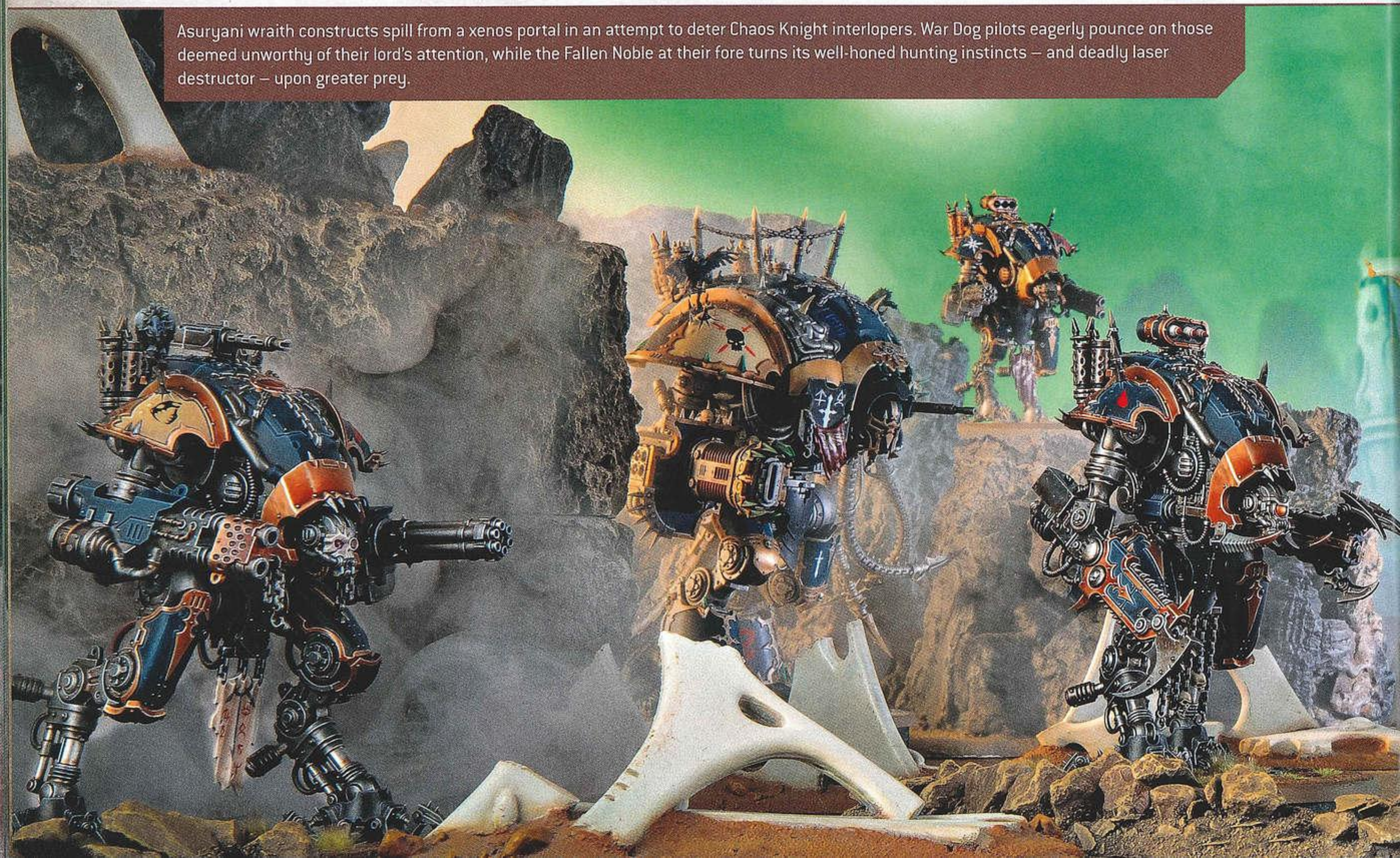


A gaping rent is torn in the side of an Imperial basilica defended by the Ultramarines. As dust and falling masonry settles, the looming form of a Knight Desecrator appears, its massive gauntlet poised to crush more of the Space Marines.

The Serpent Knights of House Lucaris trample the final chem-processing shrines of the Adeptus Mechanicus on Luxiset XI. As the Tech-Priests' holdings burn, roiling clouds of blood-coloured haze bring misery and terror, sapping the fervour of their loyal Skitarii.



Asuryani wraith constructs spill from a xenos portal in an attempt to deter Chaos Knight interlopers. War Dog pilots eagerly pounce on those deemed unworthy of their lord's attention, while the Fallen Noble at their fore turns its well-honed hunting instincts – and deadly laser destructor – upon greater prey.

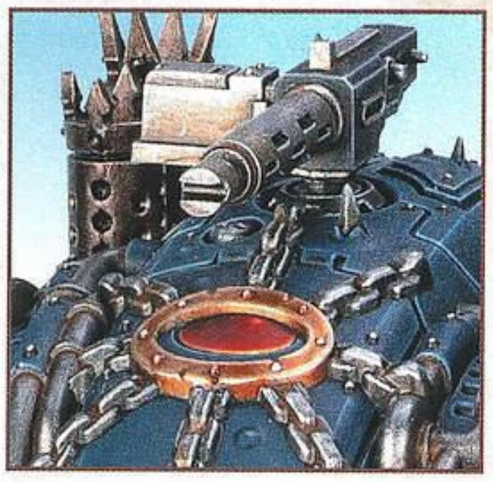


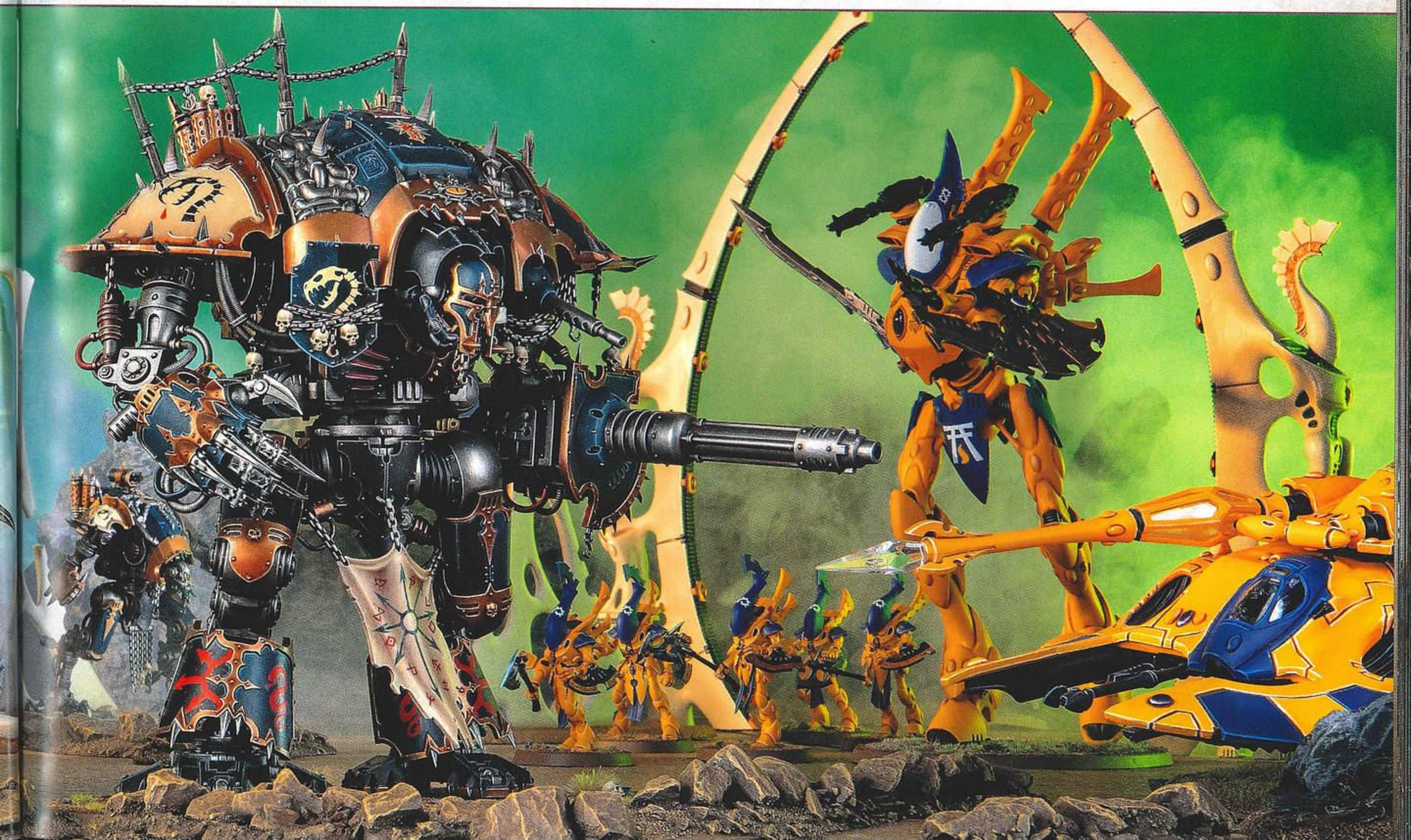


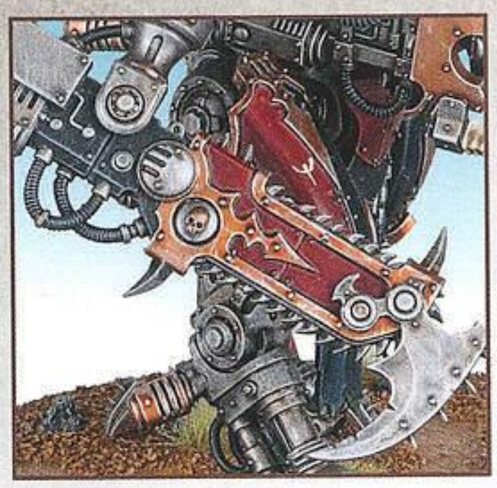
War Dog Brigand with daemonbreath spear, avenger chaincannon and diabolus heavy stubber

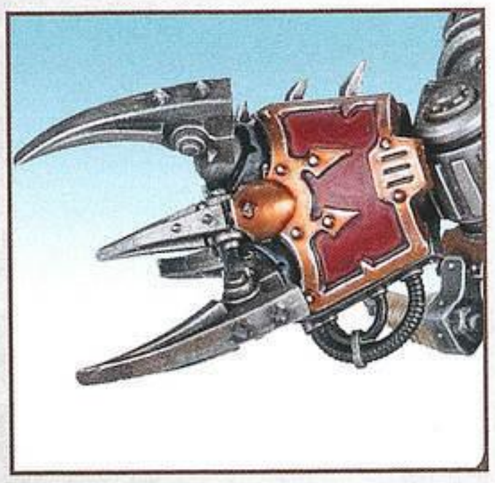


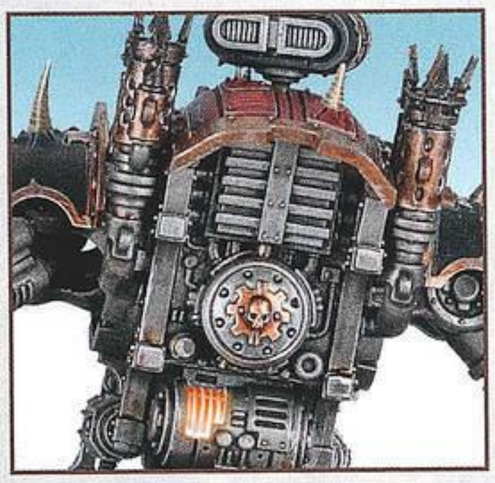






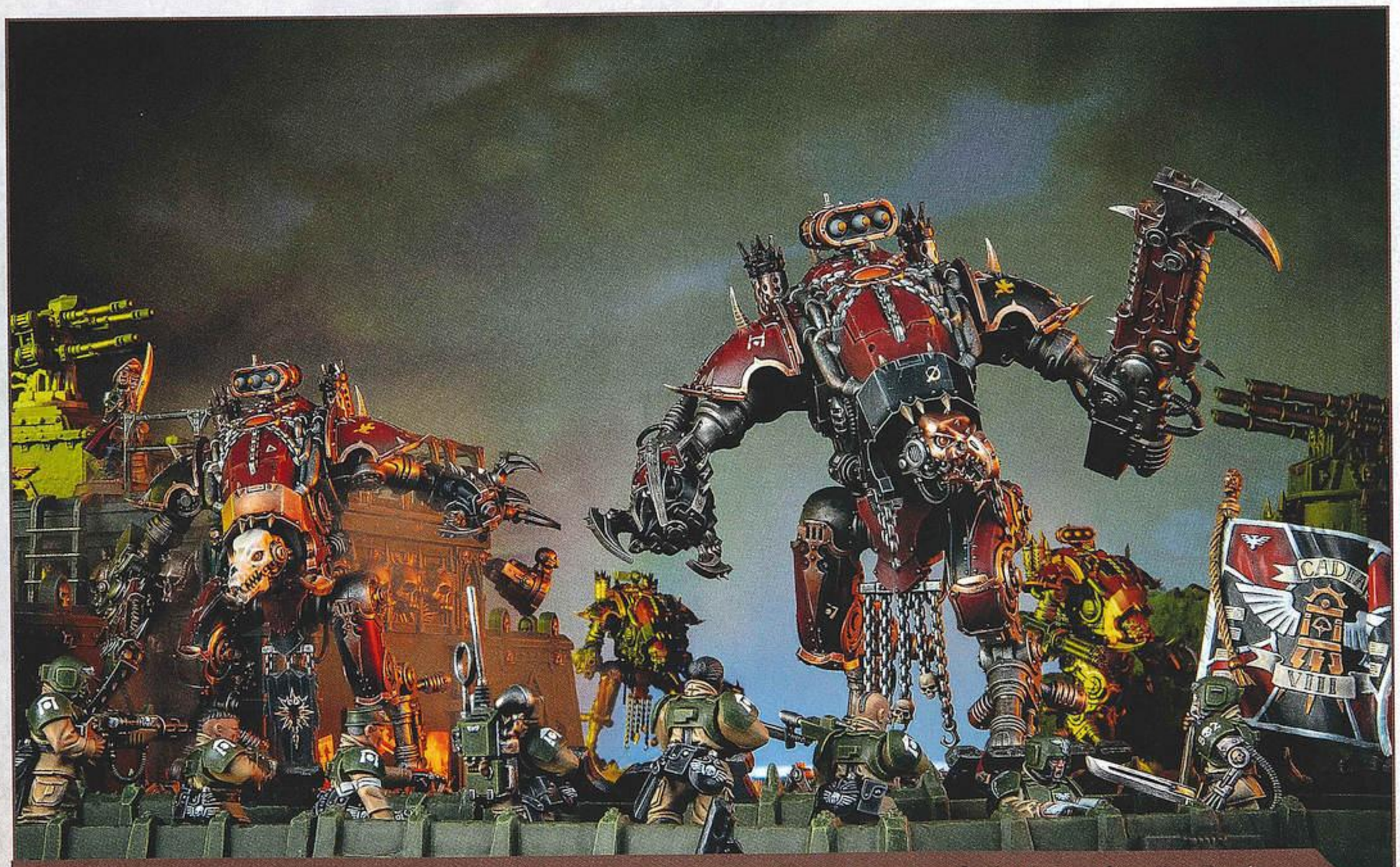








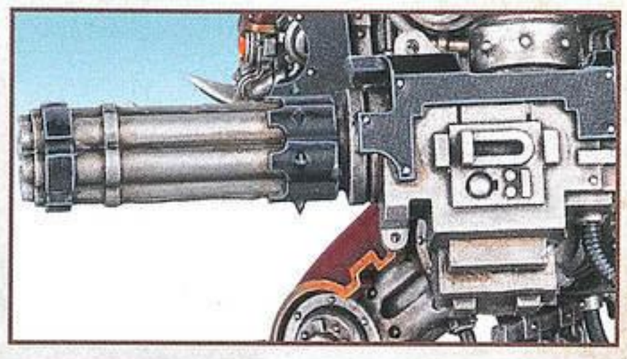
War Dog Karnivore with reaper chaintalon, slaughterclaw and havoc multi-launcher

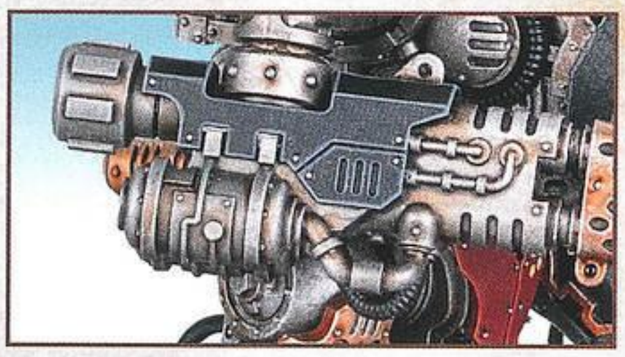


Under darkening skies, the murderous vanguard of a Chaos Knight invasion assaults the western Cadian lines at Stormfort Deacis. The War Dogs' blaring horns emit deafening challenges as sentry guns are silenced and command posts are turned into blood-slicked abattoirs.





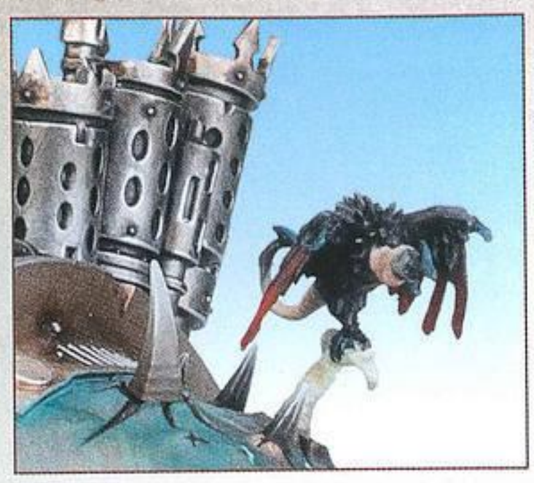


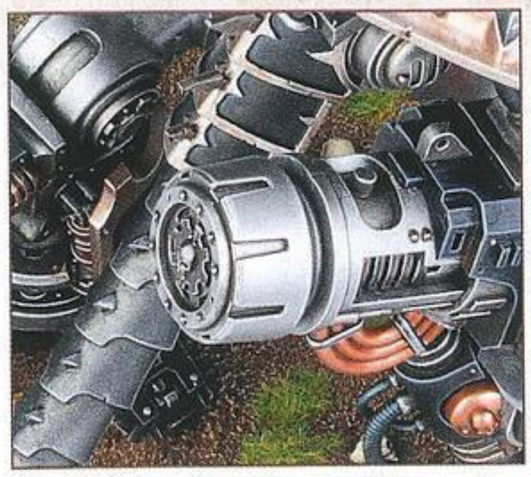


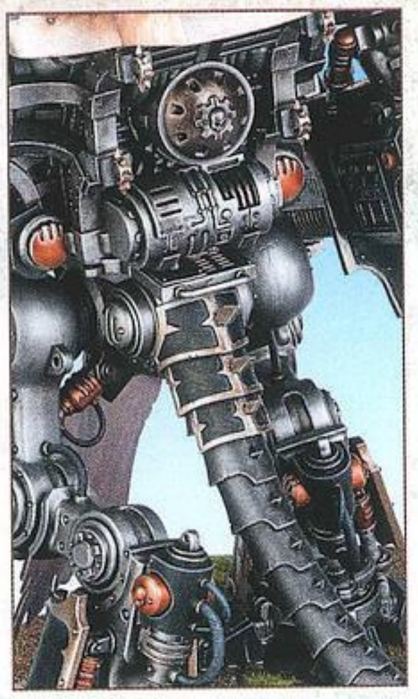
War Dog Brigand with daemonbreath spear, avenger chaincannon and diabolus heavy stubber



The hyperdense alloys of Necron armour are scant defence against the unfettered fury of a Knight Rampager. Towering alien trees are smashed aside as the maddened Fallen Noble within vents her rage in eviscerating sweeps of her blade, and with every crushing blow of her immense gauntlet.









Knight Abominant with volkite combustor and electroscourge

The once-pure chemical smog of a forge shrine crawls with half-glimpsed shapes and nightmarish shadows as, with hideous strength, a corrupted engine of the Dark Gods tears apart the works of the Omnissiah to reach a hoard of ancient archeotech within.



On the cathedral world of Horem's Reach, the skies already burn, the shrines are turned into pyres, and the blasphemous coalition of Dreadblades at their heart blare heretical praises to the Chaos Gods as they charge into the unflinching remnants of Adepta Sororitas – battling for the planet's soul.

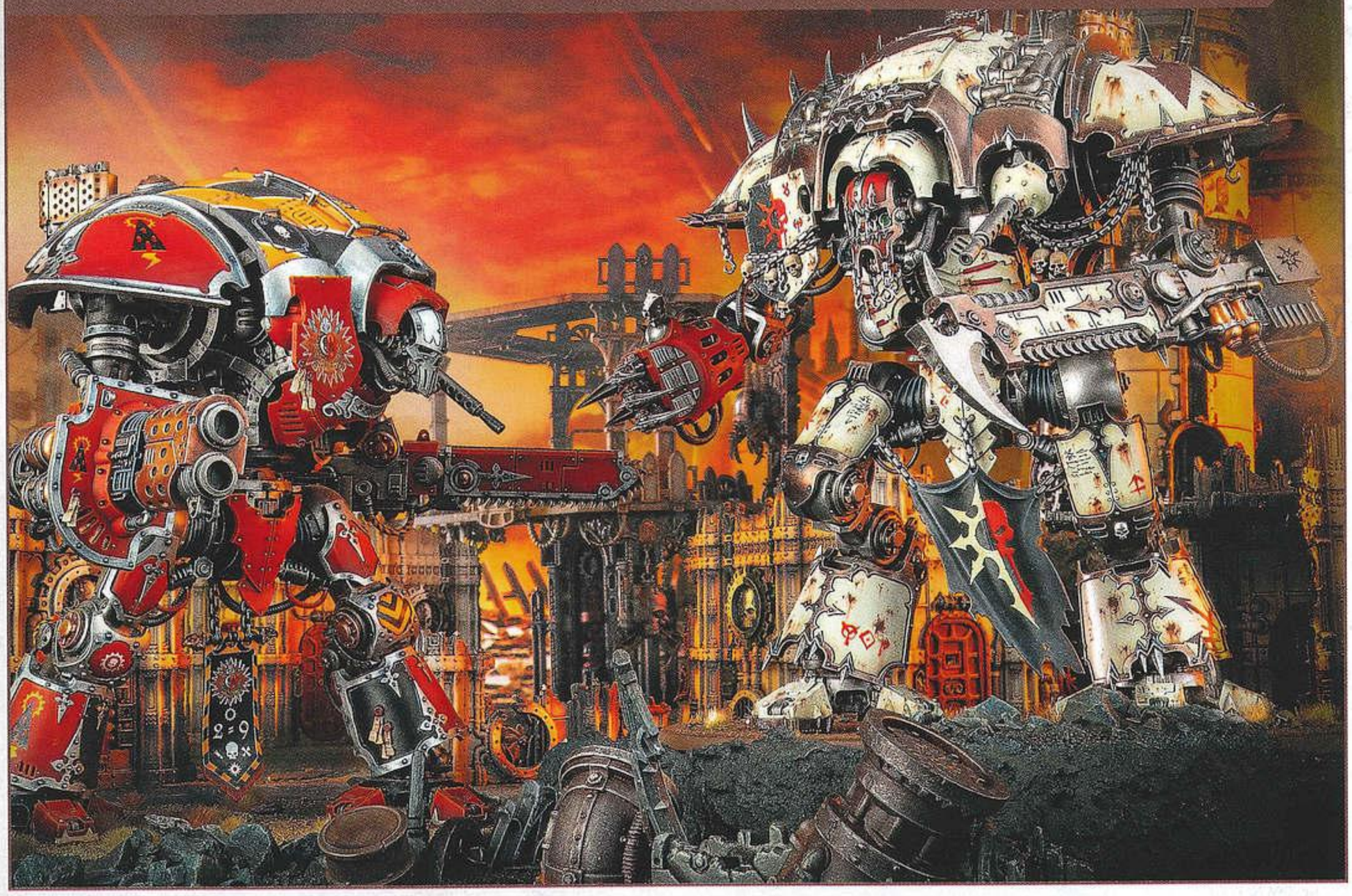






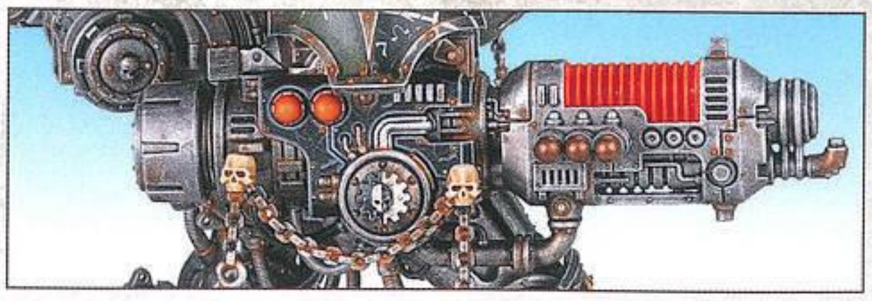
Knight Desecrator with warpstrike claw and Desecrator laser destructor

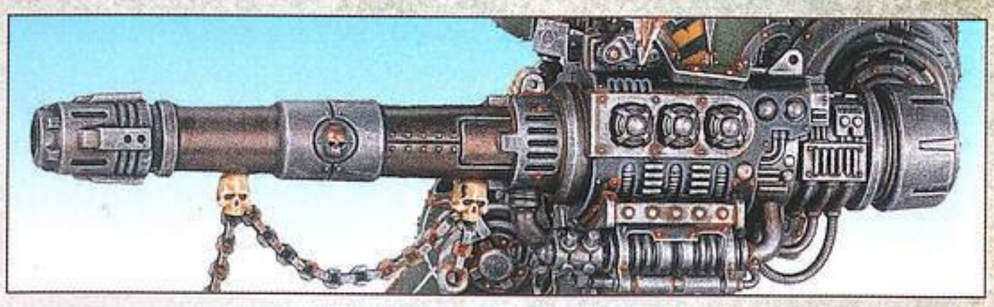
The ground trembles as two demigods of war clash amid the Tyberian Fires during the Third Grevvan War. During such duels, the bitter hatred of the Chaos Knights meeting the passion of their loyalist foes causes widespread collateral damage and proves lethal for any forces caught nearby.



The Dreadblade known only as the Gilded King strikes at an asteroid-based orbital arms cache, surging headlong into the Black Templars stationed there. The tainted Knight's very presence corrupts the thin atmosphere, turning it into a cloying mist as the unknown Fallen Noble within unleashes its weapons.



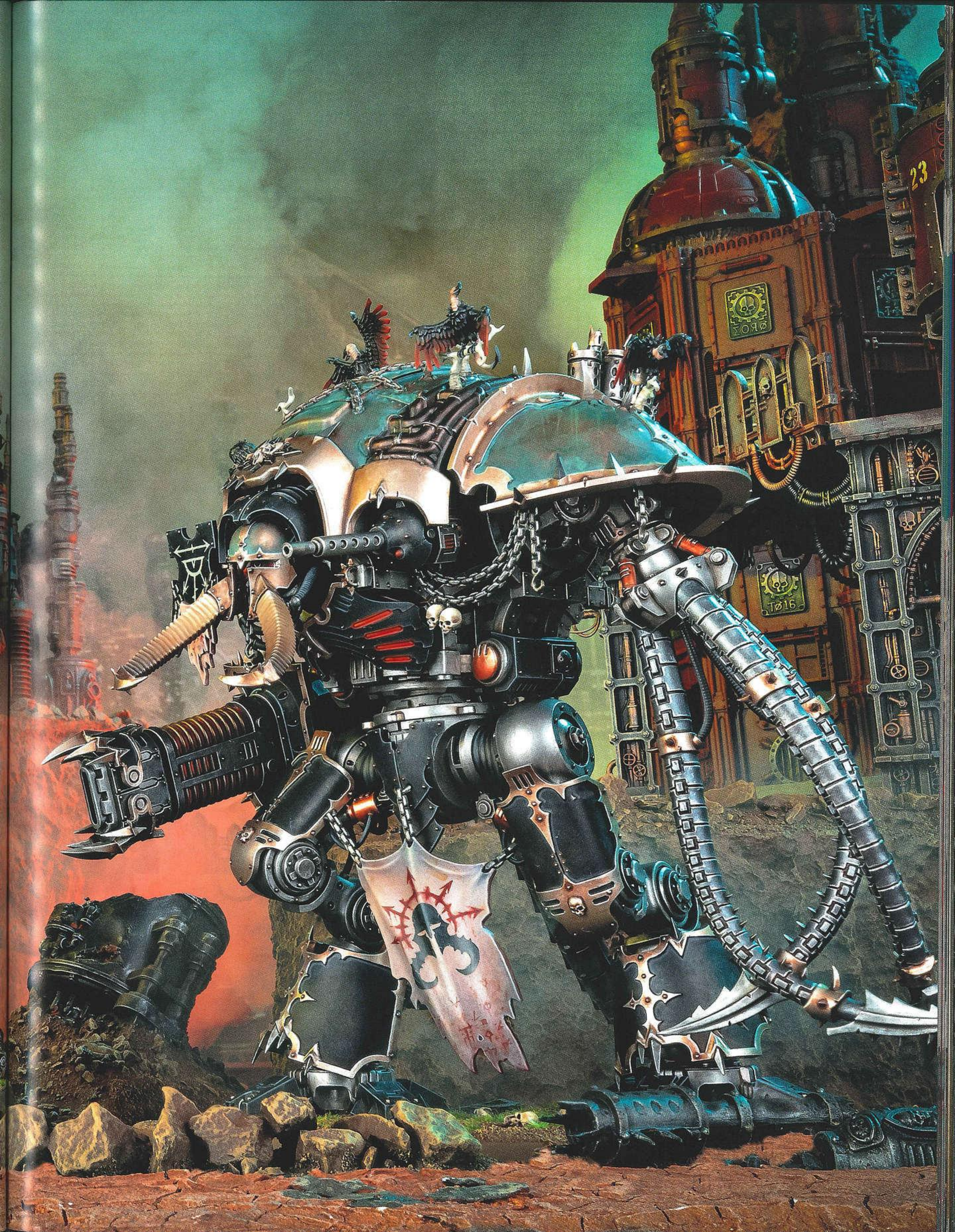






Knight Tyrant with ectoplasma decimator and brimstone volcano lance


03



THE RULES

Welcome to the rules section of *Codex: Chaos Knights*. On the following pages you will find all the rules content you need to bring every aspect of the Chaos Knights to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games, maybe you want to forge your own tales of horror and destruction with narrative play, perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others – such as your army's Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with Battle-forged armies. Then there's content such as the Warp Storm discipline, which you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide countless hours of fresh and exciting gameplay.

On top of this, the Chaos Knights are a unique faction in Warhammer 40,000 in that they wield darkness and despair as a weapon as much as any cannon or blade. There are a myriad of rules within this section – such as the dread households and Favours of the Dark Gods – that provide you with an opportunity to further upgrade and customise your army into a terrifying force ready to wreak carnage in the names of the Chaos pantheon. In addition to unique Agendas, Battle Traits and Crusade Relics that reflect the Chaos Knight's personal background and methods of war, you will find bespoke content for your Chaos Knights Crusade force, including exciting Requisitions that can enable your units to swear fealty to one of the Chaos Gods, or to exile themselves from their previous loyalties and forge their own path by becoming a feared Dreadblade. Finally, any of your Chaos Knights can undertake the Eightfold Path to Damnation, gaining Damnation points from battle to battle by slaughtering their foes, and receiving new abilities and curses as they descend the Circles of Damnation.

They brought their armies to battle in defence of their world but what could they do in the face of our fury? Skulls we reaped and blood we shed fit to raise mountains and form oceans, and still we hungered for more.



BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 55-56)
Units in **CHAOS KNIGHTS** Detachments gain additional abilities to better reflect how Chaos Knights armies operate together and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

THE DREAD HOUSEHOLDS (PG 57-65)
CHAOS KNIGHTS Detachments in your army can be from a dread household or they can be a Dreadblade. In either case, units in those Detachments will have access to unique rules that reflect how they behave on the battlefields of the 41st Millennium. You will be able to select a dread household to align to that reflects your fighting style, or create a persona that suits the individualistic nature of **DREADBLADE** units.

STRATAGEMS (PG 66-69)
Chaos Knights armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

ARMY RULES

FAVOUR OF THE DARK GODS (PG 70-73)
Certain models in your Chaos Knights army can be upgraded to have a Favour of the Dark Gods. In doing so, these damned warriors will gain new abilities, which can be further enhanced by offering the Dark Gods of Chaos a worthy offering during battle.

WARLORD TRAITS (PG 74)
The **WARLORD** of a Chaos Knights army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat preferences and command style on the battlefield.

WARP STORM DISCIPLINE (PG 75)
Some Chaos Knights can command the psychic maelstrom that surrounds them, wielding the elemental power of the warp itself as a weapon. The list of psychic powers that each **CHAOS KNIGHTS PSYKER** in your army can choose from can be found in this section.

RELICS (PG 76-79)
Chaos Knights characters can take powerful artefacts and ancient weapons called Relics of Tyranny into battle; these Relics and the rules they bestow are described in this section.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 80-81)
If you are playing a battle that instructs you to select secondary objectives, then you can choose from the Chaos Knights ones printed here. These represent tactical and strategic goals unique to the Chaos Knights. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 82-93)
Chaos Knights have access to a host of additional rules that further enhance your Crusade experience. These include bespoke Agendas, Requisitions, Battle Traits, Battle Scars and Crusade Relics that reflect the horrifying background of the Chaos Knights. Amongst the rules presented in this section is the Eightfold Path to Damnation, where a damned Chaos Knight will descend through the Circles of Damnation as they wage war in the name of the Dark Gods; in return, they will receive new bonuses in the form of Rewards and curses whereby they honour the pantheon of the Dark Gods and are rewarded with Pacts, and cursed with Damnations.

DATASHEETS

DATASHEETS (PG 96-107)
This section is essential to all Chaos Knights players, regardless of play style, containing as it does the datasheets for **CHAOS KNIGHTS** units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 108-109)
This section provides wargear lists referenced in the wargear options of certain Chaos Knights datasheets, as well as profiles for all of the weapons **CHAOS KNIGHTS** units can be equipped with.

POINTS

POINTS VALUES (PG 109)
If you are playing a game that uses points values, you can use the alphabetical lists in this section to determine the cost of each unit from your army. These will be reviewed annually.

RULES REFERENCE

GLOSSARY (PG 110-111)
In this section you will find a glossary of rules terms used in this Codex that is designed to aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 112)
Here you will find a handy bullet-pointed rules reference that summarises some common Chaos Knights rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Chaos Knights force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission.

Created from the contents of two War Dogs boxed sets, this force can be used in a Battle-forged army, and in itself comprises a Super-heavy Auxiliary Detachment, as described in the Warhammer 40,000 Core Book.

On the battlefield, every Chaos Knights model – even the War Dog-class Knights such as these War Dog Stalkers – is a towering engine of destruction. Each one is as powerful as two or more units from most other armies, and is equipped with powerful weaponry and tough armour. As part of a Battle-forged army, these units will also gain the Objective Secured ability (see the Warhammer 40,000 Core Book) enabling them to hold on to objectives even when outnumbered by the foe.

The models here are equipped with a balance of shooting and melee attacks in mind, enabling them to compete at both range and in the cut and thrust of close combat. Those models equipped with avenger chaincannon should use them to thin down their opponent's infantry units, whilst models equipped with daemonbreath spears should target enemy vehicles, monsters or elite armoured units in order to maximise firepower. In either case, having inflicted some damage at range, any model should then be able to finish their foes off in close combat.

The models in this Combat Patrol force must be aggressive and work together to secure victory. Whilst each is mighty, you only have 3 models; they will doubtless be both outnumbered by your foes and at risk of being overrun. To minimise the chances of this, try to ensure your models can team up and are close enough to one another to provide support when needed. You may struggle to do this while simultaneously holding onto more than one objective, so if different objectives yield you better rewards concentrate on those; do not squander your forces guarding areas of the battlefield that will not yield you victory.



DETACHMENT ABILITIES

A **CHAOS KNIGHTS** Detachment is one that only includes models with the **CHAOS KNIGHTS** keyword (excluding models with the **AGENT OF CHAOS** or **UNALIGNED** keywords).

- **CHAOS KNIGHTS** Detachments gain the Traitoris Lances and Fallen Hero abilities.
- **CHAOS KNIGHTS** units in **CHAOS KNIGHTS** Detachments gain the Towering Foe, Traitoris Ambitions and Household Bond abilities.
- **WAR DOG-CLASS** units in **CHAOS KNIGHTS** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

Note that **CHAOS KNIGHTS** Super-heavy Auxiliary Detachments still get these Detachment abilities, even though Super-heavy Auxiliary Detachments do not normally gain any Detachment abilities.

TRAITORIS LANCES

Though they have left their nobility far behind, Chaos Knights are still ruled over by despotic lords who lead with brutal authority.

- If this Detachment is a Super-heavy Detachment, or if you are playing a Combat Patrol battle and this Detachment is a Super-heavy Auxiliary Detachment, select one **WAR DOG-CLASS, ABHORRENT-CLASS** or **TYRANT-CLASS** model in this Detachment. That model gains the **CHARACTER** keyword.
- If this Detachment contains between 1 and 2 **ABHORRENT-CLASS** models, or if it contains between 3-5 **WAR DOG-CLASS** models, this Detachment's Command Benefits are changed to: '+3 Command points if your **WARLORD** is part of this Detachment.'
- If this Detachment contains 3 or more **ABHORRENT-CLASS** models, or if it contains 6 or more **WAR DOG-CLASS** models and 1 or more **TITANIC** units, this Detachment's Command Benefits are changed to: '+6 Command points if your **WARLORD** is part of this Detachment.'

FALLEN HERO

Dreadblades often wander the galaxy, carving a path of destruction and aiding the forces of Chaos at their whim.

If this Detachment is a Super-heavy Auxiliary Detachment that contains one **DREADBLADE** unit, until the end of the battle, that unit gains the **AGENT OF CHAOS** keyword. Only one **DREADBLADE** unit from your army can have this keyword.

The inclusion of a **DREADBLADE AGENT OF CHAOS** unit from your army does not prevent **CHAOS** units in your army from using any rules that require every model from your army to have the same keyword (e.g. Contagions of Nurgle, Cabbalistic Rituals, etc.).

TOWERING FOE

A Chaos Knight is a towering form of metal and twisted power that is more than a match for a score of lesser foes.

This model counts as 5 models when determining control of an objective marker (if this model is **TITANIC**, it instead counts as 10 models when determining control of an objective marker).

TRAITORIS AMBITIONS

All Chaos Knights march along a path of damnation. However, the preferred methods by which they enact their brutal ambitions differ between Iconoclast and Infernal households.

All **CHAOS KNIGHTS** units with this ability (excluding **DREADBLADE** units), and all the models in them, gain a Traitoris Ambition so long as every unit in their Detachment owes their allegiance to the same Traitoris household (i.e. every model in their Detachment has the **ICONOCLAST HOUSEHOLD** keyword or every model in their Detachment has the **INFERNAL HOUSEHOLD** keyword). The Traitoris Ambition gained depends upon which allegiance they have, as shown below, and you must write down all of your Detachments' Traitoris Ambitions on your army roster.

Example: *A* **HOUSE KHOMENTIS** *unit with the Traitoris Ambition ability gains the Daemonic Surge Traitoris Ambition.*

Iconoclast Household: Conquerors Without Mercy

The many Iconoclast households have carved a path of flames across the galaxy. Their brutal charges leave only death and devastation in their wake, reducing whole worlds to ruin. No trace of mercy is shown to those who dare stand against them, and no quarter is given to those whose will the Chaos Knights have broken.

Each time a model with this ambition fights, if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved:

- Add 1 to the Attacks characteristic of this model.
- Improve the Armour Penetration characteristic of melee weapons this model is equipped with by 1.

Infernal Household: Daemonic Surge

The dark power of the warp courses through the Knight suits of the Infernal households. In battle, these Knights draw upon this obliterative energy to bolster their already formidable might, paying whatever price is necessary in order to better destroy their enemies.

In each of your Command phases, each model with this Traitoris Ambition can use one Daemonic Surge. If a model uses a Daemonic Surge, you must do one of the following:

- Inflict 1 mortal wound on this model and roll one D3 on the table below to determine the rule that applies to this model until the start of your next Command phase.
- Inflict D3 mortal wounds on this model and select one result from the table below to apply to this model until the start of your next Command phase.

D3	DAEMONIC SURGE
1	**Daemonic Hunger:** Add 3" to this model's Move characteristic.
2	**Daemonic Fortitude:** Each time an attack is made against this model, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
3	**Daemonic Power:** Select one weapon this model is equipped with. Each time an attack is made with that weapon, add 1 to that attack's wound roll.

HOUSEHOLD BOND

The dread households that have forsaken their vows come from across the length and breadth of the Imperium. Their particular skills and specialisms are as wide ranging as their reasons for reneging on their oaths of fealty, but all pose an equally deadly threat to the realm they previously fought to defend.

All **CHAOS KNIGHTS** units with this ability, and all the models in them, gain a Household Bond so long as their Detachment contains at least 3 models (excluding **DREADBLADE** models) when you muster your army, and every unit in their Detachment (excluding **DREADBLADE** units) is from the same dread household.

Example: *A* **HOUSE KHOMENTIS** *unit with the Household Bond ability gains the Profane Symbiosis bond.*

If your dread household does not have an associated Household Bond, you must instead select a Fell Bond for them, as described on pages 64-65; this allows you to customise the rules for your dread household.

If a Detachment includes any **DREADBLADE** units, you must instead select a Fell Bond for each of them, as described on pages 64-65. Each **DREADBLADE** unit must have a unique Fell Bond and so you cannot select a Fell Bond for a **DREADBLADE** unit if any other unit from your army has the same Fell Bond. Note that **DREADBLADE** units always receive a Fell Bond, regardless of how many models are in their Detachment.

Write down all of your models' Household Bonds and Fell Bonds on your army roster.

DREADED ABILITIES

Some abilities in this book are ☠ abilities, which affect enemy models or units within Dread range. At the start of battle this range is 12", but can be increased through certain rules. The effects of multiple, identically named ☠ abilities are not cumulative (i.e. if an enemy unit is within range of two models with the same ☠ ability, that ☠ ability only applies to the enemy unit once). Note that while similar in many regards to Aura abilities, ☠ abilities are not affected by abilities that affect Aura abilities, and vice versa.

- ☠ - **Dreaded**
- Dreaded abilities affect units within Dread range.
- Dread range = 12" at start of battle
- Dreaded abilities are unaffected by rules that affect Aura abilities, and vice versa.



THE DREAD HOUSEHOLDS

If your army is Battle-forged, **<DREAD HOUSEHOLD>** units (excluding **DREADBLADE** units) in **CHAOS KNIGHTS** Detachments gain access to the following dread household rules, provided that Detachment contains at least 3 models (excluding **DREADBLADE** models). Such a Detachment is referred to as a **<DREAD HOUSEHOLD>** Detachment.

TRAITORIS AMBITION

If a **<DREAD HOUSEHOLD>** Detachment owes allegiance to an Iconoclast or an Infernal household, it can gain a Traitoris Ambition as described on page 55.

HOUSEHOLD BONDS

All **<DREAD HOUSEHOLD>** units (excluding **DREADBLADE** units) in a **<DREAD HOUSEHOLD>** Detachment will gain a Household Bond, as described on page 56. On these pages you will find the Household Bonds associated with each dread household, as well as the list of Fell Bonds (pg 64-65) that you must use if your dread household does not have an associated Household Bond, or if your Detachment includes any **DREADBLADE** units.

WARLORD TRAITS

Each dread household has an associated Dread Household Warlord Trait. If a **CHAOS KNIGHTS <DREAD HOUSEHOLD> CHARACTER** model gains a Warlord Trait, they can have the relevant Dread Household Warlord Trait instead of a Warlord Trait from page 74. Note that **DREADBLADE** models can never be given a Dread Household Warlord Trait.

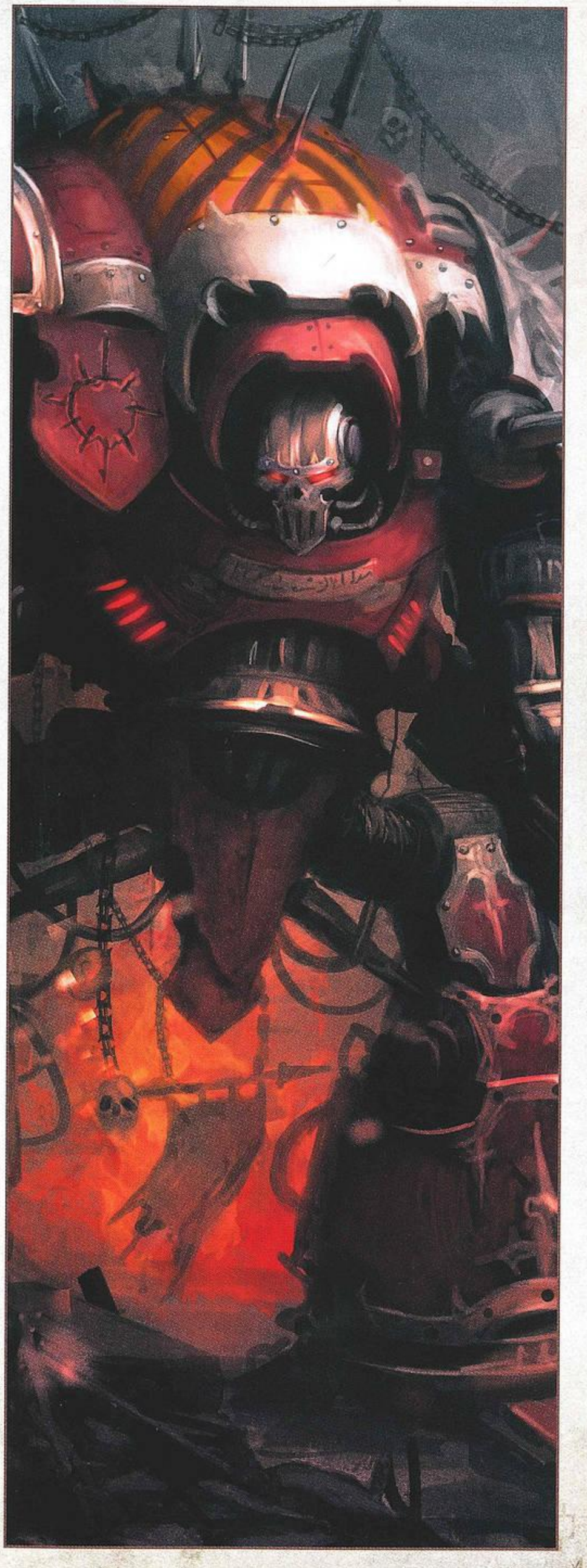
STRATAGEMS

Each dread household has an associated Dread Household Stratagem. If your army includes a **<DREAD HOUSEHOLD>** Detachment, you will gain access to the relevant Dread Household Stratagem and can spend CP to use them.

RELICS OF TYRANNY

Each dread household has an associated Dread Household Relic of Tyranny. If your army is led by a **CHAOS KNIGHTS <DREAD HOUSEHOLD> WARLORD** (excluding a **DREADBLADE** model) from one of the dread households named in this section, you can give the relevant Dread Household Relic of Tyranny to a **CHAOS KNIGHTS <DREAD HOUSEHOLD> CHARACTER** model from your army instead of giving them a Relic of Tyranny from pages 76-79. **DREADBLADE** models cannot be given a Dread Household Relic of Tyranny. Note some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Tyranny your models have on your army roster.

Example: *A Battle-forged army includes a* **CHAOS KNIGHTS** *Detachment containing 6* **HOUSE VEXTRIX** *models. All* **HOUSE VEXTRIX** *units in that Detachment gain the Daemonic Surge Traitoris Ambition and the Titankin Household Bond. You have access to the Interception Array Stratagem and a* **HOUSE VEXTRIX CHARACTER** *model in that Detachment that is given a Warlord Trait can instead be given Favour of the Dark Mechanicum. If the army's* **WARLORD** *is selected from this Detachment and is from* **HOUSE VEXTRIX**, *a* **HOUSE VEXTRIX CHARACTER** *model from your army that could be given a Relic of Tyranny can instead be given the Heretek Power Core.*



THE DREAD HOUSEHOLDS

'What use have we for your carrion god, slumped and decaying upon his gaudy throne? Your offers of allegiance are but invitations to don the shackles that you proffer like gifts, and to bind willingly about ourselves their dragging chains. Yet be not downhearted, for we shall find a use for those chains yet as we wind them tight about your necks.'

- Baron Kaveris of House Herpetrax to Imperial Envoy Barsilimanius Phelp



HOUSE HERPETRAX

The scions of House Herpetrax disdain the Imperium as a weak and bloated sham. After all, what need have they to huddle within the waning light of the Emperor when they already draw so much strength from other, darker places?

TRAITORIS AMBITION: CONQUERORS WITHOUT MERCY

HOUSE HERPETRAX models gain the Conquerors Without Mercy Traitoris Ambition (pg 55) if every model in their Detachment has the **ICONOCLAST HOUSEHOLD** keyword.

HOUSEHOLD BOND: DAUNTLESS

The Fallen Nobles of House Herpetrax are indomitable, refusing to surrender even as their Knight suits burn around them.

- Add 2 to the Wounds characteristic of **WAR DOG-CLASS** models with this bond.
- Add 4 to the Wounds characteristic of **TITANIC** models with this bond.

WARPING PRESENCE 1CP

House Herpetrax – Strategic Ploy Stratagem

To stay too long in the presence of the Knights of House Herpetrax is to invite an agonising death.

Use this Stratagem at the end of the Fight phase. Select one **HOUSE HERPETRAX** model from your army. Roll one D6 for each enemy unit within 6" of that model: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

WARLORD TRAIT: BOW TO NONE

This warlord has stared down even the most terrifying daemons of the warp. They are as unwilling to yield or bend the knee before the ineffable as before any other mortal.

- This **WARLORD** can ignore any or all modifiers to their characteristics profile (the only exceptions are characteristics changes incurred as a result of Damage suffered, as shown on this **WARLORD'S** datasheet).
- Each time this **WARLORD** makes an attack, you can ignore any or all modifiers to its hit rolls, wound rolls or damage rolls.
- Each time this **WARLORD** Advances or declares a charge, you can ignore any or all modifiers to its Advance rolls or charge rolls.

RELIC: CROWN OF JEDATHRA

This Throne Mechanicum enhances the natural agility and reactions of the Fallen Noble who bonds with it, allowing them to sidestep the clumsy attacks of their rivals.

HOUSE HERPETRAX ABHORRENT-CLASS model or **HOUSE HERPETRAX WAR DOG-CLASS** model only. Each time a melee attack is made against the bearer, subtract 1 from that attack's hit roll.

HOUSE LUCARIS

House Lucaris prize decisive action and versatile strategy. They overwhelm their enemies with lightning raids, cunning feints and sudden, devastating mass assaults. This is an arrogant and powerful house, high in the regard of the greatest heretic warlords.

TRAITORIS AMBITION: CONQUERORS WITHOUT MERCY

HOUSE LUCARIS models gain the Conquerors Without Mercy Traitoris Ambition (pg 55) if every model in their Detachment has the **ICONOCLAST HOUSEHOLD** keyword.

HOUSEHOLD BOND: VIRTUE THROUGH STRENGTH

The Fallen Nobles of House Lucaris fight only to destroy each enemy before them, to trample their bodies into the dirt and to stride onwards over their annihilated foe.

Each time a model with this bond is selected to fight, you can re-roll one hit roll or one wound roll when resolving that model's attacks.

TRAMPLE THEM — 1CP

House Lucaris – Strategic Ploy Stratagem

House Lucaris is renowned for its charges, thundering into enemy lines with overwhelming force and trampling those foolish enough to stand in their way into oblivion.

Use this Stratagem in your Movement phase, when you select a **HOUSE LUCARIS TITANIC** model from your army to make a Normal Move or Advance. After this model has moved, select one enemy unit it moved across (excluding **AIRCRAFT** units) and roll one D6. Add 1 to the result if that enemy unit contains between 6-10 models and add 2 to the result if that enemy unit contains 11 or more models. On a 3-6, that enemy unit suffers D3 mortal wounds; on a 7+, that unit suffers D6 mortal wounds.

WARLORD TRAIT: STRIKE FIRST, STRIKE OFTEN

The knightly lords of House Lucaris vie with each other for the honour of being the first to spill the blood of the enemy. In battle, they strike with a lightning speed unexpected of such large war machines.

At the start of the Fight phase, if this **WARLORD** is within Engagement Range of any enemy units, it can fight first that phase.

RELIC: SERPENTSTRIKE CORE

The thermic cores that power the relic weapons of Morda Prime mimic the serpent that is the sigil of House Lucaris, lashing out with a deadly hiss to deal the killing blow to any who come within striking distance.

HOUSE LUCARIS model only. Select one daemonbreath meltagun, twin daemonbreath meltagun, daemonbreath spear or daemonbreath thermal cannon that model is equipped with.

- That weapon is now a Relic for all rules purposes.
- Delete that weapon's abilities.
- Add 1 to that weapon's Strength characteristic.
- Add 2 to that weapon's Damage characteristic.



We are the serpents with their glittering fangs and iron scales, striking from every side to poison and to slay. We are the many-headed beast, the betentacled horror risen from the deep, the all-consuming wildfire that leaps and burns too swiftly for you to fight. We have made war alongside demigods and we have toppled them in their turn. We are the death that walks the stars, the favoured of the blessed Octed, the doom of countless worlds. We are House Lucaris, and beneath the tread of our mighty steeds we have crushed our greatest foes. Now, we come for you.

The mortal ascended; the beast shackled; the empyrean unbound: such is the trinity of dark majesty. Such is apotheosis.

THE DREAD HOUSEHOLDS



'For vengeance do we fight against those who sought retribution for our violence against them, brought about by our need for vengeance against them for the violence they wrought upon us. For vengeance do we fight against those who sought retribution for our violence against them, brought about by our need for vengeance against them for the violence they wrought upon us. For vengeance do we fight against those who sought retribution for our violence against them, brought about by our need for vengeance against them for the violence they wrought upon us. For vengeance do we fight against...'

- Repeating House Khymere vox-mantra detected during the battle of Joreth.

HOUSE KHYMERE

Once known for their nobility and unswerving faith, House Khymere have become a maddened scourge upon the worlds of the Imperium. Where once fought paragons of chivalric virtue, now there are only monsters driven to insanity by the need for revenge.

TRAITORIS AMBITION: CONQUERORS WITHOUT MERCY

HOUSE KHYMERE models gain the Conquerors Without Mercy Traitoris Ambition (pg 55) if every model in their Detachment has the **ICONOCLAST HOUSEHOLD** keyword.

HOUSEHOLD BOND: RAMPANT CRUELTY

The Fallen Nobles of House Khymere take great pleasure in visiting destruction on those who cannot defend themselves – the breadth of their betrayal magnified by their exile in the warp.

Each time a model with this bond makes an attack, if that attack is made against a unit that was below Half-strength when this model was selected to shoot or fight, add 1 to the wound roll.

FURY OF SURTR'S WAKE 1/2CP

House Khymere – Strategic Ploy Stratagem

House Khymere's Fallen Nobles have adapted their towering steeds to store excess heat in specialised combustion chambers as they charge into battle, before unleashing it from every vent as a roiling wave of flame – incinerating all who are caught in the blast.

Use this Stratagem in your Charge phase, when a **HOUSE KHYMERE** model from your army finishes a charge move. Select one enemy unit within Engagement Range of your model and roll four D6 (if this model is **TITANIC**, roll six D6 instead). For each dice result that equals or exceeds that enemy unit's Toughness characteristic, it suffers 1 mortal wound (for each unmodified roll of a 6, that enemy unit instead suffers 2 mortal wounds). If this model is a **WAR DOG-CLASS** model, this Stratagem costs 1CP; otherwise, it costs 2CP.

WARLORD TRAIT: MADDENED CRIES (AURA)

The warlord's hideously twisted Knight suit broadcasts their deranged rantings as they crash into the enemy line, sending their foes fleeing in terror.

While an enemy unit is within 9" of this **WARLORD**, at the start of each Morale phase, it must take a Dread test (pg 97). If that test is failed, that unit suffers 1 mortal wound.

RELIC: WARPFIRE SHIELD

A fell rune that constantly smokes is emblazoned on the hull of this Knight, corrupting the circuitry of its ion field generator so that it surrounds the bearer in a flickering field of raging warp fire, lashing out to burn and sear any who would strike it.

HOUSE KHYMERE model only.

- The bearer has a 5+ invulnerable save against melee attacks.
- Each time a melee attack is made against the bearer, on an unmodified saving throw of 6, the attacking model's unit suffers 1 mortal wound after all of the unit's attacks have been resolved (to a maximum of 6 mortal wounds per attacking unit).

HOUSE VEXTRIX

To House Vextrix, unquestioning obedience to the commands of the traitorous Legio Mortis is the ultimate expression of virtue. Eyes open, they stride ever further into damnation, all the while believing that the boons of the Dark Gods are but just rewards for their loyalty.

TRAITORIS AMBITION: DAEMONIC SURGE

HOUSE VEXTRIX models gain the Daemonic Surge Traitoris Ambition (pg 55) if every model in their Detachment has the **INFERNAL HOUSEHOLD** keyword.

HOUSEHOLD BOND: TITANKIN

Trained and adapted to perform to the high standards set by their Legio Mortis allies, the Knights of House Vextrix persecute the enemy with incredible tenacity.

Each time a model with this bond is selected to shoot, you can re-roll one hit roll and one wound roll when resolving that model's attacks.

INTERCEPTION ARRAY 1CP

House Vextrix – Battle Tactics Stratagem

Reaching out with their mind and activating a xeno-tech interception array built into their Knight's sensorium, the Fallen Noble is bombarded with a flurry of information that allows them to predict the movements of even the most elusive foe.

Use this Stratagem in your Shooting phase, when a **HOUSE VEXTRIX** model from your army is selected to shoot. Until the end of the phase, each time that model makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers.

WARLORD TRAIT: FAVOUR OF THE DARK MECHANICUM

This warlord has been bionically augmented with a series of mecha-tendrils that permeate the mechanisms of their Knight suit. If damaged, they can effect simple repairs without breaking their focus.

- If this **WARLORD** is a **WAR DOG-CLASS** model, add 1 to its Wounds characteristic.
- If this **WARLORD** is a **TITANIC** model, add 2 to its Wounds characteristic.
- At the start of each of your Command phases, this **WARLORD** regains D3 lost wounds.

RELIC: HERETEK POWER CORE

Merging daemonically infused power coils with forbidden xenos biophase shards, the Heretek Power Core pushes the Knight's destructive potential to even greater heights.

HOUSE VEXTRIX model only.

- Add 2" to the bearer's Move characteristic.
- Each time the bearer makes a melee attack, unless that attack is made using the sweep profile of a melee weapon, add 1 to the Damage characteristic of that attack.



We walk in the footsteps of the God Machines of Legio Mortis and crush those they leave in their wake. We fight forever in their shadow that we might better see their guiding lights. They are the masters and we their willing bondsmen, for whenever in all of history was there a pact of servitude that offered such mighty rewards?



THE DREAD HOUSEHOLDS

I was bound in servitude once, slowly rotting upon my own Throne Mechanicum like the would-be god I worshipped. Now, my eyes are open and my flesh sings with the bounty of endless change. I am one with my steed of iron and sinew. I am truly free.

HOUSE KHOMENTIS

This dread household willingly invites the entities of the warp to possess their mortal forms, the better to channel the might of the Dark Gods. So empowered, yet ultimately damned, they hunt their loyalist counterparts with redoubled and desperate fervour.

TRAITORIS AMBITION: DAEMONIC SURGE

House Khomentis models gain the Daemonic Surge Traitoris Ambition (pg 55) if every model in their Detachment has the **Infernal Household** keyword.

HOUSEHOLD BOND: PROFANE SYMBIOSIS

Having bartered away their souls to the daemons infesting their Throne Mechanicum, the pilots of House Khomentis will often let the feral instincts of these immaterial creatures come to the fore.

Each time a model with this bond uses a Daemonic Surge (pg 55):

- If you chose to inflict 1 mortal wound, you can re-roll the D3 when determining what Daemonic Surge result applies to this model until the start of your next Command phase.
- If you chose to inflict D3 mortal wounds, select two results from the Daemonic Surge table (pg 55) to apply to this model until the start of your next Command phase.

ENCIRCLING HOUNDS — 1CP

House Khomentis – Strategic Ploy Stratagem

The Fallen Nobles of House Khomentis send their faster vassals to circle behind the enemy and drive them onto their masters' guns.

Use this Stratagem in your Movement phase. Select one **House Khomentis War Dog-class** unit from your army that is in Strategic Reserves; that unit can arrive from Strategic Reserves during the Reinforcements step of this phase as if the battle round was one higher than it currently is, regardless of any mission rules.

WARLORD TRAIT: DREAD HUNTER

This warlord has hunted the most abhorrent daemonic prey, lining up the perfect aim before unleashing the killing shot.

Once per battle, at the start of your Shooting phase, this **Warlord** can make a killing strike. If it does so, select one ranged weapon this **Warlord** is equipped with. Until the end of the phase, each time an attack is made with that weapon, you can re-roll the hit roll, you can re-roll the wound roll and you add 1 to the Damage characteristic of that attack.

RELIC: DAEMONIC SHRIKE

This predatory spirit streaks towards the foe to learn its every weakness, before revealing its knowledge to its dread master.

House Khomentis Pterrorshade model only. At the start of each of your Shooting phases, select one enemy unit within 18" of the bearer. Until the end of the turn, each time a ranged attack is made by the bearer against that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

Once, I was but flesh and bone, a flimsy mortal cage within which flickered the pitiful light of my meagre Human soul. I was hollow. I was weak. I was unworthy. Then came the Other, and with it power beyond imagining. Now, my flesh churns with the Plague Lord's gifts. Now, my mind is filled with visions of eternal decay and fecund rebirth, of a galaxy that seethes with the same abundity as does the rust-thickened hull of my blessed steed. Now, I chant the sevenfold prayer and, as I do, my voice, the Other's and the roar of my Knight intertwine to form a tri-lobe chorus, for I am more now than ever I might have been alone.

HOUSE KORVAX

House Korvax was founded through the diabolic sundering of the loyalist House Raven. It is from their formerly revered, now despoiled speed that the Knights of House Korvax march to war upon the Imperium in the name of the Dark Master who brought about their fall.

TRAITORIS AMBITION: DAEMONIC SURGE

HOUSE KORVAX models gain the Daemonic Surge Traitoris Ambition (pg 55) if every model in their Detachment has the **INFERNAL HOUSEHOLD** keyword.

HOUSEHOLD BOND: FORGED IN TERROR

House Korvax are servants of shadow and terror; wherever they tread the skies darken and fear and madness spread.

Once per battle, at the start of any battle round, you can select one Harbinger ability (pg 98) from those corresponding to the current battle round, or any previous battle round. That ability becomes active for every model with this bond in your army, even if every unit from your army does not have the **CHAOS KNIGHTS** keyword.

KNIGHTS OF SHADE — 2CP

House Korvax – Strategic Ploy Stratagem

Like dark phantoms, the Knights of House Korvax can move through solid walls without hindrance.

Use this Stratagem at the start of your Movement phase or at the start of your Charge phase. Select up to two **HOUSE KORVAX WAR DOG-CLASS** models or one **HOUSE KORVAX TITANIC** model from your army. Until the end of the phase, the selected model(s) can move horizontally through models and terrain features as if they were not there.

WARLORD TRAIT: LORD OF DREAD

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

- Add 3" to the range of this **WARLORD**'s Aura abilities (to a maximum of 12").
- Add 3" to the range of this **WARLORD**'s Dreaded abilities (pg 97).

RELIC: RUNE OF DARKNESS

This fell rune is rumoured to mark the bearer as having the favour of a dark and sinister patron. While they carry such favour, they are granted a measure of mysterious protection to ensure that, in the moment a fatal blow is about to land, their form turns as insubstantial as shadow.

HOUSE KORVAX model only. Once per battle round, when a saving throw made for the bearer is failed, you can use this Relic. When you do, the Damage characteristic of that attack is changed to 0. Each time this Relic is used, roll 2D6. If the result is equal to or greater than the bearer's Leadership characteristic, this Relic cannot be used again during the battle.



True horror is to have your eyes opened at last, only to see that the fastness within which you thought yourself safe is truly a prison. True freedom is to fight free of that cage, to cast off your fetters and to give your allegiance to the one who at long last helped you to see. True satisfaction is then to take your revenge upon those who imprisoned you for so long within the false guise of safety.

THE DREAD HOUSEHOLDS

FELL BONDS

If your chosen dread household does not have an associated Household Bond on pages 58-63, you must instead select a Fell Bond for it from the lists here. In addition, **DREADBLADE** units in your army must also have a Fell Bond from the lists here. Remember that each **DREADBLADE** unit must have a unique Fell Bond, and so you cannot select a Fell Bond for a **DREADBLADE** unit if any other model from your army has the same Fell Bond.

Unless otherwise stated, **ICONOCLAST HOUSEHOLD** units have one Fell Bond from the Iconoclast Household Fell Bonds list, and **INFERNAL HOUSEHOLD** units have one Fell Bond from the Infernal Household Fell Bonds list. You cannot select the Infamous Heredity or Bound Vassals Fell Bonds for a **DREADBLADE** unit.

ICONOCLAST HOUSEHOLD FELL BONDS

BOLD TYRANTS

The Knights of this dread household stride into the very teeth of the enemy, guns blazing, where they can witness first-hand the terrible results of their diabolic power.

Each time a model with this Fell Bond makes a ranged attack, if the target of that attack is within 18" of this model, improve the Armour Penetration characteristic of that attack by 1.

FRENZIED INVADERS

These Knights storm into the heart of the enemy lines, blades and fists lashing out amidst a whirlwind of gore.

Each time a model with this Fell Bond makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

INFAMOUS HEREDITY

Ostensibly, this dread household proudly emulate the glorious deeds of heroic forebears now gheists in their thrones. In truth, each Fallen Noble seeks to outdo them and eclipse their ancestors' fame with their own.

Select one of the following dread households: **HOUSE LUCARIS**, **HOUSE HERPETRAX** or **HOUSE KHYMERE**.

- Use the Household Bond of the dread household you selected, as listed on pages 58-63.
- If a **CHARACTER** model with this Fell Bond gains a Warlord Trait, they can have the Dread Household Warlord Trait associated with the dread household you selected, instead of a Warlord Trait from page 74. If a **CHARACTER** has such a Warlord Trait, replace all instances of the **<DREAD HOUSEHOLD>** keyword on that Dread HouseholdWarlord Trait (e.g. **HOUSE LUCARIS**), if any, with the named dread household that this **CHARACTER** is from.
- You will gain access to the Dread Household Stratagem associated with the dread household you selected. When using such a Stratagem, replace all instances of the **<DREAD HOUSEHOLD>** keyword on that Dread Household Stratagem (e.g. **HOUSE LUCARIS**) with the **<DREAD HOUSEHOLD>** keyword that the units with this Fell Bond have.

LEARNED IDOLATORS

This dread household maintains a cabal of Idolators who are renowned for their craft and forbidden knowledge, using unnatural esoterica to shield the Knights from harm.

Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this Fell Bond, that attack has an Armour penetration characteristic of 0 instead.

LOPING PREDATORS

These swift attackers are adept at firing on the move, trusting the predatory senses of their Knights' machine spirits to single out targets of opportunity.

In your Shooting phase, each time a model with this Fell Bond is selected to shoot, if it has Advanced this turn, then until the end of your Shooting phase, it counts as having Remained Stationary.

PRECISION CRUELTY

The Fallen Nobles of this dread household are masters of finding the enemy's weak points and exploiting them without mercy.

Each time a model with this Fell Bond makes a ranged attack, on an unmodified wound roll of 6:

- Improve the Armour Penetration characteristic of that attack by 1.
- Add 1 to the Damage characteristic of that attack.

PRIDEFUL WRATH

These Knights react with violent outrage to any foe impudent enough to do them harm.

Models with this Fell Bond whose characteristics can change as they suffer damage are considered to have double the number of wounds remaining, for the purposes of determining what those characteristics are.

WORTHY OFFERINGS

The Fallen Noble and Knight suit offer up their mightiest kills to the glory of the Dark Gods. The more formidable the foe felled, the greater the sacrificial bounty.

- Each time a model with this Fell Bond makes an attack against a **MONSTER**, **VEHICLE** or **CHARACTER** unit, add 1 to that attack's hit roll.
- If a model with this Fell Bond has a Favour of the Dark Gods (pg 70-73) and it destroys a **MONSTER**, **VEHICLE** or **CHARACTER** model during a phase, then at the end of that phase, its offering is accepted, regardless of how many marks it has on its Offering tally.

Legion are the boons to be claimed and endless the wisdom to be gained, for those who open their minds to the true teachings of the Omnissiah Unfettered.

INFERNAL HOUSEHOLD FELL BONDS

BOUND VASSALS

Bound in eternal servitude to a greater house, this Fallen Noble and Knight seek to please their masters by emulating them in battle.

Select one of the following dread households: **HOUSE VEXTRIX**, **HOUSE KHOMENTIS** or **HOUSE KORVAX**.

- Use the Household Bond of the dread household you selected, as listed on pages 58-63.
- If a **CHARACTER** model with this Fell Bond gains a Warlord Trait, they can have the Dread Household Warlord Trait associated with the dread household you selected, instead of a Warlord Trait from page 74. If a **CHARACTER** has such a Warlord Trait, replace all instances of the **<DREAD HOUSEHOLD>** keyword on that Dread HouseholdWarlord Trait (e.g. **HOUSE KORVAX**), if any, with the named dread household that this **CHARACTER** is from.
- You will gain access to the Dread Household Stratagem associated with the dread household you selected. When using such a Stratagem, replace all instances of the **<DREAD HOUSEHOLD>** keyword on that Dread Household Stratagem (e.g. **HOUSE KORVAX**) with the **<DREAD HOUSEHOLD>** keyword that the units with this Fell Bond have.

DARK FORGING

Pacts with the most powerful soul forges ensure that this Knight is furnished with weapons of truly infernal power and malice.

- Add 4" to the Range characteristic of ranged weapons models with this Fell Bond are equipped with.
- Add 1 to the Strength and Damage characteristic of any diabolus heavy stubbers that a model with this Fell Bond is equipped with.
- Each time a model with this Fell Bond selects a target for a diabolus heavy stubber that it is equipped with, you can ignore the Look Out, Sir rule.

MERCILESS TORMENTORS

This dread household's scions are renowned and feared for laying down an unremitting barrage of close-range fire.

Each time a model with this Fell Bond makes a ranged attack, if the target of that attack is within 18" of this model, re-roll a hit roll of 1.

GHEISTS OF RUIN

The Knights of this dread household are shrouded in roiling spectral energies, the ethereal shades of their tormented victims enfolding them in a ghostly veil.

Each time a ranged attack is made against a model with this Fell Bond, if the attacker is more than 18" away, then the model with this Fell Bond is treated as having the benefits of Light Cover against that attack (see the Warhammer 40,000 Core Book).

HELLFORGED CONSTRUCTION

Reinforced with warp-infused materials and sacrificial blood, these Knights can withstand unnatural levels of punishment.

Each time an attack with a Strength characteristic of 7 or less is allocated to a model with this Fell Bond, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

BIOMECHANICAL FUSION

The pilots of this dread household are a terrifying fusion of flesh and machine, unable to leave their Knight suit until death – or something darker – takes them.

- If a **DREADBLADE** model has this Fell Bond, that model gains the Daemonic Surge Traitoris Ambition (pg 55), even though **DREADBLADE** units cannot normally have a Traitoris Ambition.
- Each time a model with this Fell Bond (excluding **DREADBLADE** models) suffers a mortal wound whilst using its Daemonic Surge Traitoris Ambition, roll one D6: on a 4+, that wound is not lost.

UNHALLOWED INSCRIPTIONS

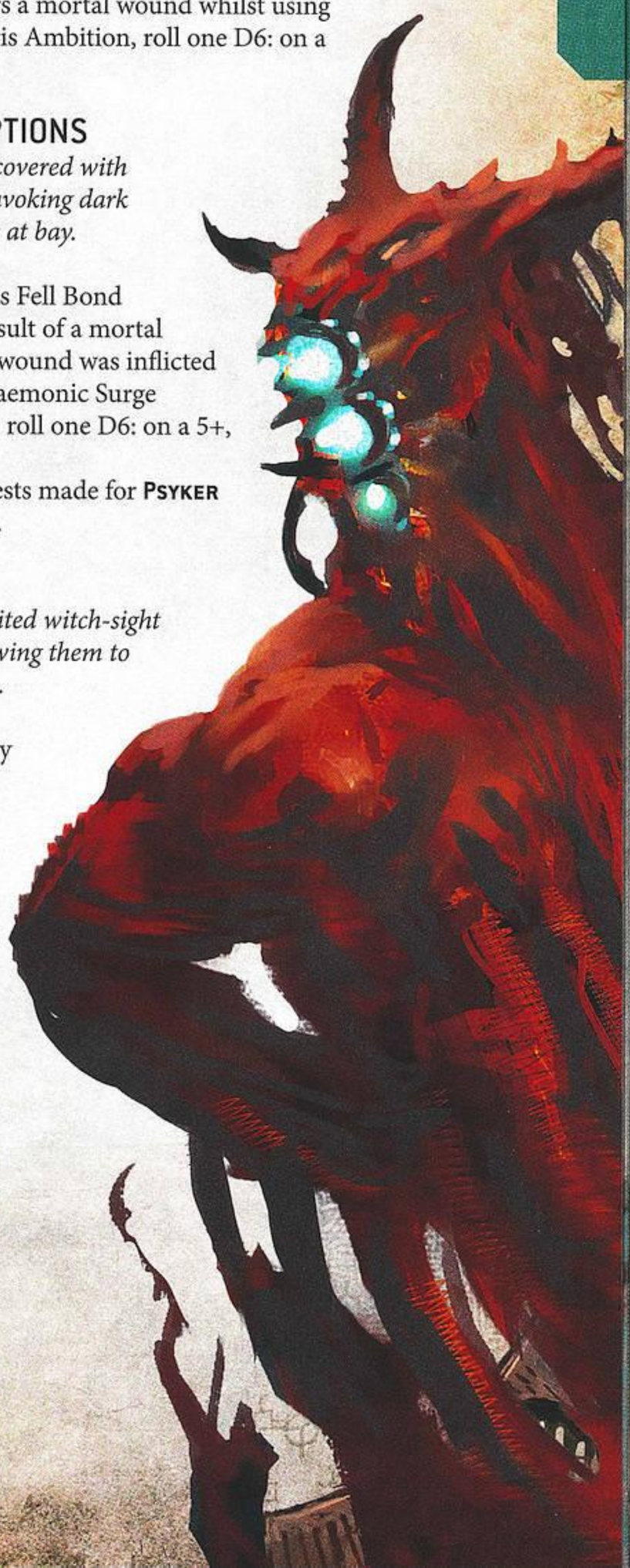
The hulls of these Knights are covered with indecipherable runic scrawl, invoking dark powers to keep enemy magicks at bay.

- Each time a model with this Fell Bond would lose a wound as a result of a mortal wound, unless that mortal wound was inflicted as the result of using the Daemonic Surge Traitoris Ambition (pg 55), roll one D6: on a 5+, that wound is not lost.
- Add 1 to Deny the Witch tests made for **PSYKER** models with this Fell Bond.

WARP VISION

Ensorcelled sensors bestow limited witch-sight upon these Fallen Nobles, allowing them to track their victims' soul-spoors.

Each time an attack is made by a model with this Fell Bond, the target does not receive the benefits of Light Cover against that attack.



STRATAGEMS

If your army includes any **CHAOS KNIGHTS** Detachments, you have access to these Stratagems, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of **<DREAD HOUSEHOLD>** on that Stratagem (if any) with the name of the Dread Household that your selected unit is drawn from (if the selected unit is a **DREADBLADE**, replace all instances of **<DREAD HOUSEHOLD>** on that Stratagem (if any) with **DREADBLADE** instead).

BREAK THEIR LINES! 1CP

Chaos Knights – Battle Tactic Stratagem

The Iconoclast Knights employ their sheer weight and mass to unleash a devastating headlong charge.

Use this Stratagem in the Fight phase, when an **ICONOCLAST HOUSEHOLD** model from your army is selected to fight. Until the end of the phase, each time that model makes an attack, if that model made a charge move this turn, add 1 to that attack's hit roll.

HUNGRY FOR COMBAT 2CP

Chaos Knights – Battle Tactic Stratagem

Battle-hungry War Dogs wade into the foe, enmity and malice powering their crushing blows against anything within reach.

Use this Stratagem in the Fight phase. Select one enemy unit from your opponent's army. Until the end of the phase, each time a **WAR DOG-CLASS** model from your army makes a melee attack against that enemy unit, an unmodified hit roll of 6 automatically wounds the target.

PACK HUNTERS 1CP

Chaos Knights – Battle Tactic Stratagem

Like predators chasing down their prey, War Dog pilots encircle their victims then attack in a ferocious mass.

Use this Stratagem at the start of the Fight phase. Select one enemy unit that is within Engagement Range of 2 or more **WAR DOG-CLASS** models from your army. Until the end of the phase, add 1 to the Attacks characteristic of each **WAR DOG-CLASS** model from your army that started the phase within Engagement Range of that enemy unit.

SKIES OF FIRE 1CP

Chaos Knights – Battle Tactic Stratagem

The War Dog pilot beseeches the Dark Gods for guidance, intoning hateful oaths as they open fire upon their airborne enemies.

Use this Stratagem in your Shooting phase, when a **WAR DOG-CLASS** model from your army is selected to shoot. Until the end of the phase, each time that model makes an attack against an **AIRCRAFT** unit, add 1 to that attack's hit roll.

MURDERBLISS 1CP

Chaos Knights – Battle Tactic Stratagem

Those Fallen Nobles blessed by Slaanesh delight in inflicting agonies. The more enemies that crowd around their Knight suit, the greater an ecstasy of butchery the Fallen Noble is driven into as they seek to bestow pain upon all.

Use this Stratagem in the Fight phase, when a **CHAOS KNIGHTS SLAANESH** model from your army is selected to fight. If that model is within Engagement Range of one or more enemy units that contain 6 or more models, until the end of the phase, add 1 to this model's Attacks characteristic (if one or more of those enemy units contains 11 or more models, until the end of the phase, add 2 to this model's Attacks characteristic instead).

TORMENTED WRATH 2CP

Chaos Knights – Battle Tactic Stratagem

War Dogs are desperate to vent their pent up wrath. When their prey is sighted, this often leads them to unleash a punishing torrent of fire.

Use this Stratagem in your Shooting phase. Select one enemy unit from your opponent's army. Until the end of the phase, each time a **WAR DOG-CLASS** model from your army makes a ranged attack against that enemy unit, an unmodified hit roll of 6 scores 1 additional hit.

CRUSHED LIKE VERMIN 1CP

Chaos Knights – Battle Tactic Stratagem

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

Use this Stratagem in the Fight phase, when a **TITANIC CHAOS KNIGHTS** model from your army is selected to fight. Until the end of the phase, each time that model makes a melee attack with its titanic feet:

- Subtract 1 from that attack's hit roll.
- If that attack successfully hits the target, unless the target of that attack is a **MONSTER** or a **VEHICLE** unit, the target suffers 2 mortal wounds and the attack sequence ends.

VENGEFUL OUTCASTS 2CP

Chaos Knights – Battle Tactic Stratagem

Whatever real or perceived persecution drove these Knights into heresy, and whatever hardships they have suffered since, they hold the Imperium accountable for all.

Use this Stratagem in the Fight phase, when a **CHAOS KNIGHTS** model from your army is selected to fight. Until the end of the phase, each time that model makes an attack against an **IMPERIAL KNIGHTS** model, add 1 to that attack's wound roll.

No force in this entire benighted galaxy makes war as we do. Cower, mortal, as you witness the might of the Knights Infernal, and pray we slay you swiftly.

TRAIL OF DESTRUCTION 1CP

Chaos Knights – Battle Tactic Stratagem

When Chaos Knights march to war, they leave only broken bodies and twisted wreckage in their wake.

Use the Stratagem in your Shooting phase, when a **CHAOS KNIGHTS** model from your army is selected to shoot, or in the Fight phase, when a **CHAOS KNIGHTS** model from your army is selected to fight. Until the end of the phase, each time that model makes an attack, if the target of that attack is within range of an objective marker, re-roll a hit roll of 1.

UNYIELDING RAGE 1CP/2CP

Chaos Knights – Battle Tactic Stratagem

The pilots of Chaos Knights are bitter and twisted souls whose hearts are filled with rage. They refuse to yield whilst foes still remain to be slain by their blades or crushed beneath their heels.

Use this Stratagem in the Fight phase, when a **CHAOS KNIGHTS** model from your army is selected as the target of an attack. Until the end of the phase, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). This is not cumulative with any other rules that reduce the Damage characteristic of an attack (e.g. the Hellforged Construction Fell Bond, page 65). If that model is a **WAR DOG-CLASS** model, this Stratagem costs 1CP; otherwise, it costs 2CP.

TITANIC DUEL 1CP

Chaos Knights – Epic Deed Stratagem

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

Use this Stratagem in the Fight phase when a **CHAOS KNIGHTS** model from your army is selected to fight. Select one enemy **TITANIC** unit that is within Engagement Range of that model. You and your opponent secretly choose a number from 1 to 3 on a D6 (we suggest turning a D6 to show the number but concealing this behind your hand), then reveal your choice simultaneously; if they differ, then until the end of that phase, add the number you chose to the Attacks characteristic of your **CHAOS KNIGHTS** model but melee attacks made by that model can only target **TITANIC** units.

BESEECH THE DARK GODS 1CP/2CP

Chaos Knights – Epic Deed Stratagem

It is said the Gods of Chaos can even grant the boon of life beyond death, though the price for such divine intercession is an eternity of servitude.

Use this Stratagem when a **CHAOS KNIGHTS PANTHEON UNDIVIDED** model from your army is destroyed, but does not explode. Roll one D6 at the end of the phase: on a 4+, set that model back up on the battlefield with 3 wounds remaining, as close as possible to where they were destroyed and not within Engagement Range of any enemy models. If that model is a **WAR DOG-CLASS** model, this Stratagem costs 1CP; otherwise, it costs 2CP. This Stratagem can only be used once per battle.

ABOMINABLE CONSTITUTION 1CP/2CP

Chaos Knights – Epic Deed Stratagem

The fecund vitality of the Plague God powers this Knight onward, even though its own diseased hull may be rent and sundered.

Use this Stratagem in your Command phase. Select one **CHAOS KNIGHTS NURGLE** model from your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use. If that model is a **WAR DOG-CLASS** model, this Stratagem costs 1CP; otherwise, it costs 2CP.

DOOM AND DESPAIR 2CP

Chaos Knights – Epic Deed Stratagem

Where the Chaos Knights march, doom and despair follow. Calling upon the malign power of the warp, the leader of such a host can cause the darkness to descend and drown their foes in madness.

Use this Stratagem at the start of the third, fourth or fifth battle round, if your **WARLORD** is on the battlefield. Select one Harbinger ability (pg 98-99) from any previous battle round. While your **WARLORD** is on the battlefield, that ability is active for every **CHAOS KNIGHTS** model from your army. You can only use this Stratagem if every unit from your army has the **CHAOS KNIGHTS** keyword (excluding units with the **UNALIGNED** or **AGENT OF CHAOS** keywords). This Stratagem can only be used once per battle.

DEATH GRIP 1CP

Chaos Knights – Epic Deed Stratagem

With sadistic glee, the Fallen Noble reaches out with their Knight's enormous metallic fist, plucking their enemy from the ground and crushing them to a bloody pulp.

Use this Stratagem in the Fight phase, when an attack made with a warpstrike claw or slaughterclaw (or a Relic that replaces such a weapon) by a **CHAOS KNIGHTS** model from your army is allocated to an enemy model. Before any saving throw is taken against that attack, both players roll off (if the Strength characteristic of this **CHAOS KNIGHTS** model is greater than that of the model the attack has been allocated to, add 1 to your result). If you win the roll off, invulnerable saving throws cannot be taken against that attack; otherwise, the Damage characteristic of that attack is 0.

SPITEFUL DEMISE 1-3CP

Chaos Knights – Epic Deed Stratagem

Sensing their end drawing near, the Fallen Noble overloads the internal generators of their Knight suit, hoping to take their enemy with them into oblivion.

Use this Stratagem when a **CHAOS KNIGHTS** model from your army is destroyed. Do not roll to see if that model explodes: it does so automatically (if that model is a **TYRANT-CLASS** model, roll one D6: on a 4+, the range of that explosion is 3D6") . If that model is a **WAR DOG-CLASS** model, this Stratagem costs 1CP; if that model is an **ABHORRENT-CLASS** model, this Stratagem costs 2CP; otherwise, it costs 3CP. You can only use this Stratagem once.

CHOSEN BY THE GODS 1CP

Chaos Knights – Requisition Stratagem

Many Chaos Knights who tread the Eightfold Path to Damnation become the chosen champions of the Dark Gods.

Use this Stratagem before the battle, when you are mustering your army. Select one **CHAOS KNIGHTS** model from your army that does not have a Favour of the Dark Gods (pg 70-73). That model gains one of the following keywords: **KHORNE**, **TZEENTCH**, **NURGLE**, **SLAANESH**, **PANTHEON UNDIVIDED**. A **KHORNE KNIGHT ABOMINANT** model loses the **PSYKER** keyword and cannot manifest psychic powers etc., its Weapon Skill characteristic is improved by 1 and its Attacks characteristic is increased by 1. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times). You cannot use this Stratagem on the same model more than once, and you cannot use it to add a keyword to a model in a Crusade force.

CORRUPTED HEIRLOOMS 1CP

Chaos Knights – Requisition Stratagem

There are those dread households that are especially rich in ancient and warp-tainted techno-arcana and thus are able to arm their heretical scions accordingly.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **CHAOS KNIGHTS** keyword. Select one **CHAOS KNIGHTS** model from your army. That model can have one Relic of Tyranny, even if they are not a **CHARACTER** model (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

TYRANNICAL COURT 1CP

Chaos Knights – Requisition Stratagem

A Tyrannical Court comprises the most hateful and indomitable of Fallen Nobles, feared in equal measure by both their enemies and their allies.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **CHAOS KNIGHTS** keyword. Select one **CHAOS KNIGHTS** model from your army. That model gains the **CHARACTER** keyword and you must determine one Warlord Trait for it (this must be a Warlord Trait they could have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

ARCH-TYRANT 1CP

Chaos Knights – Requisition Stratagem

The lords of the dread households are the epitome of tyranny. The mightiest of their kind are despots who have crushed worlds beneath their heels.

Use this Stratagem after nominating a **CHAOS KNIGHTS CHARACTER** model to be your **WARLORD**. You can generate one additional Warlord Trait for them. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.

BIND THE SOULS OF THE SLAIN 1CP/2CP

Chaos Knights – Strategic Ploy Stratagem

Even as they butcher their luckless foes, the Chaos Knights drink deep of their shed blood and soul-stuff, and their mighty forms are reinvigorated.

Use this Stratagem in the Fight phase when an **INFERNAL HOUSEHOLD** model from your army is selected to fight. Until the end of the phase, each time that model makes a melee attack that destroys an enemy model, roll one D6: on a 4+, the **INFERNAL HOUSEHOLD** model regains 1 lost wound after it has resolved all of its attacks (to a maximum of 6 regained wounds). If that model is a **WAR DOG-CLASS** model, this Stratagem costs 1CP; otherwise, it costs 2CP.

HUNTING HOUNDS 1CP

Chaos Knights – Strategic Ploy Stratagem

With a barked command, the War Dogs of the dread household move to outflank and encircle their prey.

Use this Stratagem at the start of your Movement phase. Select up to two **<DREAD HOUSEHOLD> WAR DOG-CLASS** models from your army that are more than 6" away from any enemy models and within 6" of a battlefield edge. If the mission you are playing is using the Strategic Reserves rules, place those models into Strategic Reserves – those models cannot arrive from Strategic Reserves in the same turn it is placed into Strategic Reserves.

A LONG LEASH 1CP

Chaos Knights – Strategic Ploy Stratagem

The War Dogs of the dread household heed their masters well, for they know all too well the price of disobedience or disloyalty.

Use this Stratagem in your Command phase. Select one **< DREAD HOUSEHOLD> KNIGHT DESPOILER, KNIGHT RAMPAGER** or **KNIGHT DESECRATOR** model from your army. Now select one friendly **<DREAD HOUSEHOLD> WAR DOG-CLASS** model from your army. Until the end of the turn, that **WAR DOG-CLASS** model is always considered to be within range of the Aura ability that the first model you selected has: Dread Dominion; Frenzied Rampage; Taskmaster.

UNLEASH THE HOUNDS 1CP

Chaos Knights – Strategic Ploy Stratagem

Loosed upon the enemy in a savage pack, the War Dogs strive to race one another to the choicest prey.

Use this Stratagem in your Charge phase, after a **<DREAD HOUSEHOLD> WAR DOG-CLASS** model from your army finishes a charge move. Until the end of the phase, each time a friendly **<DREAD HOUSEHOLD> WAR DOG-CLASS** model declares a charge against an enemy unit that is within Engagement Range of this model, you can re-roll that charge roll.

WRATHSURGE 1CP

Chaos Knights – Strategic Ploy Stratagem

Spitting hateful oaths, this Khorne-worshipping Knight invokes the Blood God's vengeance upon those who wield sorcery.

Use this Stratagem in your opponent's Psychic phase, when a Psychic test taken for a **PSYKER** unit is failed whilst that unit is within 18" of a **CHAOS KNIGHTS KHORNE** model from your army. That **PSYKER** unit suffers Perils of the Warp.

HARRYING HUNTER 2CP

Chaos Knights – Strategic Ploy Stratagem

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

Use this Stratagem in your Movement phase when a **WAR DOG-CLASS** model from your army Falls Back. That model is still eligible to shoot and charge this turn even though it Fell Back.

REAP AND REND 1CP

Chaos Knights – Wargear Stratagem

Finesse gives way to frenzied savagery as the Fallen Noble swings their howling chainblade in wild arcs.

Use this Stratagem in the Fight phase when a **CHAOS KNIGHTS** model from your army that is equipped with a reaper chainsword or reaper chaintalon (or a Relic that replaces such a weapon) is selected to fight. Until the end of the phase, each time that model makes an attack, you can never re-roll that attack's hit roll, but if that attack is made using the sweep profile of a reaper chainsword or reaper chaintalon (or a Relic that replaces such a weapon), make 1 additional hit roll.

DIABOLIC BULWARK 1CP/2CP

Chaos Knights – Wargear Stratagem

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

Use this Stratagem in your opponent's Shooting phase, when a **CHAOS KNIGHTS** model from your army is selected as the target of a ranged attack. Until the end of the phase, that model has a 4+ invulnerable save against ranged attacks. If that model is a **WAR DOG-CLASS** model, this Stratagem costs 1CP; otherwise, it costs 2CP.

INFERNAL AEGIS 2CP

Chaos Knights – Wargear Stratagem

Drawing upon the power of its secondary plasma core, the Knight Tyrant casts a pall of crackling energy over its War Dog minions.

Use this Stratagem in your opponent's Command phase. Select one **TYRANT-CLASS** model from your army. Until the end of the turn, that model has the following ability: '**Infernal Aegis (Aura):** While a friendly **<DREAD HOUSEHOLD> WAR DOG-CLASS** model is within 6" of this model, that **WAR DOG-CLASS** model has a 4+ invulnerable save against ranged weapons.'

MACABRE PROJECTILES 1CP

Chaos Knights – Wargear Stratagem

Sometimes Fallen Nobles will not even wait for their victims to be fully dead before tearing off great chunks of living flesh and bone, then hurling them into the ranks of the horrified foe.

Use this Stratagem at the end of the Fight phase. Select one **CHAOS KNIGHTS** model from your army equipped with a warpstrike claw (or a Relic that replaces a warpstrike claw). If a **VEHICLE** or **MONSTER** model was destroyed within Engagement Range of the selected **CHAOS KNIGHTS** model during that phase, you can now select one enemy unit within 9" of and visible to that **CHAOS KNIGHTS** model. Roll one D6, subtracting 1 from the result if the enemy unit you selected is a **CHARACTER** with a Wounds characteristic of 9 or less: on a 3-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

RAVENOUS PTERRORSHADES 1CP

Chaos Knights – Wargear Stratagem

Shrieking with ghoulish hunger, daemonic entities descend in a tatterwinged whirlwind to rend apart the souls of those enemies who show even a moment's fear.

Use this Stratagem in the Morale phase. Select one enemy unit within Dread range (pg 97) of a **PTERRORSHADES** model from your army. That enemy unit must take a Dread test. If that test is failed, that enemy unit suffers 1 mortal wound for each point by which their Dread test was failed (to a maximum of 6 mortal wounds).

SORCEROUS AMMUNITION 1CP

Chaos Knights – Wargear Stratagem

Tzeentch gives strange boons to his worshippers. Some Fallen Nobles find the barrels of their Knight suits' weapons dancing with balefire and their ammunition imbued with howling cacodaemons, eager to spread fear and death by tearing into the enemy.

Use this Stratagem in your Shooting phase, before making the wound roll for an attack made by a **CHAOS KNIGHTS TZEENTCH** model from your army. Do not make a wound roll for that attack: it automatically wounds the target and, if this wound is allocated to a **PSYKER** unit, that unit must take a Dread test (pg 97); if that test is failed, the target suffers Perils of the Warp after this **CHAOS KNIGHTS** model's attacks have been resolved.

What hope do our foes have when the living iron of our god-touched steeds shrugs off their paltry missiles with contemptuous ease, and when the enfolding energies of the warp itself dance about us in a shield inviolate?

FAVOUR OF THE DARK GODS

If your army is Battle-forged and includes any **CHAOS KNIGHTS** Detachments, then when you are mustering your army, you can upgrade any **WAR DOG-CLASS, ABHORRENT-CLASS** or **TYRANT-CLASS** models from your army by giving them one Favour of the Dark Gods, chosen from those presented here. Only one **WAR DOG-CLASS** model in each unit can be given a Favour of the Dark Gods.

Each time you give a model a Favour of the Dark Gods, its Power Rating is increased by the amount shown for that Favour in the table to the right. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown for that Favour in the same table. Make a note on your army roster each time you give a model a Favour of the Dark Gods.

An army (or a Crusade force) cannot include the same Favour of the Dark Gods more than once. A Crusade force cannot start with any models having Favours of the Dark Gods – to include one in a Crusade force, you must use the Dark Favour Requisition (pg 88).

Each Favour of the Dark Gods bestows a particular keyword onto the model, as well as granting them one or more abilities and/or characteristics boosts. Each Favour of the Dark Gods also includes a Favoured ability as shown on the following pages.

A model cannot use its Favoured ability until after it has provided a worthy offering to its patron deity. Keep an Offering tally for each model with a Favour of the Dark Gods. Each time this model destroys an enemy model, add a number of marks to its tally equal to the Wounds characteristic of the model it destroyed. The tally required to provide a worthy offering is different for different classes of model, as shown in the table below. If, at the end of any phase, a model's Offering tally equals or exceeds the number shown, then its offering has been accepted and its Favoured ability then applies for the remainder of the battle.

MODEL	TALLY REQUIRED FOR WORTHY OFFERING
WAR DOG-CLASS	5
ABHORRENT-CLASS	10
TYRANT-CLASS	15

The Favours of the Dark Gods, their associated abilities and Favoured abilities are outlined on the following pages.

BLOOD SHIELD

WAR DOG-CLASS model	+2 Power/+30 pts
ABHORRENT-CLASS model	+2 Power/+45 pts
TYRANT-CLASS model	+2 Power/+30 pts

COLLAR OF INFERNAL BRASS

WAR DOG-CLASS model	+1 Power/+15 pts
ABHORRENT-CLASS model	+1 Power/+25 pts
TYRANT-CLASS model	+1 Power/+25 pts

THRONE MECHANICUM OF SKULLS

WAR DOG-CLASS model	+1 Power/+15 pts
ABHORRENT-CLASS model	+1 Power/+25 pts
TYRANT-CLASS model	+1 Power/+15 pts

PYROTHRONE

WAR DOG-CLASS model	+1 Power/+25 pts
ABHORRENT-CLASS model	+2 Power/+35 pts
TYRANT-CLASS model	+2 Power/+45 pts

CURSED RUNE OF FATE

WAR DOG-CLASS model	+1 Power/+15 pts
ABHORRENT-CLASS model	+2 Power/+35 pts
TYRANT-CLASS model	+3 Power/+50 pts

MIRROR OF FATES

WAR DOG-CLASS model	+1 Power/+15 pts
ABHORRENT-CLASS model	+1 Power/+20 pts
TYRANT-CLASS model	+2 Power/+30 pts

THE PUTRID CARAPACE

WAR DOG-CLASS model	+1 Power/+20 pts
ABHORRENT-CLASS model	+2 Power/+40 pts
TYRANT-CLASS model	+3 Power/+60 pts

BLESSING OF A THOUSAND POXES

WAR DOG-CLASS model	+1 Power/+15 pts
ABHORRENT-CLASS model	+2 Power/+30 pts
TYRANT-CLASS model	+1 Power/+15 pts

AURA OF CORRUPTION

WAR DOG-CLASS model	+2 Power/+35 pts
ABHORRENT-CLASS model	+2 Power/+35 pts
TYRANT-CLASS model	+1 Power/+25 pts

QUICKSILVER THRONE

WAR DOG-CLASS model	+1 Power/+15 pts
ABHORRENT-CLASS model	+1 Power/+20 pts
TYRANT-CLASS model	+1 Power/+10 pts

BEGUILING MAJESTY

WAR DOG-CLASS model	+1 Power/+20 pts
ABHORRENT-CLASS model	+2 Power/+40 pts
TYRANT-CLASS model	+2 Power/+40 pts

SUBJUGATOR MACHINE SPIRIT

WAR DOG-CLASS model	+1 Power/+15 pts
ABHORRENT-CLASS model	+2 Power/+30 pts
TYRANT-CLASS model	+1 Power/+20 pts

MARK OF THE DREAD KNIGHT

WAR DOG-CLASS model	+1 Power/+20 pts
ABHORRENT-CLASS model	+2 Power/+40 pts
TYRANT-CLASS model	+3 Power/+60 pts

WARP-BORNE STALKER

WAR DOG-CLASS model	+1 Power/+15 pts
ABHORRENT-CLASS model	+2 Power/+30 pts
TYRANT-CLASS model	+2 Power/+30 pts

BLESSING OF THE DARK MASTER

WAR DOG-CLASS model	+1 Power/+20 pts
ABHORRENT-CLASS model	+2 Power/+30 pts
TYRANT-CLASS model	+3 Power/+50 pts

BLOOD SHIELD

Wrought from the carapaces of slain Knights and embossed with the skulls of their pilots, the Blood Shield pulsates like a throbbing heart. When activated, psychic barriers are silenced and force fields blink out of existence, opening a window of opportunity for unbridled carnage to erupt.

- This model gains the **KHORNE** keyword.
- Once per battle, at the start of a Fight phase, the bearer can activate the Blood Shield. When it does, until the end of that phase:
  - Each time a melee attack is made by the bearer, invulnerable saving throws cannot be made against that attack.
  - Each time a melee attack is made against the bearer, invulnerable saving throws cannot be made against that attack.
- If this model is a **KNIGHT ABOMINANT**, it loses the **PSYKER** keyword and cannot manifest psychic powers etc., but its Weapon Skill characteristic is improved by 1 and its Attacks characteristic is increased by 1.

FAVOURED ABILITY

This model can activate its Blood Shield one additional time during the battle.

COLLAR OF INFERNAL BRASS

Forged in the molten core of a Khornate daemon world and inscribed with runes of nullification upon a thundersmote anvil of thrice-cursed noctilith, this collar wards away even the most potent warpcraft.

- This model gains the **KHORNE** keyword.
- This model has the following ability: '**Collar of Infernal Brass (Aura):** Whilst an enemy **PSYKER** unit is within 12" of the bearer, subtract 2 from Psychic tests taken for that unit.'
- If this model is a **KNIGHT ABOMINANT**, it loses the **PSYKER** keyword and cannot manifest psychic powers etc., but its Weapon Skill characteristic is improved by 1 and its Attacks characteristic is increased by 1.

FAVOURED ABILITY

This model cannot be targeted or affected by psychic powers.

THRONE MECHANICUM OF SKULLS

This brazen Throne is inlaid with the carved bones of slain champions and decorated with the skulls of former pilots. Through it an all consuming need for murder grips the pilot and never lets go.

- This model gains the **KHORNE** keyword.
- You can re-roll charge rolls made for this model.
- If this model is a **KNIGHT ABOMINANT**, it loses the **PSYKER** keyword and cannot manifest psychic powers etc., but its Weapon Skill characteristic is improved by 1 and its Attacks characteristic is increased by 1.

FAVOURED ABILITY

Each time this model makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit on the target.

PYROTHRONE

This Throne Mechanicum burns with spectral flames out of which whisper the tormented gheists of nine-hundred and ninety-nine sacrificed Tzeentchian magisters. A pilot who sits upon this Throne finds their mind filled with their accumulated malefic lore, and so are able to manipulate the warp, summoning pillars of coruscating fire to immolate their enemies or rebuffing psychic conjurations levelled against them.

- This model gains the **TZEENTCH** keyword.
- If this model is not a **KNIGHT ABOMINANT**, it gains the **PSYKER** keyword; it can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. This model knows *Smite* and one power from the Warp Storm discipline (pg 75).
- If this model is a **KNIGHT ABOMINANT**, it knows one additional psychic power from the Warp Storm discipline and it can attempt to manifest one additional psychic power in each of your Psychic phases.

FAVOURED ABILITY

In each of your Psychic phases, you can re-roll one Psychic test taken for this model.

CURSED RUNE OF FATE

A Tzeentchian rune of sorcerous power shimmers across the surface of this Knight's hull, ever-moving like a reflection across rippling water. Bound to the strands of fate, the rune pulses as enemies fire upon its host Knight, twisting the web of causality so that hideous and immediate misfortunes befall the attackers – from weapon malfunctions and deadly ricochets to ghastly sorcerous mutations.

- This model gains the **TZEENTCH** keyword.
- Each time a ranged attack is made against the bearer, on an unmodified saving throw of 6, the attacking model's unit suffers 1 mortal wound after all of the unit's attacks have been resolved (to a maximum of 6 mortal wounds).

FAVOURED ABILITY

This model has a 4+ invulnerable save.

MIRROR OF FATES

The interior of this Knight's cockpit is coated in a polished crystal skein so that the pilot sits enthroned within an all-encompassing scrying glass. The Mirror of Fates reveals that which will happen and that which may. Proliferating possibilities dance across its surface in a mind-bending kaleidoscope that allows the pilot to predict their enemy's plans and exploit them.

- This model gains the **TZEENTCH** keyword.
- While this model is on the battlefield, each time your opponent spends a Command point to use a Stratagem, you can roll one D6: on a 5+, you gain 1 Command point.

FAVOURED ABILITY

Once per battle round, after making a hit roll, wound roll or saving throw for this model, this model can use the Mirror of Fates. If it does so, you can change the result of that roll to a 6.

Those nobles who rise highest in the acclaim of the Dark Gods are gifted with the greatest power, yet from such heights those who fail have far further to fall.

THE PUTRID CARAPACE

Resembling the stinking skin of spoiled foodstuffs long gone rancid, this repugnant and semi-sentient membrane stretches itself across the iron hide of a Nurgle-blessed Knight suit. At its touch, slablike armour thickens with layers of rust and blubber. Servo-motors and actuator bundles are reinforced with rotted tendon and seeping muscle, while fat buboes swell around vital systems to shield them from harm.

- This model gains the **NURGLE** keyword.
- Each time an attack with a Damage characteristic of 1 is allocated to this model, add 1 to any armour saving throw taken against that attack.

FAVOURED ABILITY

Add 1 to this model's Toughness characteristic.

BLESSING OF A THOUSAND POXES

Though they appear rusted and pocked, this Knight's weapons drip with such virulent plague-slop that they need only graze their targets in order to inundate them with withering agues, viral corrosions, pustulant poxes and gnawing parasites beyond count.

- This model gains the **NURGLE** keyword.
- Each time this model makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

FAVOURED ABILITY

Each time this model makes a ranged attack, an unmodified hit roll of 6 automatically wounds the target.

AURA OF CORRUPTION

The rusted exhausts of this Knight belch clouds of toxic fumes, thick with whirling plague spores and fat-bodied daemon flies. These stinking emissions gather about the Knight in such profusion that they form a miasmal shroud that moves with the war engine wherever it strides. Those engulfed in this toxic fog find their flesh breaking out in sores and pustules, their lungs clogging with foul mucus even as armour and weapons corrode and fall apart.

- This model gains the **NURGLE** keyword.
- This model has the following ability: '**Corruption of the Body (Aura):** Whilst an enemy unit is within 6" of this model, subtract 1 from the Strength characteristic of models in that unit.'

FAVOURED ABILITY

This model has the following ability: '**Corruption of the Soul (Aura):** Whilst an enemy unit is within 6" of this model, subtract 1 from the Toughness characteristic of models in that unit.'

QUICKSILVER THRONE

This semi-organic Throne Mechanicum invades its pilot's nervous system with hair-thin cilia, binding their senses to the haptic feedback circuitry of the Knight itself. The pilot is able to move their Knight suit as though it were their own living flesh, at the price of feeling the blissful agony of every blast and blade to strike its hull.

- This model gains the **SLAANESH** keyword.
- This model is eligible to perform Heroic Interventions as if it were a **CHARACTER**.
- At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase.

FAVOURED ABILITY:

Each time this model makes a pile in or consolidation move, it can move up to D3+3", instead of up to 3".

BEGUILING MAJESTY

About this Knight hangs an intoxicating aura, as though the Dark Prince himself had infested it with a sliver of his own nightmarish beauty. Those who look too long upon the war engine must be strong-willed indeed, lest their minds and souls be captured by its ineffable allure.

- This model gains the **SLAANESH** keyword.
- Each time a melee attack is made against this model, subtract 1 from that attack's hit roll and subtract 1 from that attack's wound roll.

FAVOURED ABILITY:

This model gains the following ability: '**Beguiling Majesty (Aura):** While an enemy unit is within 6" of this model, subtract 1 from the Attacks characteristic of models in that unit.'

SUBJUGATOR MACHINE SPIRIT

Agile and deadly, Subjugator Titans are Slaaneshi god-machines far more powerful than the greatest Knight. Nonetheless, the sundered machine spirit of just such an engine has been bound within this Knight suit, and now strains at the overloaded senses of pilot and steed until both are ready to burst asunder. Only by satisfying the Subjugator's constant desire for savage combat are they able to stave off this grisly fate.

- This model gains the **SLAANESH** keyword.
- In your Movement phase, each time this model Advances or Falls back, until the end of your Shooting phase, it counts as having Remained Stationary.

FAVOURED ABILITY:

This model is eligible to declare a charge within a turn in which it Advanced or Fell Back.

MARK OF THE DREAD KNIGHT

This fell rune was said to have branded the first Knight to cast off their oaths of fealty to the Imperium and follow the Eightfold Path to Damnation. A Knight that bears this cursed rune upon its hull enjoys a measure of infernal protection from the pantheon as it inflicts destruction in their names.

- This model gains the **PANTHEON UNDIVIDED** keyword.
- Each time this model would lose a wound, roll one D6: on a 6, that wound is not lost.

FAVOURED ABILITY:

Each time this model would lose a wound, roll one D6: on a 5+, that wound is not lost.

WARP-BORNE STALKER

Daemonic whispers guide this Knight's pilot along secret paths through the etheric tempests and accursed daemon worlds of the empyrean. In this way, it is able to burst through coruscating tears in the fabric of realspace and straight into battle.

- This model gains the **PANTHEON UNDIVIDED** keyword.
- During deployment, you can set up this model in the warp instead of setting it up on the battlefield (if this model is a **WAR DOG-CLASS** model, any other models in its unit are set up as if they were a separate unit). If you do so, then during the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FAVOURED ABILITY:

Once per battle, at the start of your Movement phase, you can remove this model from the battlefield and then, during the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere that is more than 9" away from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed.

BLESSING OF THE DARK MASTER

The pilot of this Knight gives worship to a daemonic demigod that embodies the manifold might of the Octed. They and their mechanical steed are blessed in return with a modicum of their dark master's power, which manifests about them as an obfuscating cowl of shadows.

- This model gains the **PANTHEON UNDIVIDED** keyword.
- Each time an attack is made against this model, your opponent cannot re-roll the hit roll, cannot re-roll the wound roll and cannot re-roll the damage roll.

FAVOURED ABILITY:

Each time an attack is made against this model, an unmodified hit roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.



WARLORD TRAITS



If a **CHAOS KNIGHTS TITANIC CHARACTER** model is your **WARLORD**, you can use the Chaos Knights Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a **WAR DOG-CLASS** model is your **WARLORD**, they can only have the Eager for the Kill, Harbinger of Scrapcode or Warp-Haunted Hull Warlord Trait, or you can roll one D3 to randomly generate one of these Warlord Traits.

1. EAGER FOR THE KILL

It is said this Knight has led the charge across a thousand battlefields on a hundred worlds, and each time laid waste to all in their path.

- Add 1 to Advance and charge rolls made for this **WARLORD**.
- While this **WARLORD** is within your opponent's deployment zone, add 1 to its Attacks characteristic.

2. HARBINGER OF SCRAPCODE

This Fallen Noble has given their Knight's hull over to the heretical powers of the Dark Mechanicum, becoming a carrier for deadly scrapcode.

In the Morale phase, select one enemy **VEHICLE** unit within 18" of this **WARLORD**. That unit must take a Dread test (pg 97). If the test is failed:

- That unit suffers 3 mortal wounds.
- Until the start of the next Morale phase, models in that unit whose characteristics can change as they suffer damage are considered to have half the number of wounds remaining for the purposes of determining what those characteristics are (models in that unit whose characteristics do not change as they suffer damage instead reduce their Ballistic Skill and Weapon Skill characteristics by 1).

3. WARP-HAUNTED HULL

The nightmarish visages of warp-gheists are emblazoned upon the armour panels of this warlord's Knight, imbuing it with empyric power.

- Once per turn, this **WARLORD** can attempt to Deny the Witch as if it were a **PSYKER**. If this unit is a **PSYKER**, then in each enemy Psychic phase, it can instead attempt to Deny the Witch one additional time.
- Each time this **WARLORD** loses a wound in the Psychic phase, roll one D6: on a 5+, that wound is not lost.

4. KNIGHT DIABOLUS

This warlord has perfected their martial skill in apocalyptic duels with Greater Daemons.

- Add 1 to this **WARLORD'S** Attacks characteristic.
- Each time this **WARLORD** makes a melee attack, re-roll a hit roll of 1.

5. INFERNAL QUEST

Having sworn an oath to the Dark Gods, this Knight will not stop spreading carnage across the galaxy until either they have honoured it, or they are slain.

This **WARLORD** has the Objective Secured ability (see the Warhammer 40,000 Core Book).

6. AURA OF TERROR (DREADED)

This towering Knight is wreathed in tendrils of warp energy that caress the minds of any enemy who draws near, driving those touched into a state of abject fear.

While an enemy unit is within Dread range (pg 97) of this **WARLORD**, each time a Morale test or Dread test is taken for that unit, your opponent must roll one additional D6 and discard the lowest result.

The oldest renegade Knight suits are bestial things, steeped in the blood of countless souls and fed upon a diet of misery and murder. The weapons they bear to war are archaeotech wonders turned heretical nightmares, and their tally of sins is endless.

WARP STORM DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models from your army that know powers from the Warp Storm discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** knows.

When a **PSYKER** from your army manifests a psychic power from this discipline, replace all instances of the **<DREAD HOUSEHOLD>** keyword on that psychic power (if any) with the name of the dread household that your **PSYKER** is drawn from.

1. WINDS OF THE WARP

A localised tempest of empyric energy roars into being around the Knight and its bondsmen, striking enemy projectiles from the air in flashes of empyric lightning and sealing damaged hulls with its mutating touch.

Blessing (Aura): *Winds of the Warp* has a warp charge value of 6. If manifested, until the start of your next Psychic phase:

- Each time this **PSYKER** loses a wound, roll one D6: on a 5+, that wound is not lost.
- If the result of the Psychic test was 8 or more, while a friendly **<DREAD HOUSEHOLD> WAR DOG-CLASS** model is within 6" of this **PSYKER**, each time that model loses a wound, roll one D6: on a 6, that wound is not lost.

2. VORTEX TERRORS

Down from the tortured skies rushes a howling empyric gale thick with tortured souls and screeching avian gheists. They whirl about the foe in an ephemeral storm that sows terror and confusion amongst the enemy ranks.

Malediction: *Vortex Terrors* has a warp charge value of 5. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase:

- Subtract 1 from the Leadership characteristic of models in that unit.
- Each time that unit is selected to shoot or fight, it must first take a Dread test (pg 97). If that test is failed, then until the end of the current phase, reduce the Weapon Skill and Ballistic Skill characteristics of models in that enemy unit by 1.

3. THE STORM MALEVOLENT

Drawn forth by words of dark power, a storm from the depths of the warp surges up against the skin of reality. Its lashing tendrils tear the veil until corrupting energies spill through to taint all they touch. Trapped amidst this maelstrom of cursed unreality, the enemy are left horribly exposed to attack, and may even be driven back through the pulsating warp rent to suffer a horrible fate.

Malediction: *The Storm Malevolent* has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a friendly **CHAOS KNIGHTS** model makes a melee attack against that unit:

- Add 1 to that attack's wound roll.
- On an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to the normal damage.

A maximum of 3 mortal wounds can be inflicted on each enemy unit per phase as the result of this psychic power.

4. CYCLONIC LAMENTATION

Spectral winds sing through the rents and channels in the Chaos Knight's armour, their fury building as they meld with the rising shriek of its infernal plasma reactor. In an instant, the nightmare cacophony melds into a single tormented note that rolls outward like a shock wave, shredding the souls of all who hear it.

Witchfire: *Cyclonic Lamentation* has a warp charge value of 6. If manifested, every enemy unit within 12" of this **PSYKER** must take a Dread test (pg 97). Each unit that fails this test suffers 1 mortal wound (if the result of the Psychic test was 11+, each unit that fails their subsequent Dread test instead suffers D3 mortal wounds).

5. CORUSCATING HATE

So potent is the caster's loathing of the foe that it manifests as roiling thunderheads amidst the darkened skies above. One after another, shrieking bolts of heliotropic lightning stab down from on high to explode amidst the enemy. Those struck are twisted by the raw power of the warp, their bodies erupting into grotesque mutations or burning with unholy soulfires until they are naught but ashes.

Witchfire: *Coruscating Hate* has a warp charge value of 6. If manifested, the closest enemy unit within 18" of and visible to this **PSYKER** suffers D3 mortal wounds. Then roll one D6: on a 2-3, the closest other enemy unit within 6" of and visible to that enemy unit suffers 1 mortal wound; on a 4+, it suffers D3 mortal wounds.

6. SPITESQUALL

Viscous black rain is driven into the enemy upon howling and hateful winds. Bad enough that this bitter precipitation is freezing cold and blinding as it hisses viciously from armour and flesh, but as it drenches its victims' bodies so too does it numb them and, eventually, drowns their souls.

Malediction: *Spitesquall* has a warp charge value of 6. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase:

- That unit cannot fire Overwatch or Set to Defend.
- Keep a Spitesquall tally for that unit, adding 1 to the tally each time a model in that unit is destroyed. At the end of each phase, if that unit is still on the battlefield, roll one D6 for each mark on its Spitesquall tally: for each roll of 5+, that unit suffers 1 mortal wound. The unit's Spitesquall tally is reset to 0 at the end of each phase.

RELICS

If your army is led by a **CHAOS KNIGHTS WARLORD**, you can, when mustering your army, give one of the following Relics of Tyranny to a **CHAOS KNIGHTS CHARACTER** model from your army. Remember that **CHAOS KNIGHTS** Detachments gain the Traitoris Lances ability (pg 55), which enables you to select one model in that Detachment to be a **CHARACTER**.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics your models have on your army roster.

THE BLASPHEMOUS ENGINE

To alter the workings of a Knight's plasma reactor is an act of heresy against the Omnissiah. The magi of the Dark Mechanicum revel in such profane ingenuity. In rituals that can take decades or even centuries to conduct, these heretical adepts can bind a Greater Daemon within the reactor of a Chaos Knight, allowing the war machine to siphon off the enormous power of the caged entity.

INFERNAL HOUSEHOLD ABHORRENT-CLASS or **INFERNAL HOUSEHOLD WAR DOG-CLASS** model only.

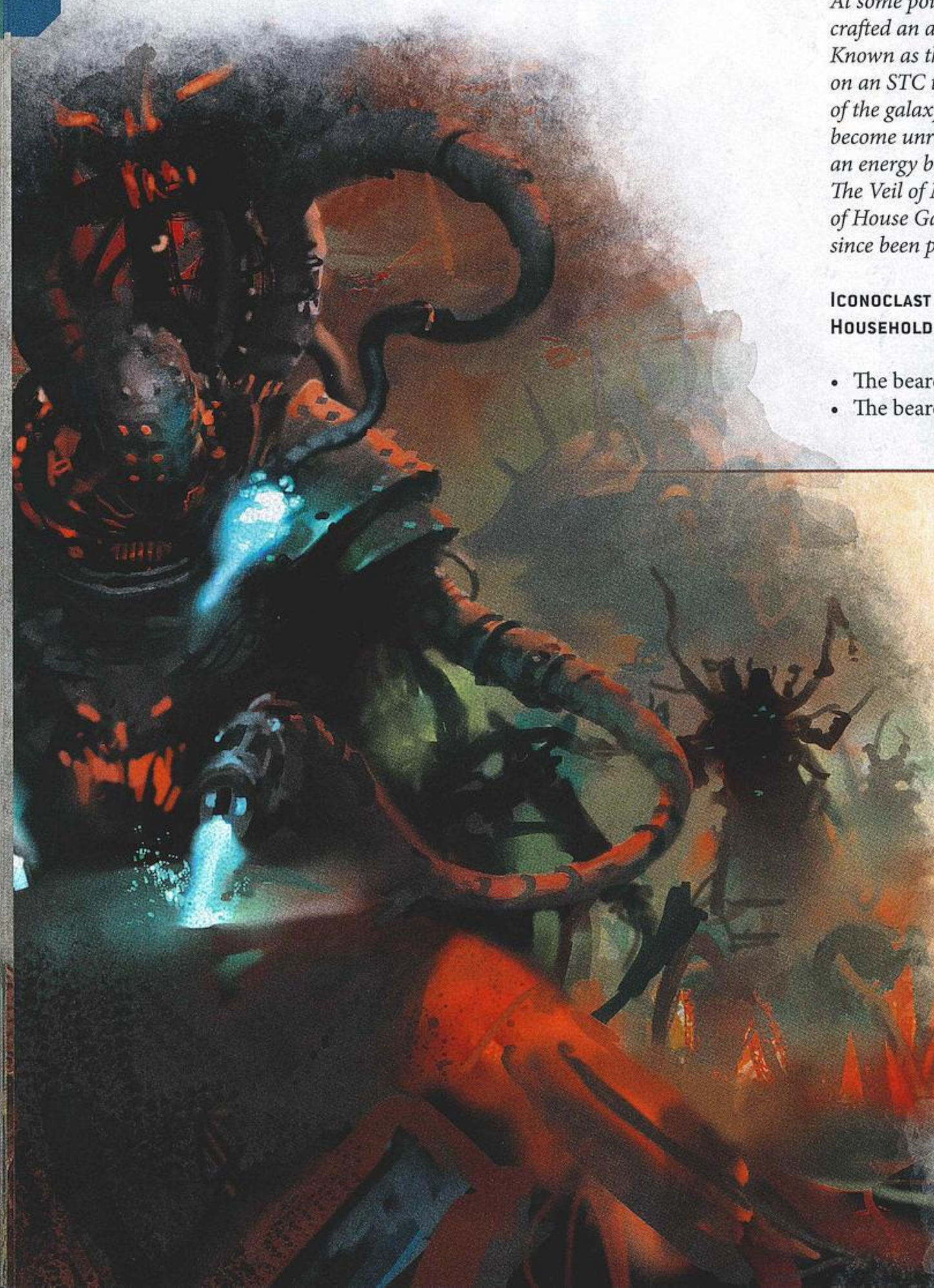
- Each time the bearer would lose a wound as a result of a mortal wound while using its Daemonic Surge Traitoris Ambition (pg 55), roll one D6: on a 2+, that wound is not lost.
- The bearer is considered to have double the number of wounds remaining for the purposes of determining what characteristics on its profile to use.

VEIL OF MEDRENGARD

At some point during M33, the Warpsmiths of the Iron Warriors crafted an artefact named for that Traitor Legion's daemon world. Known as the Veil of Medrengard, this device appears to be based on an STC that either has not been uncovered in any other part of the galaxy, or has been so twisted by warp corruptions as to become unrecognisable. When installed in a Knight suit, it projects an energy barrier of far greater power than a standard ion shield. The Veil of Medrengard was originally gifted to the Fallen Nobles of House Garras for their service during the Horus Heresy, but has since been passed to many other Iconoclast houses.

ICONOCLAST HOUSEHOLD ABHORRENT-CLASS or **ICONOCLAST HOUSEHOLD WAR DOG-CLASS** model only.

- The bearer has a 4+ invulnerable save against ranged attacks.
- The bearer has a 6+ invulnerable save against melee attacks.



'See what your worthless code has brought you. An escutcheon of wretched subservience, encircled with the leash of ignorance. Your pretensions to nobility shame your sires.

Now, witness the boons my loyalty has earned, the prizes the Dark Gods have blessed me with. Scream as I open your soul to the truth.'

- Zir Gedrim the Mahj, master of Soulsorrow, House Vorran

HELM OF WARP-SIGHT

Only six of these faceplates were crafted by the heretical Magos Vex-Prodotian before he was slain by warriors of the Grey Knights. It is said that this techno-blasphemer adapted Knight Helms to allow the pilot constant vision within the warp – showing them glimpses of the future to guide their aim, but also inevitably driving them insane through their exposure to the terrors of the empyrean.

ABHORRENT-CLASS or **WAR DOG-CLASS** model only. Each time the bearer makes a ranged attack:

- You can ignore any or all hit roll and Ballistic Skill modifiers.
- The target does not receive the benefits of cover against that attack.

THE DIAMONAS

The Moriae Schism was a brutal civil war between rival worshippers of the Omnissiah, which took place during M35. Towards its end, a radical sub-sect known as the Xarisians indulged in rampant techno-heresy while attempting to win the war. Hunted down as hereteks even by the members of their own creed, the dark adepts of the Xarisians were slaughtered and their malefic technologies destroyed. However, one of their creations – the unholy laser destructor known as the Diamonas – survived the war, and it is said that many bitter battles have been fought amongst the Fallen households for possession of this remarkably powerful weapon.

Model equipped with a Desecrator laser destructor only. This Relic replaces a Desecrator laser destructor and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Diamonas	72"	Heavy 3	16	-5	D3+6

THE TEETH THAT HUNGER

It is said the deadly sharp teeth of this infernal reaper chainsword spin thrice the speed of lesser weapons, resulting in a horrific scream emanating from it as it cuts through its foes. However, to bear such an unholy blade is to forever fight against its insatiable hunger. If it is not given enough souls to devour, it may instead gnaw away at the life force of the Knight who carries it.

Model equipped with a reaper chainsword only. This Relic replaces a reaper chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Teeth that Hunger Each time the bearer fights, it makes one additional attack with this weapon. Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+8	-4	6
- Sweep	Melee	Melee	+2	-3	2

Abilities: Each time an attack is made with this weapon's sweep profile, make 3 hit rolls instead of 1.

RUNE OF NAK'T'GRAA

A number of Dreadblades who have been exiled from their households join the Cult of Nak'T'Graa – a mythical king from the Age of Strife who sought to achieve godhood. Those that submit to the cult carve a dreaded rune upon the hull of their Knight suit before setting out upon a dark quest to find his temple, which supposedly lies within the Realm of Chaos itself. Few return from such a quest, but those that do are forever transformed...

DREADBLADE model only. When you select this Relic, select one Fell Bond (pg 64-65) that no model from your army has. The bearer gains that Fell Bond in addition to any other Fell Bond it has.

THE TYRANT'S BANNER

The dark runes of power emblazoned upon this banner mark its bearer as one high in the favour of the Dark Gods. When a Chaos Knight bearing this heraldry arrives in a war zone, heretical populations sworn to the tyrant's household will do anything to fulfil the tithes that are demanded. Entire continents are stripped of resources and offered as tribute, while the inhabitants of whole cities are slaughtered in bloody sacrifice. Nor are these runes merely symbolic. In battle, the power of the warp pulsates from this banner, enrapturing the servants of darkness and binding them to the pilot's will.

ABHORRENT-CLASS model only.

- Add 3" to the range of the bearer's aura abilities (to a maximum of 12").
- At the start of each of your Command phases, if the bearer is on the battlefield, roll one D6: on a 5+, you gain 1 Command point. The limit of gaining or refunding 1 Command point per battle round does not apply to any Command points gained via this Relic.

BOUND VARADIAN PSYCHOGHEIST

Many of the greatest Chaos Knights have quested upon the daemon world of Fell Varad. Once home to a mighty Noble household, Fell Varad is now a hellscape in which the remnant gheists of shattered Thrones Mechanicum roam the wastes, wailing in a state of utter insanity. A questing Fallen Noble of strong enough will can bind a Varadian Psychogheist to their own Throne. Such conquest risks one's soul, yet should the gheist be dominated, its warp-sight and twisted wisdom greatly augment its new master's abilities in battle.

ABHORRENT-CLASS or **WAR DOG-CLASS** model only.

- Each time the bearer makes an attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 2.
- Each time the bearer is selected to shoot or fight, you can re-roll one damage roll when resolving that model's attacks.

Run, little vermin! Flee for your lives! The hunt is no fun without the chase, and my steed is eager to run you to ground. I am not dishonourable! I will even allow you a head start...

THE TRAITOR'S MARK

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

- The bearer has the following ability: '**Traitor's Mark (Dreaded):** Whilst an enemy unit is within Dread range (pg 97) of the bearer, your opponent cannot select that unit to use the Insane Bravery Stratagem on, nor can they use any rule that would let them re-roll a Morale test.'
- Once per battle, at the start of any battle round after the first, after you have selected a Harbinger ability (pg 98) to be active for your army (if any), you can select one other Harbinger ability from that battle round, regardless of what Harbinger ability was selected in the previous battle round. The selected Harbinger ability is active for the bearer for the rest of the battle. This does not affect which Harbinger ability you can select in your next battle round.

THE GAUNTLET OF ASCENSION

This taloned weapon has been wielded by many ambitious Knights. Its diabolic spirit has filled each with an insatiable battle-lust, promising infernal rewards for the defeat of mighty foes. These boons come in the form of surging daemonic energy that empowers the wielder's Knight suit, even as their latest victim twitches its last within the gauntlet's iron grip.

Model equipped with a warpstrike claw only. This Relic replaces a warpstrike claw and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Gauntlet of Ascension					
Each time an attack is made with this weapon, select one of the profiles below to make that attack with. Each time an attack is made with this weapon, you can re-roll the hit roll. Each time an enemy **CHARACTER** model is destroyed by an attack made with this weapon, until the end of the battle, add 1 to the Strength and Attacks characteristic of the bearer.					
- Strike	Melee	Melee	x2	-3	8
- Sweep	Melee	Melee	+2	-2	3

Abilities: Each time an attack is made with this weapon's sweep profile, make 2 hit rolls instead of 1.

THE TWISTED MASK

This Knightly faceplate is inlaid with a psychoamplifying matrix, made from crystals mined upon the liminal world of Terminos and designed to act as a lodestone for warp energies. Runes of channelling are worked into the mask's reverse facing, bound to neuroempyric shunts by macabre tethers of braided theldrite and witches' finger bones. Through these, the power of the immaterian surges into the pilot's mind and enhances their dark psychic powers.

PSYKER model only.

- The bearer knows one additional psychic power from the Warp Storm discipline (pg 75).
- Add 1 to Psychic tests taken for the bearer.

PANOPLY OF THE CURSED KNIGHTS

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

ABHORRENT-CLASS or **WAR DOG-CLASS** model only. The bearer has a Save characteristic of 2+.

SOUL-RAPTOR SWARM

This Knight is ridden by a flock of predatory avian daemons, their wicked talons anchoring them to fuel pipes and spiked trim. The presence of such soul-raptors is a mark of the pilot's favour in the eyes of the Dark Gods. It is also a source of terror amongst the foe, whose slightest show of fear is enough to invite attack by the awful creatures. The soul-raptors tear apart their victims' animus and, as they feed, so their link to the chosen Knight sees their victims' life force channelled to regenerate battle damage or heal its wounded pilot.

PTERRORSHADES model only.

- Each time the bearer would lose a wound as the result of a mortal wound, unless that wound was inflicted by the Daemonic Surge ability (pg 55), roll one D6: on a 4+, that wound is not lost.
- The bearer has the following ability: '**Soul-Raptor (Dreaded):** Whilst an enemy unit is within Dread range (pg 97) of the bearer, each time a model flees from that unit, the bearer regains 1 lost wound (to a maximum of 3 regained wounds per phase).'

HELM OF DOGS

It is rumoured that an infamous former Apothecary of the Emperor's Children aided in the crafting of this nightmarish Helm Mechanicum. Employed as an implement of punishment, the helm tears into its agonised wearer's psyche like a wild animal. After days of suffering, they are reduced to little more than a feral beast – obedient only to their master and dominant over lesser War Dogs, but a snarling shadow of their former self.

WAR DOG-CLASS model only.

- Add 1 to the Attacks characteristic of the bearer.
- The bearer has the following ability: '**Helm of Dogs (Aura):** While a friendly **WAR DOG-CLASS** model is within 6" of the bearer, each time that model makes an attack, re-roll a wound roll of 1.'



CHAPTER APPROVED RULES

If every model from your army (excluding **AGENT OF CHAOS** and **UNALIGNED** models) has the **CHAOS KNIGHTS** keyword, and your **WARLORD** has the **CHAOS KNIGHTS** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **CHAOS KNIGHTS** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

PURGE THE ENEMY

A FITTING CHALLENGE

Progressive and End Game Objective

The greatest and most worthy offerings to the Dark Gods are those enemies that prove the most challenging to slay.

If you select this objective, then before the battle, after you have selected deployment zones, you must identify which three units from your opponent's army have the highest points value, and make a note of them (if two or more units are tied, your opponent can choose between them). If your opponent's army has three or fewer units, then you instead identify all the units in your opponent's army. A unit's points cost includes the points of all weapons and wargear it is equipped with. If a unit splits into several smaller units during the battle, all of those separate units must be destroyed for the original unit to count as being destroyed for the purposes of this objective.

At the end of each battle round, you score a number of victory points for each identified unit that was destroyed during the battle by a **CHAOS KNIGHTS** unit from your army (to a maximum of 6 victory points per battle round). The number of victory points scored depends on the battle round during which each unit was destroyed, as shown in the table below.

BATTLE ROUND	VICTORY POINTS
1	6
2	5
3	4
4	3
5	2

At the end of the battle, reduce the number of victory points you have earned from this secondary objective by 1 (to a minimum of 0) for each of the identified units that has not been destroyed. If a unit was destroyed, but was then resurrected or otherwise returned to the battlefield and subsequently destroyed again, then for the purposes of this secondary objective it was destroyed during the battle round in which it was last removed from the battlefield.

Example: *If one of the identified units was destroyed during the first battle round, another was destroyed during the fourth battle round and the third was destroyed during the fifth battle round, you would score 11 victory points from this secondary objective. If two of the identified units were destroyed during the second battle round, but one was not destroyed at the end of the battle, you would score 5 victory points from this secondary objective.*

NO MERCY, NO RESPITE

PATH OF DESTRUCTION

Progressive Objective

Carve a path of death and destruction into the heart of the enemy lines and drown entire planets in the blood of the foe.

Score 1 victory point at the end of the battle round for each of the following conditions that were satisfied during that battle round (for a maximum of 3 victory points):

- One or more enemy units were destroyed by a **CHAOS KNIGHTS** model from your army while that **CHAOS KNIGHTS** model was wholly within your deployment zone.
- One or more enemy units were destroyed by a **CHAOS KNIGHTS** model from your army while that **CHAOS KNIGHTS** model was more than 3" away from either player's deployment zone.
- One or more enemy units were destroyed by a **CHAOS KNIGHTS** model from your army while that **CHAOS KNIGHTS** model was wholly within your opponent's deployment zone.

BATTLEFIELD SUPREMACY

RUTHLESS TYRANNY

Progressive Objective

Through unstinting brutality and merciless cruelty you must stamp the authority of our dread household upon this world, and cast a black pall of despair over any who would think to challenge our authority.

If you select this objective, at the end of your turn, you score victory points as follows (for a maximum of 4 victory points):

- Score 2 victory points if you control half or more of the total number of objective markers on the battlefield and one or more **CHAOS KNIGHTS** models from your army are within range of each of those objective markers.
- Score 1 victory point if half or more of the total number of objective markers on the battlefield are within Dread range (pg 97) of one or more **CHAOS KNIGHTS** models from your army.
- Score 1 victory point if every objective marker on the battlefield is within Dread range of one or more **CHAOS KNIGHTS** models from your army.

SHADOW OPERATIONS

STORM OF DARKNESS

Progressive Objective

Through dark rituals and dread pacts, the Chaos Knights draw upon the fear and despair of their foes and bind it into a curse upon the very ground itself. So do they anchor the storm of darkness that rages above, strengthening its intensity over this doomed world as it is claimed for the Chaos Gods.

If you select this objective, then **CHAOS KNIGHTS** units from your army can attempt the following action:

Storm of Darkness (Action): One **CHAOS KNIGHTS** unit from your army can start to perform this action at the end of the Morale phase if it is in range of an objective marker that has not already been cursed by your army. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the end of your next Psychic phase, provided the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been cursed by your army, and until the end of the battle, whilst a non-**CHAOS** unit is within 6" of that objective marker, subtract 1 from the Leadership characteristic of models in that unit.

Score 3 victory points each time a unit from your army completes the Storm of Darkness action.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Chaos Knights, such as Agendas, Battle Traits and Crusade Relics that are bespoke to CHAOS KNIGHTS units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

THE EIGHTFOLD PATH TO DAMNATION

On pages 83-86 you will find rules to progress your **CHAOS KNIGHTS** models down the Eightfold Path to Damnation, whereby they honour the pantheon of the Dark Gods. Here they are honoured with Rewards and cursed with Damnations, as their descent into tyranny and madness deepens.

AGENDAS

CHAOS KNIGHTS units can attempt to achieve unique Agendas in Crusade battles, which can be found on page 87. These Agendas reflect the unique goals of Chaos Knights armies on the battlefield and help to reflect their particular martial style. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

Chaos Knights armies have access to a number of additional Requisitions, suited to their methods for waging war. You can find these on page 88.

BATTLE TRAITS

CHAOS KNIGHTS models can be given one of the Battle Traits presented on pages 89-90 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are bestowed to dread households.

BATTLE SCARS

If a **CHAOS KNIGHTS** model gains a Battle Scar, you can select one from those presented on pages 91-92. These Battle Scars represent the damage that a Chaos Knight suit can sustain and the afflictions that can affect its Fallen Noble, and help to add further character to your Crusade force.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, **CHAOS KNIGHTS CHARACTERS** can quest to search for one of the Crusade Relics described on page 93; these Relics are unique to the dread households, and are cursed and unholy artefacts.

SHOWCASE CRUSADE ARMY

On pages 94-95 you will find James Gallagher's excellent House Lucaris Chaos Knights Crusade army, with a description of the force and its upgrades, and details of its exploits on the battlefield.

The road of war is a cursed one, they say, so winding and bloody that none may reach its end alive. Yet within my Knight, my strides are long indeed.

CHAOS KNIGHTS CHARACTERS IN CRUSADE

CHAOS KNIGHTS Detachments have a Detachment ability called Traitoris Lances. The part of this ability that enables a model to gain the **CHARACTER** keyword does not apply to Crusade armies. In a Crusade army, the only method by which a **CHAOS KNIGHTS** model can gain the **CHARACTER** keyword when it is added to your Order of Battle is by purchasing the Specialist Reinforcements Requisition (see the Warhammer 40,000 Core Book) in order to use the Tyrannical Court Stratagem (pg 68).

Note, however, that using this Stratagem will only result in that model gaining the **CHARACTER** keyword – it will not grant them a Warlord Trait as described on the Stratagem (as per the Specialist Reinforcement Requisition's rules). To give such a model a Warlord Trait you would have to additionally purchase the Warlord Trait Requisition (see the Warhammer 40,000 Core Book).

It is also possible for a **CHAOS KNIGHTS** model to gain the **CHARACTER** keyword later, either by using the above Requisition and Stratagem, or by gaining the Arch-Fiend Battle Trait (pg 89).

DREADBLADES IN CRUSADE

When you add a **DREADBLADE** unit to your Order of Battle, you must select its Fell Bond and make a note of this on its Crusade card(s). You cannot select a Fell Bond for this unit if any other unit from your Crusade army already has that bond, and its bond cannot be changed. Note that if this unit contains more than one model, each of those models will have the same bond even though each will have a separate Crusade card.

THE EIGHTFOLD PATH TO DAMNATION

If, when you start a Crusade force, there are any **CHAOS KNIGHTS** models on your Order of Battle, you can select one of them. That model gains the **DAMNED** keyword and will start to gain Damnation points as you play. You can give additional **CHAOS KNIGHTS** the **DAMNED** keyword by using the Path to Damnation Requisition (pg 88). Note that there is no limit to the number of models that can be **DAMNED**, but be warned, once a Chaos Knight treads down the Path of Damnation, there is no return.

As a **DAMNED** model earns Damnation points it will start to progress through the Eight Circles of Damnation, and each time it does so it will gain either a Reward (a bonus that makes the model more powerful) or a Damnation (a curse that afflicts that model). A **DAMNED** model can gain additional Damnation points by providing the Chaos Gods with a worthy offering, and by choosing and completing the relevant Agendas (pg 87) in your battles. They can also gain Damnation point through a few other Battle Honours. Keep an additional note of each model's number of Damnation points on its Crusade card.

DAMNATION POINTS

With fell deeds of bloodshed and blasphemous acts of destruction, the Chaos Knights can draw the eyes of the Dark Gods and be marked for damnation.

At the end of each battle, each **DAMNED** model from your army will gain 1 Damnation point if that model's 'Enemy Units Destroyed During this Battle' tally was high enough to draw the gaze of the Chaos Gods. The tally required to draw the gaze of the Chaos Gods is different for different models, as shown in the table below.

MODEL	TALLY REQUIRED TO GAIN 1 DAMNATION POINT
WAR DOG-CLASS model	2+
ABHORRENT-CLASS model	3+
Any other **DAMNED** model	4+

Zar Vandere, piloting the Knight Abominant Hope's Bane, unleashes her sorcery and scourging weapons against the T'au. Shadowy flocks of Pterrorshades circle amid the warp-tainted murk, drawn by the fear and death Vendere's dark magic causes.

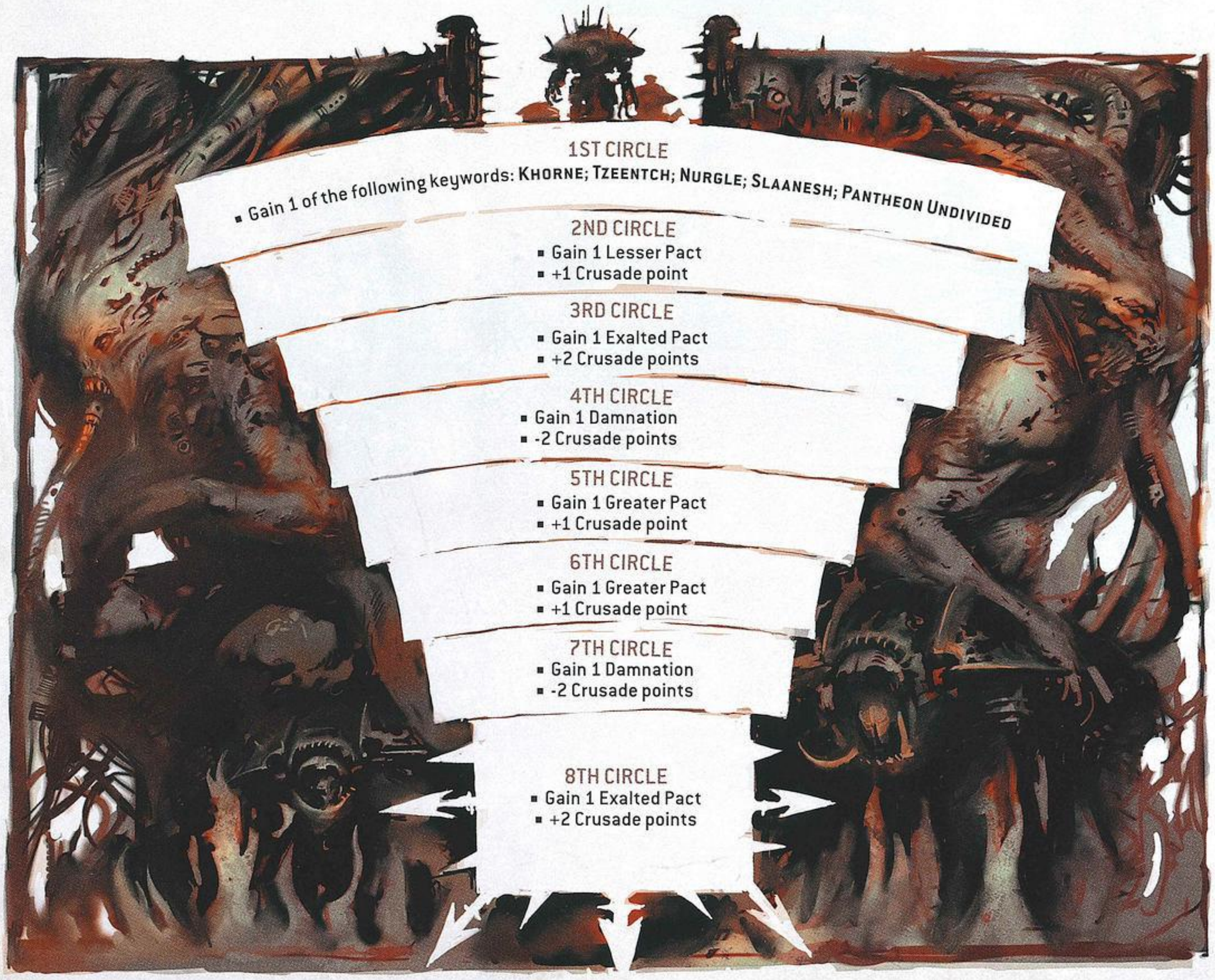


THE CIRCLES OF DAMNATION

When a **DAMNED** model has earned 3 Damnation points, they enter the first, outermost Circle of Damnation. Their Damnation points are then reset to 0. Once they have earned another 3 Damnation points, they then progress into the next inner Circle of Damnation, whereupon their Damnation points are again set to 0, and so on. A model must progress into the next inner Circle of Damnation once they have 3 Damnation points, they cannot choose not to do so. Once a model has entered the innermost, 8th Circle of Damnation, they cannot enter further circles. However, they can still accrue Damnation points. Each time they gain 3 Damnation points your army gains 1 Requisition point, and that model's Damnation points are again set to 0.

Each time a **DAMNED** model enters a new Circle of Damnation, they will either gain one Pact, or one Damnation. That model's Crusade points total will also either increase or decrease. Keep a note on that model's Crusade card of what Circle of Damnation it is in and of what Pacts and Damnations it has, as well as for any changes to its Crusade points total. The Circles of Damnation, the Pacts and Damnations gained, and the changes to Crusade points are shown below:

- **DAMNED** models gain Damnation points.
- 1 Damnation point is earned if a **DAMNED** model destroyed enough units during a battle (pg 83).
- When a model has 3 Damnation points, it moves into the next Circle of Damnation and its Damnation points are reset to 0.
- Each time a model moves into a Circle of Damnation, it receives that circle's Reward or Damnation, and it gains or loses Crusade points.



1ST CIRCLE
- Gain 1 of the following keywords: **KHORNE; TZEENTCH; NURGLE; SLAANESH; PANTHEON UNDIVIDED**

2ND CIRCLE
- Gain 1 Lesser Pact
- +1 Crusade point

3RD CIRCLE
- Gain 1 Exalted Pact
- +2 Crusade points

4TH CIRCLE
- Gain 1 Damnation
- -2 Crusade points

5TH CIRCLE
- Gain 1 Greater Pact
- +1 Crusade point

6TH CIRCLE
- Gain 1 Greater Pact
- +1 Crusade point

7TH CIRCLE
- Gain 1 Damnation
- -2 Crusade points

8TH CIRCLE
- Gain 1 Exalted Pact
- +2 Crusade points

PACTS

A Pact is one of the Rewards a **DAMNED** model will gain when it enters into a certain Circle of Damnation for the first time. There are three types of Pacts: Lesser; Greater; Exalted. A Pact is not a Battle Honour and does not count towards the maximum number of Battle Honours a model can have.

Each time a model gains a Pact, roll one D6 and consult the relevant table below (dependent upon which Circle of Damnation you are in) to randomly determine what Pact the model has gained, or choose the Pact from the relevant table that you think tells the best narrative for your model. A model can have more than one Pact, but it cannot have the same Pact more than once (if a duplicate result is rolled, roll again until a different result is rolled).

LESSER PACTS

D6 TRAIT

1 Favoured Knight

The Dark Gods watch this war engine with interest and are not above deigning to aid its pilot in exchange for a tribute of souls.

Once per battle, if you use one of the following Stratagems to affect this model, that Stratagem costs 0 Command points: Wrathsurge; Sorcerous Ammunition; Abominable Constitution; Murderbliss; Beseech the Dark Gods (pg 66-69).

2 Swift Ascension

This Fallen Noble's zealotry pleases the Dark Gods greatly, and eases their path to glory.

- At the end of each battle, this model is treated as having destroyed 1 more unit during that battle than it actually did for the purposes of determining whether it gains a Damnation point or not (pg 83).
- If this model has a Favour of the Dark Gods (pg 70-73), the tally required to have a worthy offering is reduced by 5.

3 Living Hull

The Dark Gods have blessed this Knight with a living, biomechanoid hull that reknits damage like swiftly healing flesh.

At the start of each player's Command phase, this model regains 1 lost wound.

4 Unholy Swiftness

Daemonic sinew and ectoplasmic blood lend this mutated Knight a speed in battle quite at odds with its enormity.

Each time this model is selected to fight, the first hit roll it makes automatically hits.

5 Dread Blessing

An ineffable dark power radiates from this Knight, amplifying its menacing presence upon the battlefield.

Add 1" to the range of this model's Dreaded abilities (pg 97). This is increased to 3" once this model has reached the Battle-hardened rank.

6 Strength of the Thrice Damned

The dark power of the warp flows through this Knight's steel sinews.

- Add 1 to the Strength characteristic of this model.
- Add 1" to the Move characteristic of this model.

GREATER PACTS

D6 TRAIT

1 Mark of Destruction

An infernal rune blazes upon this Knight's hull, burning with dark fire as its influence compels the pilot to hunt and slay in the Dark Gods' names.

Each time this model makes a melee attack, add 1 to that attack's hit roll.

2 The Eightfold Eye

A daemon has been bound to this Knight's targeting sensors. The entity is forced to use its warp sight to guide the pilot's aim along twisted skeins of fate.

Each time this model makes a ranged attack, if the target is within 24", add 1 to that attack's hit roll.

3 Fury of the Warp

The Fallen Noble piloting this Knight has become a conduit for furious empyric energies that drive them ever onward in an endless, killing rage.

Add 1 to this model's Attacks characteristic.

4 Echoes of Damnation

As they walk the path to glory, this pilot drinks deep of the knowledge and skills of those damned souls in whose footprints they tread.

Select one Fell Bond (pg 64-65) that no model from your army has. This model gains that Fell Bond in addition to any other Fell Bond it has. You cannot select the Infamous Heredity or Bound Vassals Fell Bonds.

5 Cursed Ground

Where this Knight walks, the ground cracks and the air shimmers with fell, disruptive power.

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

6 Soul Hunger

This pilot has been blessed by the Dark Gods with a ravenous yearning to tear free and devour their enemies' souls, and in so doing gain abhorrent empowerment.

Each time this model makes an attack, re-roll a wound roll of 1.

EXALTED PACTS

D6	TRAIT

1-2 Protection of the Pantheon

A pall of warding power hangs about this Knight. Its pilot has done much already to pique the Dark Gods' interests and they will not permit their new plaything to be slain before it has brought them further entertainment.

During the first battle round, this model cannot lose more than 6 wounds in the same phase. Any wounds that would be lost after that point are not lost.

3-4 Dreadlord

This Knight is the very epitome of death and despair; wherever they tread they bring darkness.

Once per battle, at the start of any battle round, you can select one Harbinger ability (pg 98-99) from those corresponding to the current battle round, any previous battle round, or the next battle round. That ability becomes active for this model, even if every unit from your army does not have the **CHAOS KNIGHTS** keyword. This selection is excluded when it comes to selecting which Harbinger ability will be active for your army.

5-6 Glory to Chaos

This Knight is suffused with the destructive power of its patron deities, and is nigh on unstoppable in battle.

Once per battle, at the end of the Fight phase, if this model has destroyed one or more units during this turn, it can fight again.

DAMNATIONS

A Damnation is gained by a **DAMNED** model when it enters into a certain Circle of Damnation for the first time. A Damnation is not a Battle Scar and does not count towards the maximum number of Battle Scars a model can have. If a model has the Boon of Flesh or Cursed Machine Spirit Damnations, the Battle Scar it gains as a result does not reduce this model's Crusade points total further. Instead, its Crusade points are just reduced by virtue of it having a Damnation, as shown in the Circles of Damnation chart (pg 84).

Each time a model gains a Damnation, roll one D6 and consult the table opposite to randomly determine what Damnation the unit has gained, or choose the Damnation that you think tells the best narrative for your model. A model can have more than one Damnation, but it cannot have the same Damnation more than once (if a duplicate result is rolled, roll again until a different result is rolled).

DAMNATIONS

D6	TRAIT

1 Warp-Rage

Maddened by murderlust, this Knight's pilot will not cede ground even to gain tactical advantage.

This model cannot Fall Back.

2 Boon of Flesh

So overly generous have the Dark Gods been with their dubious gifts that this Knight's pilot has been transmogrified into a mewling wreck of twisted flesh.

You must immediately generate two Battle Scars from the Fallen Noble Battle Scars table (pg 91) for this model that it does not have and select one of them. This model gains that Battle Scar; it can never be removed from this model and it does not count towards the maximum number of Battle Scars this model can have.

3 Warp Fugue

Incessant whispers from the warp cause this Knight's pilot to slip in and out of lucidity, on the cusp of madness.

In the Fight phase, this model is not eligible to fight until after all other eligible units have fought.

4 Forsaken

The Dark Gods' touch has left an ineffable taint upon this pilot's soul, causing others to mistrust and loathe them.

Each time you use a Stratagem to affect this model, and each time you use the Command Re-roll Stratagem to re-roll a dice roll made for this model, you must spend one additional Command point or that Stratagem cannot be used.

5 Warp-Tethered

So saturated in malefic energy is this Knight that the warp itself clings to its mighty frame; moaning gheists squirming over one another as they seek to drag the war engine backwards through the veil.

- Subtract 2" from this model's Move characteristic.
- Subtract 1 from Advance and charge rolls made for this model.

6 Cursed Machine Spirit

The corrosive energies of the warp have tainted the machine spirit of this Knight, reducing it from a fearless and noble war engine to a near-mindless brute.

You must immediately generate two Battle Scars from the Chaos Knight Suit Battle Scars table (pg 92) for this model that it does not have and select one of them. This model gains that Battle Scar; it can never be removed from this model and it does not count towards the maximum number of Battle Scars this model can have.

AGENDAS

If your Crusade army includes any **CHAOS KNIGHTS** units, you can select one Agenda from the Chaos Knights Agendas, listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

DARK VOWS

Chaos Knights Agenda

The Fallen Nobles of the Iconoclast households are grim echoes of their former chivalrous selves, swearing cruel vows before battle that they will spread death and tyranny.

If you select this Agenda, each **ICONOCLAST HOUSEHOLD** model from your army (excluding **DREADBLADE** models) must swear one of the three vows below, and you must keep a Dark Vows tally for each of these models. Make a note of which vow each model has sworn on the Combat Tallies section of its Crusade card. You add to each model's Dark Vows tally at the end of each battle round depending on the Vow it swore, as follows:

- **VOW OF CARNAGE:** *This Chaos Knight's pilot has sworn to drown whole planets in the blood of their enemies.*
  Add 1 to this model's tally if it destroyed 10 or more models during this battle round (add 2 instead if it destroyed 20 or more models during this battle round).
- **VOW OF DOMINANCE:** *Arrogantly assured of victory, the pilot of this Chaos Knight has declared themselves lord of all they survey.*
  Add 1 to this model's tally if it is within range of an objective marker that you control and is not within your own deployment zone (add 2 instead if that objective marker is within your opponent's deployment zone).
- **VOW OF THE BEASTSLAYER:** *This pilot has taken a dark oath to slaughter every biological and mechanical beast in the galaxy.*
  Add 1 to this model's tally if it destroyed a **VEHICLE** or **MONSTER** unit during this battle round (add 3 instead if that model was **TITANIC**).

Each unit gains a number of experience points equal to their Dark Vows tally (to a maximum of 5 experience points).

PRAISE THE DARK GODS

Chaos Knights Agenda

By ritual incantation, bellowed praise and bloody offering is the favour of the Chaos Gods courted.

If you selected this Agenda, then **DAMNED** models (pg 83) from your army can attempt the following action:

Praise the Dark Gods (Action): At the end of your Movement phase, one **DAMNED** model from your army that is within 6" of the centre of the battlefield can start to perform this action. The action is completed at the end of your turn. If this action was completed twice during the battle by models from your army, every **DAMNED** model in your Crusade army gains 2 experience points. If this action was completed three or more times during the battle by models from your army, every **DAMNED** model from your army instead gains 3 experience points and you can select one model that completed this action - that model gains 1 Damnation point (pg 83).

EXTERMINATION

Chaos Knights Agenda

All Chaos Knights treat their foes as unworthy vermin to be utterly expunged from the battlefield until no trace of them remains.

At the end of the battle, if there are no models from the enemy army remaining on the battlefield, each **CHAOS KNIGHTS** unit from your army that is on the battlefield gains 4 experience points.

INFERNAL PACT

Chaos Knights Agenda

The Infernal households owe allegiance to the Dark Mechanicum, recovering forbidden technology in return for their corrupt aid.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within their own deployment zone. This objective marker represents a Corrupt Artefact, but does not count as an objective marker for any rules purposes other than for this Agenda. If, at the end of the battle, you control that objective marker, you can select one **INFERNAL HOUSEHOLD** model that is within range of it (excluding a **DREADBLADE** model). That model gains 3 experience points and, if it has any Battle Scars, you can remove one of them.

DREAD MERCENARY

Chaos Knights Agenda

Dreadblades typically operate as lone wolves and mercenaries, lending their immense might and power to heretical warlords in exchange for powerful Relics, arcane knowledge or fief planets to rule over.

If you select this Agenda, select one **DREADBLADE** model from your army. Keep a Dread Mercenary tally for this model. Add 1 to this model's Dread Mercenary tally each time it destroys an enemy unit, and add 1 to that tally at the end of each of your turns if this model is within range of an objective marker. Subtract 5 from this tally if this model is destroyed during the battle. At the end of the battle, if this model's Dread Mercenary tally is 5 or more, it gains 3 experience points. If its Dread Mercenary tally is 10 or more, it gains an additional 2 experience points (for a total of 5) and it can either gain a Crusade Relic or use the Path to Damnation (pg 88), Psychic Meditations or Relic Requisition (see the Warhammer 40,000 Core Book) as if it had gained a rank, without spending a Requisition point (this model must be able to take the Crusade Relic or use that Requisition, i.e. be a **PSYKER** or be able to take a Relic - if it cannot, then you must use the Path to Damnation Requisition).

To pilot a Chaos Knight is to know martial might akin to that of a demigod. Yet rarely is it enough simply to turn that strength to mindless carnage. We are amongst the greatest of the Dark Gods' warriors, and they have tasks in mind for us.

REQUISITIONS

If your Crusade force includes any **CHAOS KNIGHTS** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book. Note that the cost of using the Repair and Recuperate Requisition (see the Warhammer 40,000 Core Book) is increased by 1 Requisition point when it is used to remove a Battle Scar from a **CHAOS KNIGHTS TITANIC** model.

DARK INFAMY 1RP

So monstrous are this Fallen Noble's deeds and so great their martial skill that their reputation spreads like a foul miasma across the stars.

Purchase this Requisition at any time. Select one **CHAOS KNIGHTS CHARACTER** model from your Order of Battle with 71 or more experience points. Each model can only be selected for this Requisition once. The selected model gains one additional Battle Trait (if the model is a **PSYKER**, it instead gains one Psychic Fortitude, as described in the Warhammer 40,000 Core Book). This does not count towards the maximum number of Battle Honours a model can have.

FORGE A NEW DESTINY OF TERROR 1RP

The horrors that cause a Knight to become a Dreadblade are as varied as the currents of the warp itself.

Purchase this Requisition at any time. Select one **CHAOS KNIGHTS** model from your Order of Battle (excluding a **DREADBLADE**). Replace that model's **<DREAD HOUSEHOLD>** keyword with **DREADBLADE** and select one Fell Bond for it as described on pages 64-65 (this must be a unique Fell Bond). If this model has the Battle-hardened, Heroic or Legendary rank and it has the **DAMNED** keyword (pg 83) when this Requisition is used, it also gains one additional Lesser Pact (pg 85); this does not increase its Crusade points total.

PATH TO DAMNATION 1RP

War in the service of the Dark Gods or traitorous Titan Legions inevitably leads even the noblest soul down an ever darkening path towards a monstrous fate.

Purchase this Requisition when a **CHAOS KNIGHTS** model from your Order of Battle gains a rank. If that model does not have the **DAMNED** keyword (pg 83), it gains it. If that model does have the **DAMNED** keyword, it gains 1 Damnation point (pg 83).

CHOSEN OF THE GODS 1RP

Though some Knights set out praising the entire pantheon of Chaos Gods, over time their innermost natures will often draw them into the orbit of a single divine patron.

Purchase this Requisition at any time. Select one **PANTHEON UNDIVIDED** model from your Order of Battle. Replace that model's **PANTHEON UNDIVIDED** keyword with either **KHORNE, TZEENTCH, NURGLE** or **SLAANESH**.

DARK FAVOUR 1RP

Those Fallen Nobles who have provided worthy sacrifice will draw the eye of the Chaos Gods and earn their favour.

Purchase this Requisition when a **DAMNED** model (pg 83) from your Crusade force gains the Battle-hardened, Heroic or Legendary rank. That model is upgraded to have a Favour of the Dark Gods (pg 70-73); increase this model's Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. A **KHORNE** model can only have one of the following favours: Blood Shield; Collar of Infernal Brass; Throne Mechanicum of Skulls. A **TZEENTCH** model can only have one of the following favours: Pyrothrone; Cursed Rune of Fate; Mirror of Fates. A **NURGLE** model can only have one of the following Favours: Putrid Carapace; Blessing of a Thousand Poxes; Aura of Corruption. A **SLAANESH** model can only have one of the following favours: Quicksilver Throne; Beguiling Majesty; Subjugator Machine Spirit. A **PANTHEON UNDIVIDED** model can only have one of the following favours: Mark of the Dread Knight; Warp-borne Stalker, Blessing of the Dark Master.

INFERNAL TRANSFER 1RP

Though a Chaos Knight may fall in combat, the pilot's Throne Mechanicum can be recovered from the ravaged war engine and installed in a new chassis, ready to continue its tyrannical march.

Purchase this Requisition either when a **CHAOS KNIGHTS** model from your Crusade force suffers a Devastating Blow or gains a Battle Scar (see the Warhammer 40,000 Core Book). Replace that model with a **CHAOS KNIGHTS** unit consisting of one model with the same **<QUESTOR TRAITORIS>** and **<DREAD HOUSEHOLD>** keywords as the model it replaced. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

- The new model starts with the same number of experience points as the model it replaced and gains the appropriate number of Battle Honours for its rank. The new unit must have the same Fallen Noble Battle Honours, Fallen Noble Battle Scars and Warlord Traits (if any) as the unit it replaced. For any remaining Battle Honours, and for any Battle Honour that cannot be applied, select a new Battle Honour to replace it.
- If the unit being replaced was a **DREADBLADE**, the new model will have the same Fell Bond that the original did, even if other models from your army have this Fell Bond.
- If the unit being replaced was **DAMNED** (pg 83), the new unit has the same number of Damnation points, the same Rewards and the same Damnations as the unit it replaced (if the original unit had the **KHORNE, TZEENTCH, NURGLE, SLAANESH** or **PANTHEON UNDIVIDED** keyword, and or a Favour of the Dark Gods, the new unit has the same keyword and Favour, if any).

BATTLE TRAITS

When a **CHAOS KNIGHTS** model gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, first roll one D6 on the Battle Trait Tables table to determine which of the Battle Trait tables you should select from, and then roll another D6 on the appropriate table. Alternatively, just select a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait as described in the Warhammer 40,000 Core Book and increase its Crusade points by 1 if it is a **WAR DOG-CLASS** model and by 2 if it is a **TITANIC CHAOS KNIGHTS** model.

BATTLE TRAIT TABLES

D6	TRAIT
1-2	Fallen Noble: Gain one Battle Trait from the Fallen Noble table.
3-4	Chaos Knight Suit: Gain one Battle Trait from the Chaos Knight Suit table.
5-6	Dread Household: If this model has the **ICONOCLAST HOUSEHOLD** keyword, gain one Battle Trait from the **ICONOCLAST HOUSEHOLD** table. If this model has the **INFERNAL HOUSEHOLD** keyword, gain one Battle Trait from the **INFERNAL HOUSEHOLD** table.

FALLEN NOBLE BATTLE TRAITS

D6	TRAIT

1 Dark Champion

This pilot has earned both the respect and enmity of their comrades, for their skill in battle and for the atrocities they have committed.

Once per battle, if this unit is on the battlefield, when you use a Chaos Knights Epic Deed Stratagem (pg 67), that Stratagem costs 0 Command points so long as you select this model for that Stratagem.

2 Conqueror of Worlds

This pilot thirsts to build an empire of their own, and has already yoked several fief worlds to their tyrannical rule.

At the end of the battle, roll one D6 for each model from your army with this Battle Trait that took part in the battle and was not destroyed. If any of those dice rolls are a 4+, you gain 1 additional Requisition point.

3 Cruel Hunter

The senses of this Knight's pilot are linked with those of their steed on a biomechanical level, allowing them to react to threats with the speed of a predatory beast.

When an enemy unit declares a charge against this model, so long as this model is not within Engagement Range of any enemy units, it can either Hold Steady or it can Set to Defend. If this model Holds Steady, any Overwatch attacks it makes this phase will score hits on rolls of 5+. If this model Sets to Defend, it cannot fire Overwatch this phase, but until the end of the next Fight phase, each time this model makes a melee attack, add 1 to that attack's hit roll.

FALLEN NOBLE BATTLE TRAITS

D6	TRAIT

4 Arch-Fiend

This pilot is marked for diabolic greatness, their deeds a twisted mirror of the heroism, chivalry and selflessness for which their loyalist counterparts are famed.

- If this model does not have the **CHARACTER** keyword, they gain it.
- This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, it can move up to 6". All other rules for Heroic Interventions still apply.

5 Profane Knowledge

It is said that this pilot has gazed deep into the warp and learnt many of its terrible truths.

Once per battle round, you can re-roll a single hit roll, wound roll, Advance roll or charge roll made for this model.

6 Profane Prophecy

This Fallen Noble has glimpsed a future in which the mangled remains of their foes stretch endlessly beneath their feet.

- Each time this model is Marked for Greatness, it gains 2 additional experience points.
- If this model is **DAMNED** (pg 83), each time this model is Marked for Greatness, it gains 1 Damnation point.

CHAOS KNIGHT SUIT BATTLE TRAITS

D6	TRAIT

1 Bestial Onslaught

This Knight pounces upon its foes like a rampaging beast.

Each time this model has finished making a charge move, you can select one enemy unit within 1" of it and roll one D6, adding 1 to the result if this model is **TITANIC**. On a 3+, that unit suffers D3 mortal wounds; on a 6+, that unit suffers 3 mortal wounds.

2 Graven Hull

Profane sigils adorn this Knight's armour, reinforcing it.

Each time an attack with a Damage characteristic of 1 is allocated to this model, add 1 to any armour saving throws taken against that attack.

3 Unholy Vitality

Even the most grievous damage does not slow this Knight, and nothing seems able to kill it for good.

- This model is considered to have double the number of wounds remaining for the purposes of determining what its characteristics are. If this model has any rule that would let it double the number of wounds it has remaining for the purposes of determining what characteristics on its profile to use (e.g. the Blasphemous Engine Relic, page 76), triple the number of wounds it has remaining instead.
- You can re-roll failed Out of Action tests taken for this model.

4 Warding Totems

The fetishes on this Knight's hull unravel enemy sorceries.

Once per turn, this unit can attempt to Deny the Witch as if it were a **PSYKER**. If this unit is already a **PSYKER**, or already has an ability that lets it attempt to Deny the Witch (e.g. Warp-haunted Hull), then in each enemy Psychic phase, it can attempt to Deny the Witch one additional time.

5 Heedless of Destruction

Firing at point-blank, this Knight cares not of its own peril.

- This model does not suffer the penalty incurred to its hit rolls for firing Heavy weapons at enemy units that are within Engagement Range of it.
- This model can make attacks with Blast weapons against units within Engagement Range of it, however, each time it does so, on an unmodified hit roll of 1, this model suffers 1 mortal wound after it has resolved all of its shooting attacks.

6 Idol of Annihilation

This Knight's dark magnetism has earned them a following of loyal Idolators who serve their every need.

Once per battle, if this model is on the battlefield, when you use a Chaos Knights Wargear Stratagem (pg 69), that Stratagem costs 0 Command points so long as you select this model for that Stratagem.

INFERNAL HOUSEHOLD BATTLE TRAITS

D6	TRAIT

1-2 Warp-fire Reactor

Corrupt plasma surges in the energy veins of this Knight.

Once per battle, when this model uses its Daemonic Surge Traitoris Ambition (pg 55), you can select one additional result from the Daemonic Surge table to apply to this model until the start of your next Command phase.

3-4 Engine of Spite

This Knight delights in crippling and maiming its foes.

- If a melee attack made by this model destroys an enemy unit, subtract 1 from that unit's Out of Action test at the end of this battle.
- If this model is **DAMNED** (pg 83), at the end of the battle, if one or more enemy units that were destroyed by this model during that battle failed an Out of Action test, this model gains 1 Damnation point.

5-6 Infernal Dread

The darkness that surrounds this Knight flares as the entities that reside within breath deeply of the warp.

Each time this model uses the Daemonic Surge Traitoris Ambition (pg 55), until the start of your next Command phase, add 3" to its Dread range (pg 97).

ICONOCLAST HOUSEHOLD BATTLE TRAITS

D6	TRAIT

1-2 Knight of Blades

This Knight revels in the thrill of destroying its foes in personal combat. None can stand before its might.

- Each time this model makes a melee attack, you can ignore any or all modifiers to its Weapon Skill characteristic or hit rolls.
- Each time this model makes a melee attack, you can re-roll a hit roll of 1.

3-4 Relentless Destroyer

Striding across the battlefield without pausing, this Knight's sole focus is on making its next kill.

- This model can ignore any or all modifiers to its Advance rolls and charge rolls.
- Each time this model makes a consolidation move, it can move an extra 3".

5-6 Gloryseeker

To prove its worth to the Chaos Gods, this Knight always seeks out the most dangerous of foes against which to test its mettle.

- Each time this model makes an attack against a **MONSTER** or **VEHICLE** unit, you can re-roll the hit roll.
- Each time this model destroys an enemy **TITANIC** unit, If this model is **DAMNED**, it gains 1 Damnation point.

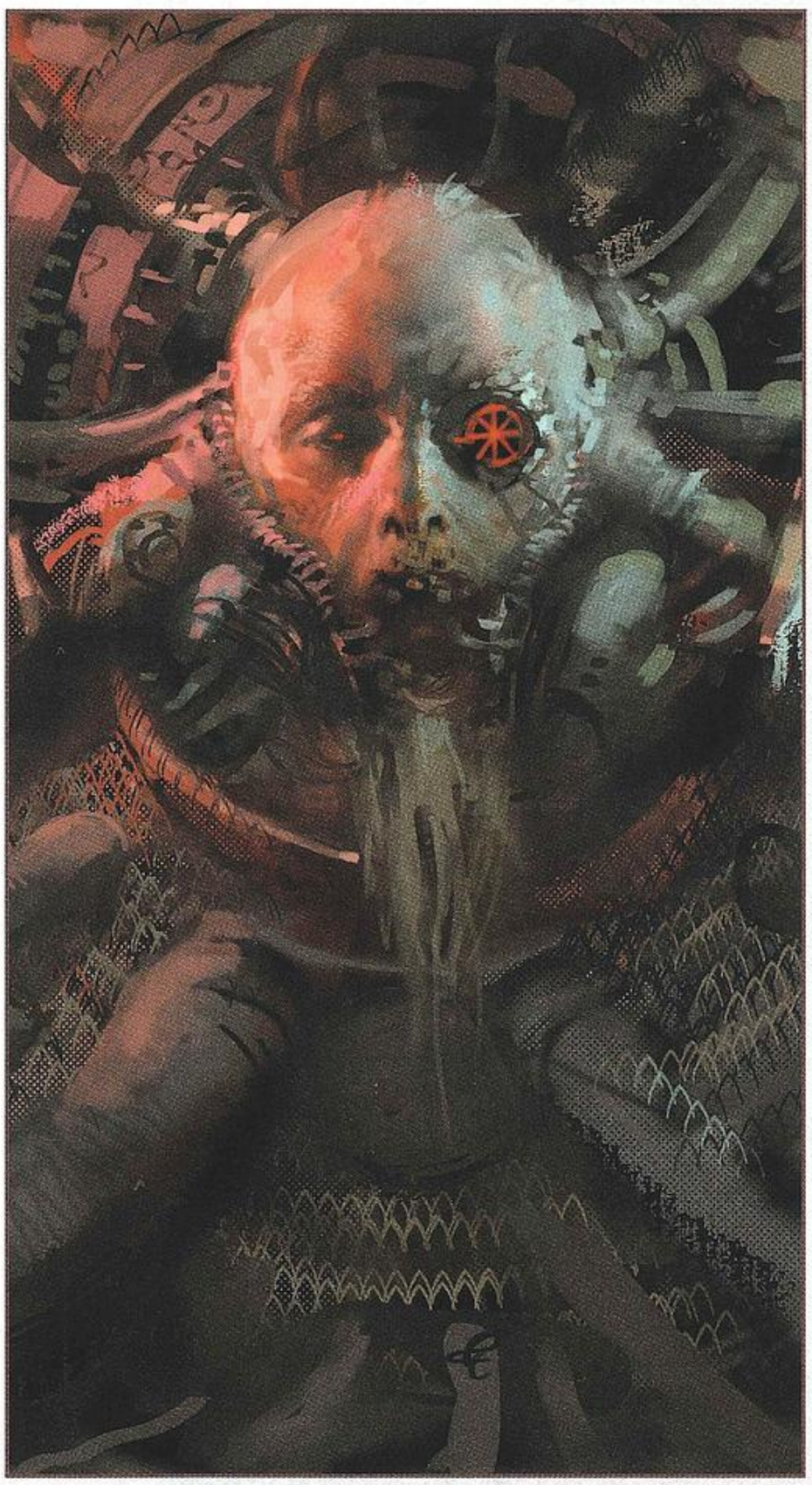
BATTLE SCARS

When a **CHAOS KNIGHTS** model gains a Battle Scar, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Scar the unit has gained. To do so, first roll one D6 on the Battle Scar Tables table to determine which of the Battle Scars tables you should select from, and then roll another D6 on the appropriate table. Alternatively, just select a Battle Scar from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Scars apply (e.g. a unit cannot have the same Battle Scar more than once). As with any Battle Scar, make a note on the unit's Crusade card when it gains a Battle Scar, as described in the Warhammer 40,000 Core Book, and subtract 1 from its Crusade points if it is a **WAR DOG-CLASS** model or subtract 2 if it is a **TITANIC CHAOS KNIGHTS** model (to a minimum of 0).

Recall that the cost of using the Repair and Recuperate Requisition (see the Warhammer 40,000 Core Book) is increased by 1 Requisition point when it is used to remove a Battle Scar from a **TITANIC CHAOS KNIGHTS** model.

BATTLE SCAR TABLES

D6	TRAIT
1-3	Fallen Noble: Gain one Battle Scar from the Fallen Noble table.
4-6	Chaos Knight Suits: Gain one Battle Scar from the Chaos Knights Suit table.



FALLEN NOBLE BATTLE SCARS

D6	TRAIT

1 Treacherous

Personal loss and harm have fostered a self-serving streak in this Fallen Noble, which in turn has soured into treachery at their comrades' expense.

At the start of each of your Command phases, roll one D6 for each model on the battlefield that has this Battle Scar. If any of those rolls are a 5+, you do not receive a Battle-forged CP bonus this phase.

2 Torture Throne

As punishment for their failings, searing pain lances through this pilot's skull whenever their Knight's battle lust peaks.

Each time this model makes a melee attack, if it made a charge move during this turn, subtract 1 from that attack's hit roll.

3 Symbiotic Sight

This Fallen Noble was blinded in battle and can now 'see' only through inload feeds from their Knight's sensoria.

Each time this model makes a ranged attack, if the target of that attack is more than 12" away, subtract 1 from that attack's hit roll.

4 Single-minded Hatred

When this pilot sights a foe, their desire to see that enemy dead is all-consuming, regardless of the wider tactical situation.

Each time this model declares a charge, you must select the closest eligible enemy unit as one of the targets of that charge.

5 Despised

Such is the magnitude of this pilot's failure that they have become a pariah in their own dread household, one disappointment away from being executed or exiled.

- This model cannot gain more than 2 experience points at the end of a battle for any reason (any additional experience points are lost).
- This model cannot be Marked for Greatness.

6 Eternal Rivalry

This Fallen Noble's jealousy and scorn have consumed them, so that now they care only about furthering their own agendas, over those of their dread household.

- This model can never have the Objective Secured ability.
- This model counts as 3 fewer models when determining control of an objective marker.

CHAOS KNIGHT SUIT BATTLE SCARS

D6 TRAIT

1 Defiant Machine Spirit

Emboldened by the touch of Chaos, this Knight suit's machine spirit resists the commands of its pilot.

- This model can never perform an action or a psychic action.
- This model can never perform a Heroic Intervention.
- The range of this model's aura abilities is reduced by 3".

2 Volatile Reactor

So corrupted is this Knight's plasma core, it strains to contain its own anarchic energies.

At the start of each Morale phase, roll one D6: on a 1:

- If this model is a **WAR DOG-CLASS** model, it suffers 1 mortal wound.
- If this model is **TITANIC**, it suffers D3 mortal wounds.

3 Damaged Auto-loader

This Knight's weapon loaders suffered critical damage beyond the skills of the Idolators to repair, hampering its ability to hunt at range.

- The range characteristic of all of this model's ranged weapons are reduced by 4".
- If this model is equipped with any weapons with an ability that lets it fire at targets that are not visible to the firer, it cannot use that ability.

4 Possessed Reactor

This Knight's plasma core has become possessed by a parasitic warp entity that siphons off motive force to feed its incorporeal spirit.

This model is considered to have 4 less wounds remaining for the purposes of determining what its characteristics are. If this model has any rule that would let it double the number of wounds it has remaining for the purposes of determining what characteristics on its profile to use (e.g. the Blasphemous Engine Relic, page 76), after you have doubled those remaining number of wounds, you then subtract 4, and then determine which characteristics to use.

5 Festering Servos

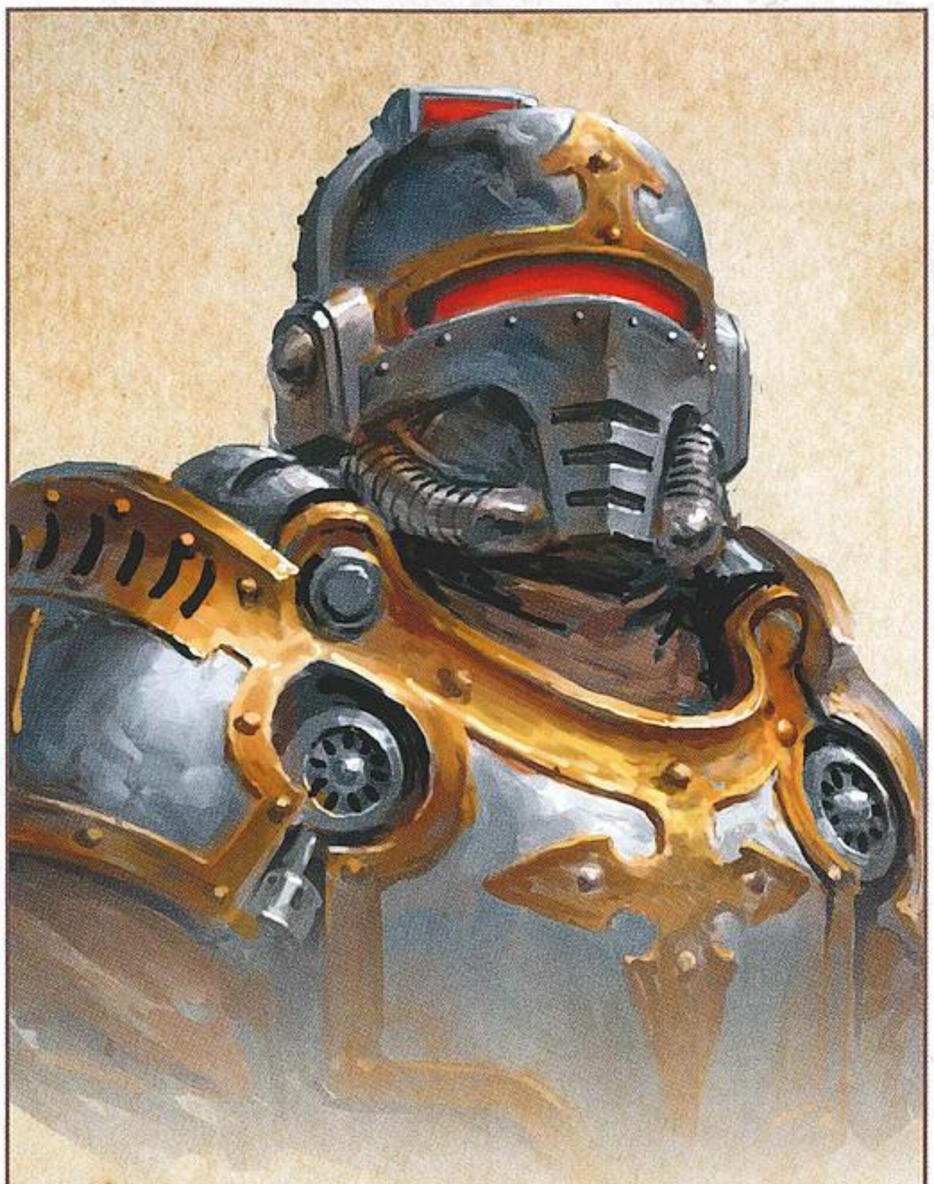
This Knight's servos scream with pain each time they move, dripping noxious fluids as if they have suffered some gangrenous wound that will not heal.

This model's Attacks characteristic is reduced by 1.

6 Corrupted Ion Generator

This Knight's ion generator has become corrupt with living scrapcode, causing its shields to flicker and fail without warning.

This model's invulnerable saving throws are reduced by 1.



All that the Code Chivalric demands of us, they have spat upon. They twist virtue into sin and then name it fealty. They mock the solemnity of every vow ever sworn by Noble or bondsman by the mere depraved fact of their continued existence. They sully the tormented Thrones upon which they sit, while the corruption and darkness within their hearts leeches out to infect their steeds. For all this, their most heinous crime is their betrayal of the God-Emperor. For this heresy, if for no other, these Fallen Knights must be harried across the stars unto the furthest edges of the void. They must be resisted with utmost ferocity wherever their heavy tread is felt, and slain to the last lest their rot spread to us all.

CRUSADE RELICS

When a **CHAOS KNIGHTS CHARACTER** model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply. Details on how to give a **CHAOS KNIGHTS** model the **CHARACTER** keyword in a Crusade force can be found on page 82.

ARTIFICER RELICS

A **CHAOS KNIGHTS CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Damned Crucible

A pilot who is in possession of the Damned Crucible has only obtained it by forging dark pacts with no less than four Greater Daemons, exchanging power for ever increasing peril.

DAMNED model only (pg 83).

- Generate one additional Lesser Pact for this model (pg 85).
- Roll one D6 at the end of the battle if this model gains one or more Damnation points (pg 83). On a 4+, this model gains one additional Damnation point.

Craahdekh's Throne of Sacrifice

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

DAMNED model (pg 83) with a Favour of the Dark Gods only (pg 70-73). The Favoured ability of the bearer's Favour of the Dark Gods does not require a worthy offering to be accepted – do not keep an Offering tally for this model; it can use its Favoured ability from the start of the battle.

The Harbinger's Chains

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

The bearer has the following ability: '**Harbinger's Chains (Dreaded):** While an enemy unit is within Dread range (pg 97) of this model, each time that unit has to take a Dread test, any roll that includes a double will automatically fail, regardless of the result.'

ANTIQUITY RELICS

A **CHAOS KNIGHTS CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Shades of Ruin

Those who assail this Knight are beset by a squall of shadowy wings, flashing beaks and gouging talons. It is a determined foe indeed who can forge a path through these shades of ruin.

PTERRORSHADES model only.

- If this model is selected as a target of a charge, until the end of the phase, subtract 2 from charge rolls made for any unit that declares a charge against this model.
- The bearer has the following ability: '**Shades of Ruin (Dreaded):** While an enemy unit is within Dread range (pg 97) of this model, if that unit declares a charge but its charge fails, it suffers 1 mortal wound.'

Icon of Damnation

This eight-pointed emblem is bestowed by dark artificers in return for a bounty of stolen technology. Striking it causes it to shatter, the fragments running like quicksilver to patch rent armour and mend broken power lines.

Once per battle, at the start of either player's Command phase, the bearer can regain D6 lost wounds.

LEGENDARY RELICS

A **CHAOS KNIGHTS CHARACTER** model of Legendary rank can be given the following Legendary Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Helm of the Dread Knight

Rumoured to be the faceplate of the first Knight sworn to the service of Chaos, this mask infuses a war engine with dread power and malign forces of the warp, rendering its every shot and blow anathema to life.

Each time the bearer is selected to shoot or fight, select one of the ranged or melee weapons it is equipped with. Until the end of the phase, each time the bearer makes an attack using that weapon, on an unmodified wound roll of 6, that attack inflicts a number of mortal wounds equal to the Damage characteristic of that attack and the attack sequence ends.

CRUSADE ARMY

This exquisite and domineering force of Chaos Knights belongs to James Gallagher, one of the Warhammer 40,000 rules writers. As well as being a keen gamer, James has amassed many different forces over the years. It was one of his other collections that influenced some of his decisions when selecting and painting his Chaos Knights.

Most of the models in James' collection – some of which are shown here – were included simply because he loves them, and in some cases the weapons he originally chose for them have inspired detailed backgrounds for their bearers. This is certainly true for James' Knight Despoiler, Dreadbringer, which is armed with two despoiler gatling cannons. Its Fallen Noble pilot, Zar Obedon, is the senior Knight of James' force. He imagines the warrior suffers from an old injury so is no longer agile, instead using his Knight's overwhelming firepower from range to fight.

James painted his models to match the colour scheme of House Lucaris. He sees Zar Obedon's lordly master as having united scattered elements of the household from across the galaxy. James says they consider themselves the 'one true' force of House Lucaris, even if some Knights among them have been coerced into feudal servitude. James also has an impressive collection of Black Legion Heretic Astartes, and wanted to represent the reforged alliance –dating back to the Horus Heresy – that his Chaos Knights force has made with them. To this end, he has added elements of iconography, such as black armour plates and the Sons of Horus banner carried by Dreadbringer.

James' favourite aspect of the hobby is being able to tie his gaming and painting together in a thematic way. He has so far avoided painting any heraldry on the rear portions of his models' shoulder plates, awaiting the time when their depraved deeds might grant them a Battle Honour that he can represent visually. Having these painted on the rear plates will also help to act as a reminder of any abilities his Knights have gained, as he moves them forward on the tabletop to crush his opponents' models! As House Lucaris is an Iconoclast House, James intentionally kept a fairly clean and unmutated look to his Knights. In the future, he expects to add models from an Infernal House to the force, perhaps with strange growths to help differentiate them from his Lucaris models.

Having a force comprised of only a few individual – albeit incredibly powerful – models has allowed James to indulge on their backstories. He has named all of his Fallen Nobles and each of his Knights too, except for an unnamed Dreadblade piloted by a warrior known as the Shamed. Every one has their preferred way of making war, dark origins and paint scheme. For example, Zeraph who pilots the War Dog Huntsman Truthseeker has been rewarded for his service by his patron. James represented this by replacing the model's reaper chaintalon with a nest of metallic tentacles. The sorcerous dabblings of Zar Vandere, piloting the Knight Abominant Hope's Bane, James sees as tolerated for the favour of the Dark Gods they bring, while Circe and her War Dog Brigand Serpent's Kiss support their master's grand hunts by driving the enemy out of cover with heavy firepower.





Our code demands that we fight, slay and despoil until nothing remains of the Corpse-Emperor's realm.
Rejoice, then, for before us lies an eternity of war in which to earn honour beyond measure.

DATASHEETS

This section contains the datasheets that you will need to fight battles with your Chaos Knights miniatures, as well as an explanation of the selectable keywords found on those datasheets and details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <DREAD HOUSEHOLD> KEYWORD

Every datasheet in this section has the **<DREAD HOUSEHOLD>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All **CHAOS KNIGHTS** units (excluding **DREADBLADE** units) are drawn from one of the dread households. When you include a unit with the **<DREAD HOUSEHOLD>** keyword in your army, you must then do one of the following:

- Declare this unit belongs to a dread household, in which case you must nominate which dread household it is from. You then replace the **<DREAD HOUSEHOLD>** keyword in every instance on its datasheet with the name of your chosen dread household. This could be one of the dread households detailed in a Warhammer 40,000 publication, or one of your own design.
- Declare this unit belongs to no dread household, in which case it is a **DREADBLADE**. You then replace the **<DREAD HOUSEHOLD>** keyword in every instance on its datasheet with **DREADBLADE**.

Example: *If you include a* **KNIGHT RAMPAGER** *model in your army and you decide it is from House Lucaris, its* **<DREAD HOUSEHOLD>** *keyword becomes* **HOUSE LUCARIS** *and its Frenzied Rampage ability reads 'While a friendly* **HOUSE LUCARIS WAR DOG-CLASS** *model is within 9" of this model, each time that model makes a melee attack, re-roll a hit roll of 1.'*

If your army is Battle-forged, you cannot include units drawn from two different dread households in the same Detachment, but you can include any number of **DREADBLADES** in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

THE <QUESTOR TRAITORIS> KEYWORD

Every datasheet in this section has the **<QUESTOR TRAITORIS>** keyword. This is another keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All Chaos Knights owe their allegiance to either an Iconoclast household or an Infernal household. When you include a **CHAOS KNIGHTS** unit with the **<QUESTOR TRAITORIS>** keyword in your army, after you have chosen its **<DREAD HOUSEHOLD>** keyword (see above), you must then do one of the following:

- If your unit is from **HOUSE LUCARIS, HOUSE HERPETRAX** or **HOUSE KHYMERE**, it is from an Iconoclast household, and you must replace the **<QUESTOR TRAITORIS>** keyword in every instance on its datasheet with **ICONOCLAST HOUSEHOLD**.
- If your unit is from **HOUSE VEXTRIX, HOUSE KHOMENTIS** or **HOUSE KORVAX**, it is from an Infernal household, and you must replace the **<QUESTOR TRAITORIS>** keyword in every instance on its datasheet with **INFERNAL HOUSEHOLD**.
- If your unit is from any other dread household, or if it has the **DREADBLADE** keyword, you must nominate whether it owes allegiance to an Iconoclast household or an Infernal household. You must replace the **<QUESTOR TRAITORIS>** keyword in every instance on its datasheet with either **ICONOCLAST HOUSEHOLD** or **INFERNAL HOUSEHOLD** respectively.

Example: *Continuing the earlier example, the Knight Rampager comes from* **HOUSE LUCARIS**, *and as such belongs to an Iconoclast household. Its* **<QUESTOR TRAITORIS>** *keyword is therefore changed to* **ICONOCLAST HOUSEHOLD**.

CHAOS KNIGHTS MINIATURES

Some Chaos Knights datasheets in this section are based on the chassis of Imperial Knights, and to build some variants of Chaos Knights you will need Imperial Knights kits. To build a War Dog Executioner or War Dog Huntsman, you will need either the Armiger Helverins or Armiger Warglaives kit respectively. To build a Knight Despoiler, you will need the Imperial Knight Warden kit. To build a Knight Tyrant you will need either a Knight Castellan or Knight Valiant kit.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on page 108.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These abilities are described below and opposite.

Ion Shields

Chaos Knights are protected by a powerful directional energy field, able to ward off incoming attacks.

Models in this unit have a 5+ invulnerable save against ranged attacks.

Super-heavy Walker

The largest Chaos Knights tower over the battlefield and their footfalls shake the ground. They stride over lesser foes as though they were naught but insects.

This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there.

War Dog Squadron

War Dogs typically hunt in loose packs, coursing their prey towards their masters before bounding forward on bloodletting whims of their own.

The first time this unit is set up on the battlefield, if it contains more than one model, each model in this unit must be set up within 6" of at least one other model from this unit.

From that point onwards, each model operates independently and is treated as a separate unit.

DREAD TESTS

Some rules in this book will require a unit to take a Dread test. Each time a rule requires a unit to do so, that unit's controlling player rolls 2D6. If the result of the roll is greater than the highest Leadership characteristic in that unit, the test is failed; otherwise, the test is passed.

- Dread test = 2D6
- If result exceeds highest Ld in the unit, the test is failed. Otherwise, the test is passed.

DREADED ABILITIES

Some abilities in this book are abilities, which affect enemy models or units within Dread range. At the start of battle this range is 12", but can be increased through certain rules. The effects of multiple, identically named abilities are not cumulative (i.e. if an enemy unit is within range of two models with the same ability, that ability only applies to the enemy unit once). Note that while similar in many regards to Aura abilities, abilities are not affected by abilities that affect Aura abilities, and vice versa.

- **- Dreaded**
- Dreaded abilities affect units within Dread range.
- Dread range = 12" at start of battle
- Dreaded abilities are unaffected by rules that affect Aura abilities, and vice versa.

Honour through annihilation. That was the only truth to be found among our house's rotting tomes of histories before we burned them to ash. Our forebears upheld their nobility and their code through the slaughter of millions. They won praise for bloodshed and acclamation for massacres, and the Corpse-Emperor's mewling slaves whined in horror when their betters carried out deeds that duty demanded. Deeds they could not bring themselves to do. We serve greater lords now, gods who smile on the bloodshed that honour demands.

Take your Thrones, Nobles of Annihilation. Let these insignificant insects see how we have been honoured so much more than they could hope to be. Show them how we won such favours. Demonstrate our superiority to these maggots!

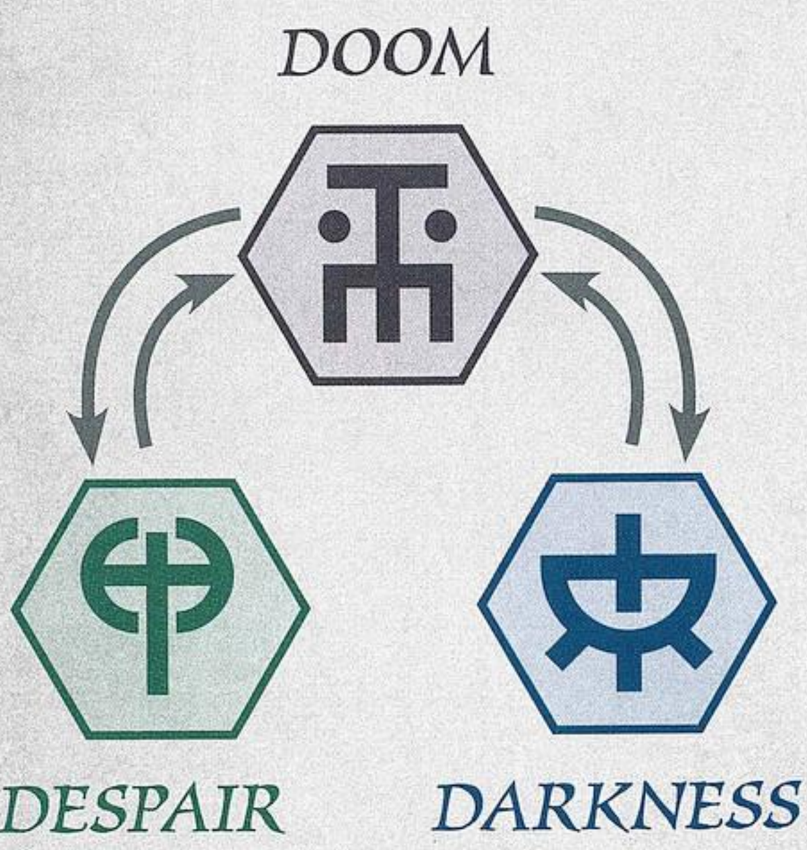


HARBINGERS OF DREAD

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

If every unit from your army has the **CHAOS KNIGHTS** keyword (excluding units with the **UNALIGNED** or **AGENT OF CHAOS** keywords), then this unit gains a bonus (see opposite) depending on which Harbinger abilities are active for your army. At the start of each battle round, you must select one Harbinger ability (either a Despair, Doom or Darkness Harbinger ability) from the corresponding choices for that battle round in the table shown opposite. Note that when making a selection:

- During the first and fifth battle rounds, you must select the Doom ability.
- You can only select the Despair ability if you selected the Despair or Doom ability in the previous battle round.
- You can only select the Darkness ability if you selected the Darkness or Doom ability in the previous battle round.



Once you have selected a Harbinger ability, it becomes active for the remainder of the battle and applies to all units in your army with this ability. Some rules can make additional Harbinger abilities become active for one or more units during the battle. Duplicated active Harbinger abilities on the same unit have no additional effect.

BATTLE ROUND 1

As the monolithic Chaos Knights begin their attack, a wave of dread marches before them, eroding the wills of even the most stoic warriors. Cowed by the sight of such dire and overwhelming engines of destruction, veteran soldiers have been known to abandon their posts with screams of terror.

BATTLE ROUND 2

As death begins to mount across the battlefield, the atmosphere of acute fear becomes ever more tangible. Phantasms flicker across the vision of gunners, and invisible mires seem to freeze limbs with numb dread. Feelings of isolation intensify as the cloying miasma of darkness muffles orders and slows responses, the thoughts of the enemy filled with visions of their imminent and brutal deaths.

BATTLE ROUND 3

The warp shadow crowds around panicking soldiers as they desperately try to blink away hallucinatory mists and creeping threats at the edge of vision. The foe's concentration becomes more difficult, thoughts slow in a numbing inertia and tendrils of fear overtake the minds of those daring to face the towering monstrosities. In the presence of such dread, standing orders are forgotten and comradeship is revealed as a worthless crutch.

BATTLE ROUND 4

The most skilled Fallen Nobles are able to use terror as a weapon, driving the darkness that lurks within their souls like a lance-thrust into the hearts of their enemies. Others drape themselves in magisterial mantles of darkness, or summon flocks of immaterial gheists that screech in the foes' minds, clawing at their resolve.

BATTLE ROUND 5+

The full horror of the Chaos Knight assault finally seeps into their enemies. Entire flanks crumble; once stern garrisons flee or else freeze in whimpering catatonia. Warp terrors and semi-sentient shadows proclaim the dominance of the Fallen Nobles, forcing their foes to bear witness to the terrifying pageantry of death before them.

DESPAIR

CREEPING DISMAY
While an enemy unit is within Dread range (pg 97) of this model:
- If that enemy unit has any Aura abilities, subtract 3" from the range of those abilities.
- If that enemy unit has any abilities that are used in the Command phase, subtract 3" from the range of those abilities.

EMPYRIC FUGUE
While an enemy unit is within Dread range (pg 97) of this model:
- Each time that enemy unit wishes to start performing an action, it must first pass a Dread test. If that test is failed, it cannot perform that action.
- At the start of the Morale phase, if that enemy unit is currently performing an action, it must take a Dread test. If that test is failed, the action it is currently performing immediately fails.

PARALYZING INSANITY
While an enemy unit is within Dread range (pg 97) of this model, if that unit has the Objective Secured ability, it loses that ability.

DOOM

DREAD HOST
While an enemy unit is within Dread range (pg 97) of this model:
- Subtract 1 from the Leadership characteristic of models in that enemy unit.
- Each time a Combat Attrition test is taken for that enemy unit, subtract 1 from that Combat Attrition test.

ENCROACHING DOOM
Add 3" to this model's Dread range (pg 97).

MORTAL TERROR
While an enemy unit is within Dread range (pg 97) of this model, each time that unit fails a Morale test, 1 additional model flees from that unit before Combat Attrition tests are taken (if the result of the Morale test is at least twice that of the highest Leadership characteristic in that unit, then D3 additional models flee instead).

WAILING GHEISTS
While an enemy unit is within Dread range (pg 97) of this model, subtract 2 from the Leadership characteristic of models in that unit.

HORROR OF THE WARP
While an enemy unit is within Dread range (pg 97) of this model, each time a Combat Attrition test is taken for that unit:
- Subtract 1 from that Combat Attrition test.
- On an unmodified roll of 1, 2 models flee instead of 1.

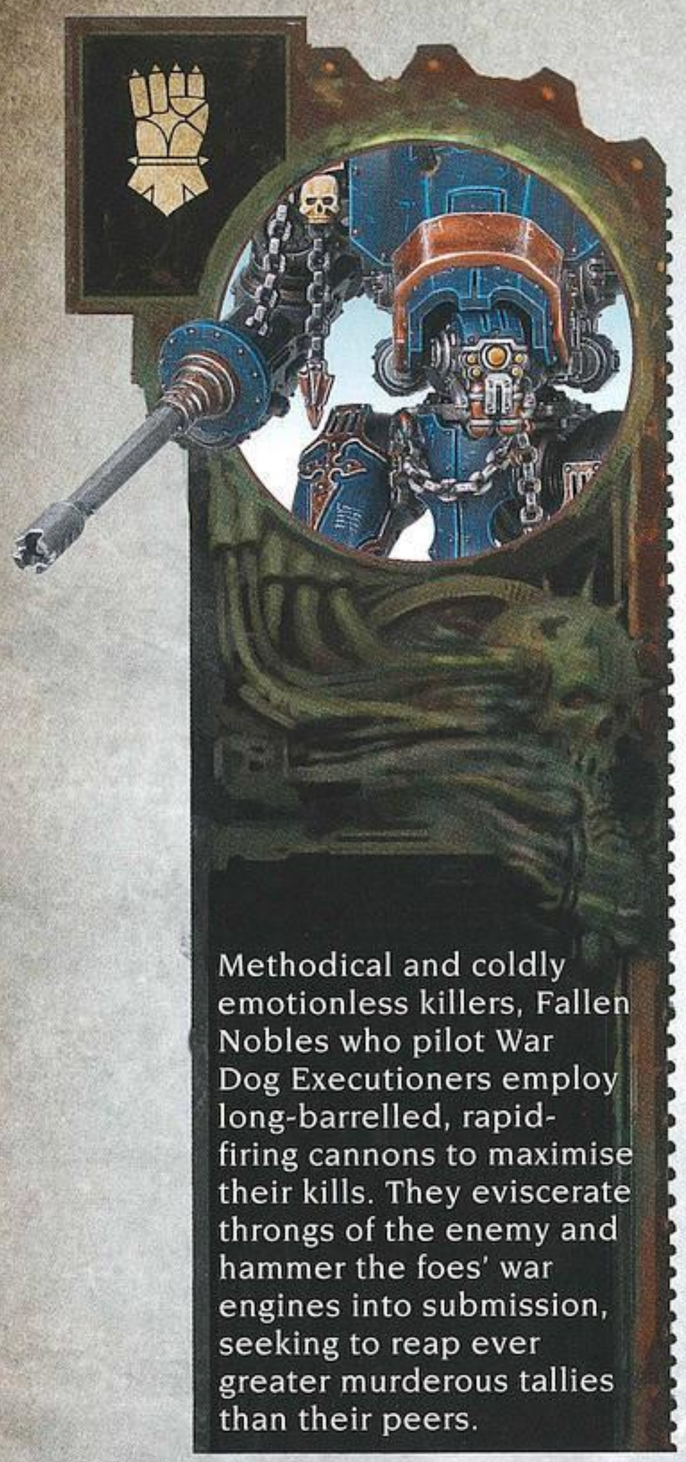
DARKNESS

GHEIST STORM
While an enemy unit is within Dread range (pg 97) of this model, each time that unit is selected to shoot with, and each time that unit wishes to declare a charge, it must first take a Dread test. If the test is passed, it can select targets for its shooting attacks or declare a charge normally; otherwise, until the end of the phase:
- Models in that enemy unit cannot make ranged attacks unless they target the closest eligible target, or the closest eligible **CHAOS KNIGHTS** unit.
- If that enemy unit declared a charge against any **CHAOS KNIGHTS** units, any charge rolls made for it are halved.

PALL OF DARKNESS
Each time a ranged attack is made against this model, if the attacker is more than 12" away, subtract 1 from that attack's hit roll.

VEIL OF SHADOWS
Each time a melee attack is made against this model, subtract 1 from that attack's hit roll.

- DREADED



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

WAR DOG EXECUTIONER

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	War Dog Executioner (7+ wounds remaining)	12"	3+	3+	6	7	12	4	8	3+
	War Dog Executioner (4-6 wounds remaining)	10"	4+	4+	6	7	N/A	4	8	3+
	War Dog Executioner (1-3 wounds remaining)	8"	5+	5+	6	7	N/A	4	8	3+

If this unit contains 2 models, it has **Power Rating 16**. If this unit contains 3 models, it has **Power Rating 24**. Every model is equipped with: daemonbreath meltagun; 2 War Dog autocannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemonbreath meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Diabolus heavy stubber	36"	Heavy 4	5	0	1	-
War Dog autocannon	60"	Heavy 2D3	7	-2	3	-

WARGEAR OPTIONS

- Any number of models can each have their daemonbreath meltagun replaced with 1 diabolus heavy stubber.

ABILITIES

Ion Shields, Harbingers of Dread, War Dog Squadron (pg 96-99)

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Chaos Knights, <Questor Traitoris>, <Dread Household>**
KEYWORDS: **Vehicle, Core, War Dog-class, War Dog Executioner**



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

WAR DOG STALKER

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	War Dog Stalker (7+ wounds remaining)	12"	3+	3+	6	7	12	4	8	3+
	War Dog Stalker (4-6 wounds remaining)	10"	4+	4+	6	7	N/A	4	8	3+
	War Dog Stalker (1-3 wounds remaining)	8"	5+	5+	6	7	N/A	4	8	3+

If this unit contains 2 models, it has **Power Rating 16**. If this unit contains 3 models, it has **Power Rating 24**. Every model is equipped with: avenger chaincannon; havoc multi-launcher; slaughterclaw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger chaincannon	36"	Assault 12	6	-2	1	-
Havoc multi-launcher	48"	Heavy D6	5	0	1	Blast. This weapon can target units that are not visible to the bearer.
Slaughterclaw	Melee	Melee	x2	-3	D3+3	-

WARGEAR OPTIONS

- Any number of models can each have their havoc multi-launcher replaced with 1 diabolus heavy stubber.
- Any number of models can each have their slaughterclaw replaced with 1 reaper chaintalon.
- Any number of models can each have their avenger chaincannon replaced with 1 daemonbreath spear.

ABILITIES

Ion Shields, Harbingers of Dread, War Dog Squadron (pg 96-99)

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Chaos Knights, <Questor Traitoris>, <Dread Household>**
KEYWORDS: **Vehicle, Core, War Dog-class, Pterrorshades, War Dog Stalker**

WAR DOG KARNIVORE

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	War Dog Karnivore (7+ wounds remaining)	14"	2+	3+	6	7	12	5	8	3+
	War Dog Karnivore (4-6 wounds remaining)	12"	3+	4+	6	7	N/A	5	8	3+
	War Dog Karnivore (1-3 wounds remaining)	10"	4+	5+	6	7	N/A	5	8	3+

If this unit contains 2 models, it has **Power Rating 16**. If this unit contains 3 models, it has **Power Rating 24**. Every model is equipped with: havoc multi-launcher; reaper chaintalon; slaughterclaw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Havoc multi-launcher	48"	Heavy D6	5	0	1	Blast. This weapon can target units that are not visible to the bearer.
Reaper chaintalon	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+4	-4	3	-
- Sweep	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Slaughterclaw	Melee	Melee	x2	-3	D3+3	-

WARGEAR OPTIONS

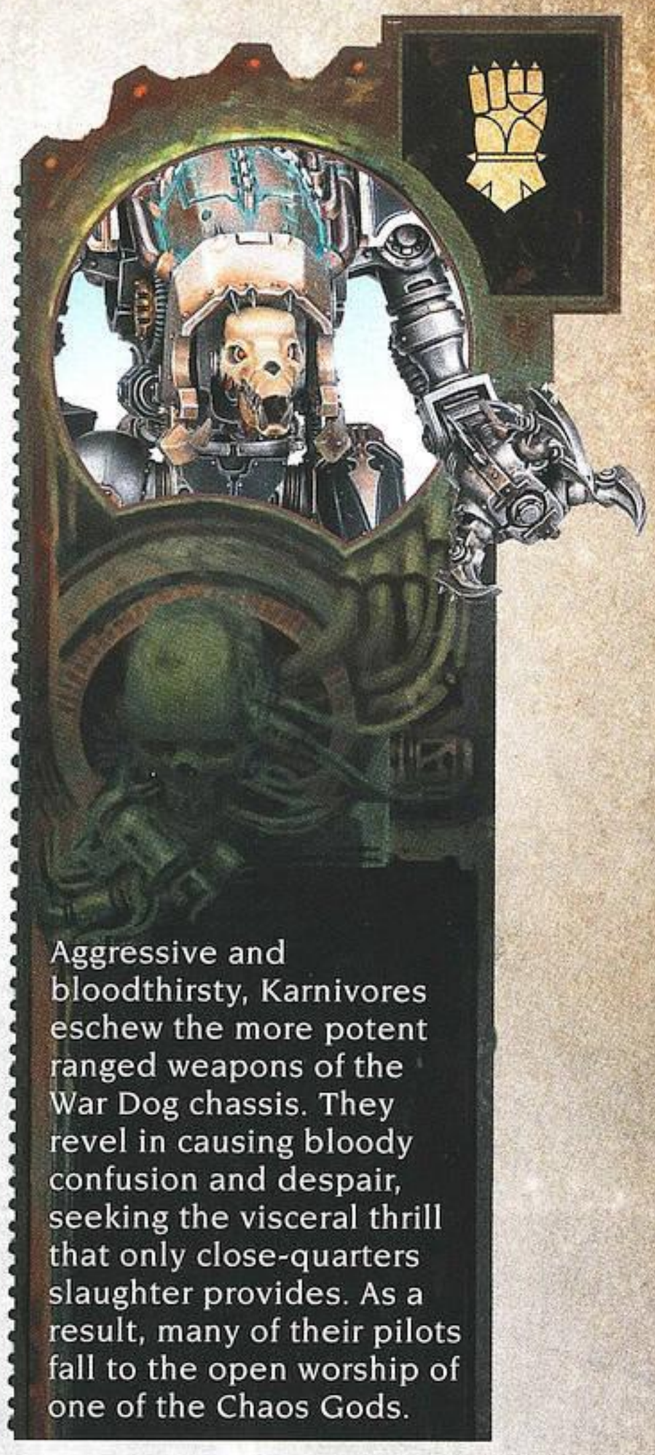
- Any number of models can each have their havoc multi-launcher replaced with 1 diabolus heavy stubber.

ABILITIES

Ion Shields, Harbingers of Dread, War Dog Squadron (pg 96-99)

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Chaos Knights, <Questor Traitoris>, <Dread Household>**
KEYWORDS: **Vehicle, Core, War Dog-class, Pterrorshades, War Dog Karnivore**



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

WAR DOG BRIGAND

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	War Dog Brigand (7+ wounds remaining)	12"	3+	3+	6	7	12	4	8	3+
	War Dog Brigand (4-6 wounds remaining)	10"	4+	4+	6	7	N/A	4	8	3+
	War Dog Brigand (1-3 wounds remaining)	8"	5+	5+	6	7	N/A	4	8	3+

If this unit contains 2 models, it has **Power Rating 16**. If this unit contains 3 models, it has **Power Rating 24**. Every model is equipped with: avenger chaincannon; daemonbreath spear; havoc multi-launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger chaincannon	36"	Assault 12	6	-2	1	-
Daemonbreath spear	30"	Heavy 2	9	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Havoc multi-launcher	48"	Heavy D6	5	0	1	Blast. This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS

- Any number of models can each have their havoc multi-launcher replaced with 1 diabolus heavy stubber.

ABILITIES

Ion Shields, Harbingers of Dread, War Dog Squadron (pg 96-99)

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Chaos Knights, <Questor Traitoris>, <Dread Household>>**
KEYWORDS: **Vehicle, Core, War Dog-class, Pterrorshades, War Dog Brigand**



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



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

WAR DOG HUNTSMAN

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	War Dog Huntsman (7+ wounds remaining)	12"	3+	3+	6	7	12	4	8	3+
	War Dog Huntsman (4-6 wounds remaining)	10"	4+	4+	6	7	N/A	4	8	3+
	War Dog Huntsman (1-3 wounds remaining)	8"	5+	5+	6	7	N/A	4	8	3+

If this unit contains 2 models, it has **Power Rating 16**. If this unit contains 3 models, it has **Power Rating 24**. Every model is equipped with: daemonbreath spear; daemonbreath meltagun; reaper chaintalon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemonbreath spear	30"	Heavy 2	9	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Daemonbreath meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Reaper chaintalon	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+4	-4	3	-
- Sweep	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

WARGEAR OPTIONS

- Any number of models can each have their daemonbreath meltagun replaced with 1 diabolus heavy stubber.

ABILITIES

Ion Shields, Harbingers of Dread, War Dog Squadron (pg 96-99)

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Chaos Knights, <Questor Traitoris>, <Dread Household>**
KEYWORDS: **Vehicle, Core, War Dog-class, War Dog Huntsman**

KNIGHT DESPOILER

24 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Knight Despoiler (13+ wounds remaining)	10"	3+	3+	8	8	24	4	9	3+
	Knight Despoiler (7-12 wounds remaining)	8"	4+	4+	8	8	N/A	4	9	3+
	Knight Despoiler (1-6 wounds remaining)	6"	5+	5+	8	8	N/A	4	9	3+

A Knight Despoiler is equipped with: daemonbreath meltagun; reaper chainsword; titanic feet; warpstrike claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemonbreath meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Reaper chainsword	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+6	-4	6	-
- Sweep	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Titanic feet	Melee	Melee	User	-2	2	-
Warpstrike claw	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	x2	-3	8	-
- Sweep	Melee	Melee	+2	-2	3	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

WARGEAR OPTIONS

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

ABILITIES

Ion Shields, Super-heavy Walker, Harbingers of Dread (pg 96-99)

Dread Dominion (Aura): While a friendly **<DREAD HOUSEHOLD> WAR DOG-CLASS** model is within 9" of this model, that friendly model is eligble to perform Heroic Interventions as if it were a **CHARACTER**.

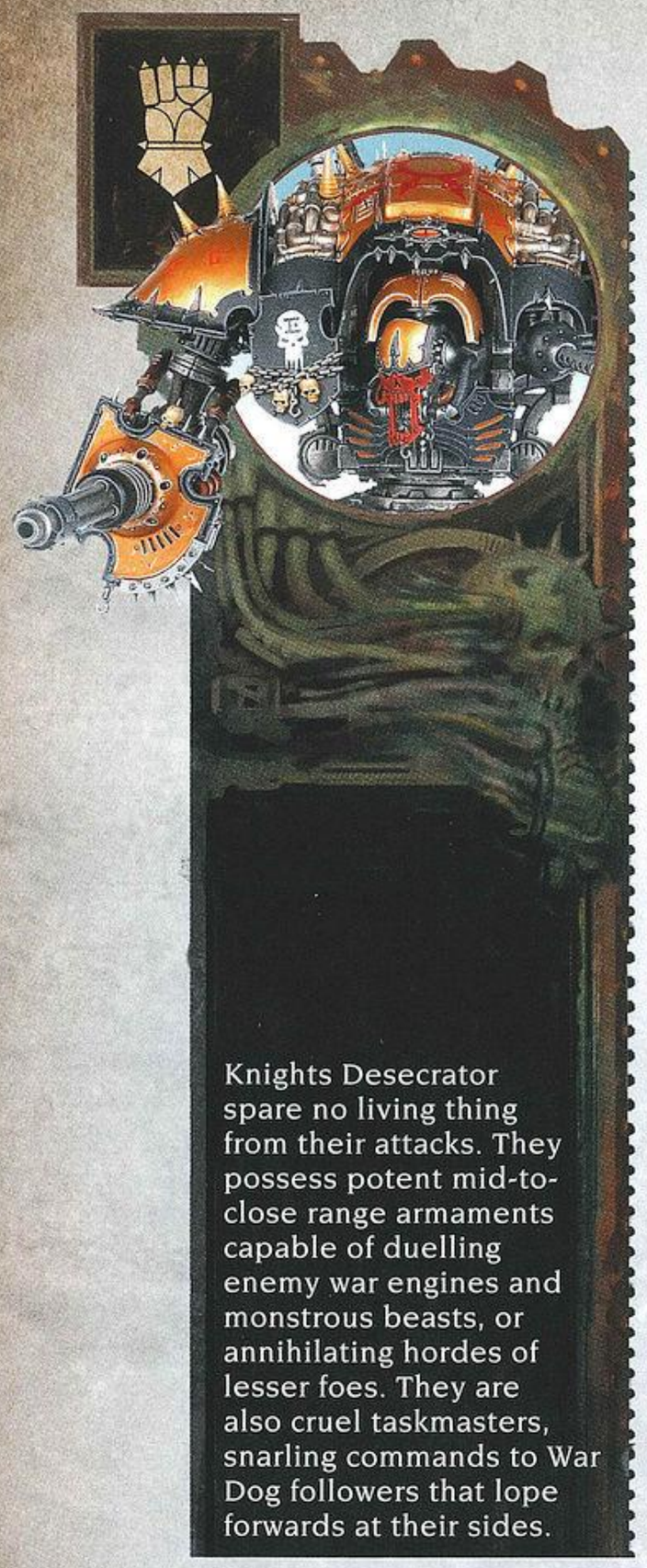
Engine of Destruction: Each time this model fights, if it is equipped with both a warpstrike claw and a reaper chainsword (including any Relic that replaces such a weapon), and if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of this model.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: **CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>, <DREAD HOUSEHOLD>**
KEYWORDS: **VEHICLE, TITANIC, ABHORRENT-CLASS, KNIGHT DESPOILER**



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



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

KNIGHT DESECRATOR

20 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Knight Desecrator (13+ wounds remaining)	10"	2+	3+	8	8	24	4	9	3+
	Knight Desecrator (7-12 wounds remaining)	8"	3+	4+	8	8	N/A	4	9	3+
	Knight Desecrator (1-6 wounds remaining)	6"	4+	5+	8	8	N/A	4	9	3+

A Knight Desecrator is equipped with: Desecrator laser destructor; diabolus heavy stubber; reaper chainsword; titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Desecrator laser destructor	72"	Heavy 2	14	-5	D3+6	-
Diabolus heavy stubber	36"	Heavy 4	5	0	1	-
Reaper chainsword	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+6	-4	6	-
- Sweep	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Titanic feet	Melee	Melee	User	-2	2	-

WARGEAR OPTIONS

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

ABILITIES

Ion Shields, Super-heavy Walker, Harbingers of Dread (pg 96-99)

Taskmaster (Aura): While a friendly **<DREAD HOUSEHOLD> WAR DOG-CLASS** model is within 9" of this model, each time that friendly model makes a ranged attack, re-roll a hit roll of 1.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: **CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>, <DREAD HOUSEHOLD>**
KEYWORDS: **VEHICLE, TITANIC, CORE, ABHORRENT-CLASS, KNIGHT DESECRATOR**

KNIGHT RAMPAGER

20 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Knight Rampager (13+ wounds remaining)	12"	2+	3+	8	8	24	5	9	3+
	Knight Rampager (7-12 wounds remaining)	10"	3+	4+	8	8	N/A	5	9	3+
	Knight Rampager (1-6 wounds remaining)	8"	4+	5+	8	8	N/A	5	9	3+

A Knight Rampager is equipped with: diabolus heavy stubber; reaper chainsword; titanic feet; warpstrike claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Diabolus heavy stubber	36"	Heavy 4	5	0	1	-
Reaper chainsword	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+6	-4	6	-
- Sweep	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Titanic feet	Melee	Melee	User	-2	2	-
Warpstrike claw	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	x2	-3	8	-
- Sweep	Melee	Melee	+2	-2	3	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

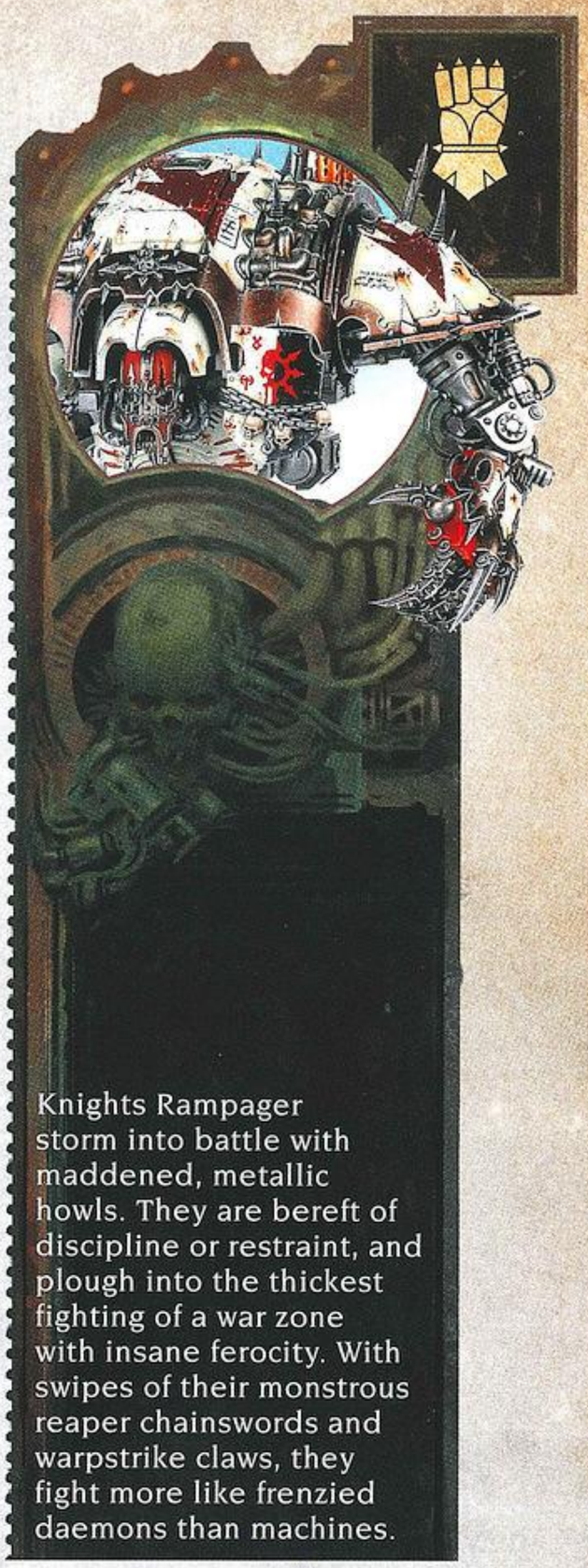
ABILITIES

Ion Shields, Super-heavy Walker, Harbingers of Dread (pg 96-99)

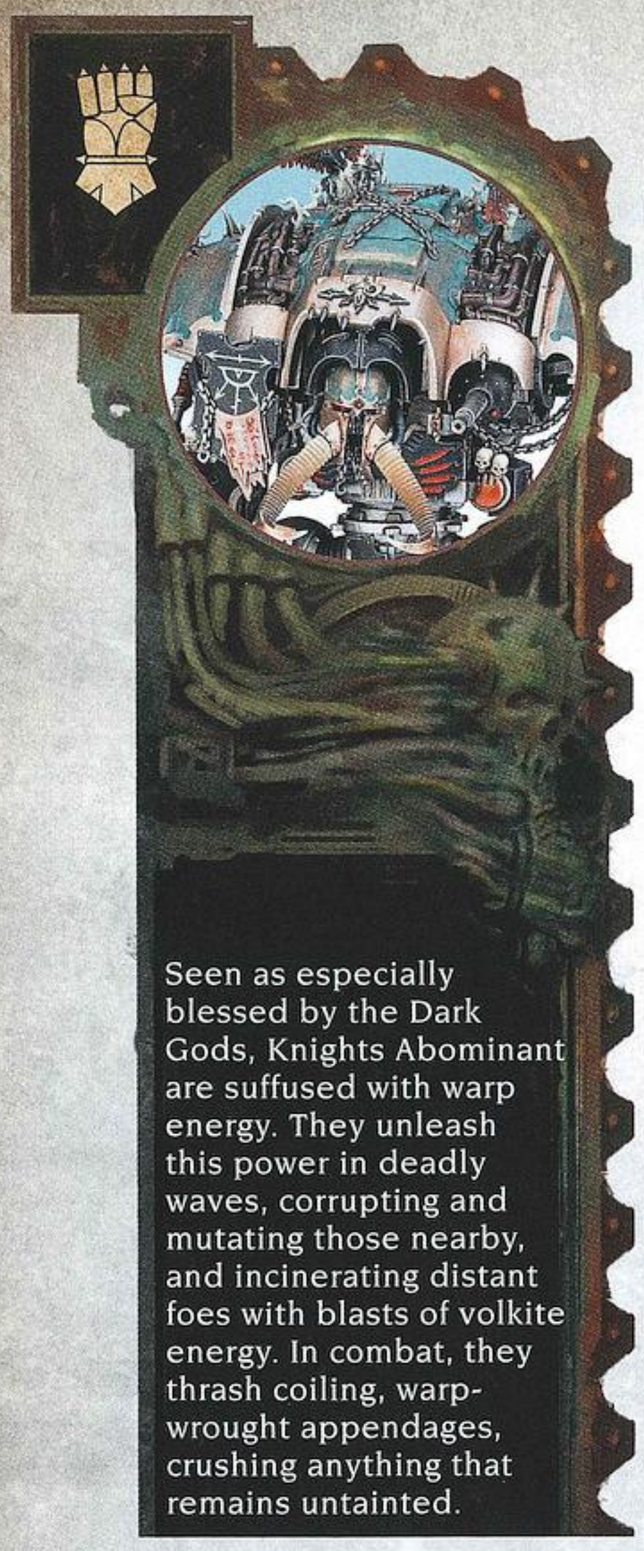
Frenzied Rampage (Aura): While a friendly **<DREAD HOUSEHOLD> WAR DOG-CLASS** model is within 9" of this model, each time that friendly model makes a melee attack, re-roll a hit roll of 1.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: **CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>, <DREAD HOUSEHOLD>**
KEYWORDS: **VEHICLE, TITANIC, CORE, ABHORRENT-CLASS, KNIGHT RAMPAGER**



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



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

KNIGHT ABOMINANT

22 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Knight Abominant (13+ wounds remaining)	10"	3+	3+	8	8	24	3	9	3+
	Knight Abominant (7-12 wounds remaining)	8"	4+	4+	8	8	N/A	3	9	3+
	Knight Abominant (1-6 wounds remaining)	6"	5+	5+	8	8	N/A	3	9	3+

A Knight Abominant is equipped with: diabolus heavy stubber; volkite combustor; balemace; electroscourge; titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Diabolus heavy stubber	36"	Heavy 4	5	0	1	-
Volkite combustor	30"	Heavy 6	10	-1	3	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 3 mortal wounds on the target in addition to any normal damage.
Balemace	Melee	Melee	User	-2	2	Each time the bearer fights, it makes D3 additional attacks with this weapon.
Electroscourge	Melee	Melee	User	-2	3	Each time an attack is made with this weapon, make 3 hit rolls instead of 1.
Titanic feet	Melee	Melee	User	-2	2	-

ABILITIES

Ion Shields, Super-heavy Walker, Harbingers of Dread (pg 96-99)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Warp Storm discipline (pg 75).

FACTION KEYWORDS: **CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>, <DREAD HOUSEHOLD>**
KEYWORDS: **VEHICLE, TITANIC, CORE, PTERRORSHADES, ABHORRENT-CLASS, PSYKER, KNIGHT ABOMINANT**

KNIGHT TYRANT

31 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Knight Tyrant (15+ wounds remaining)	8"	4+	3+	8	8	28	4	9	2+
	Knight Tyrant (8-14 wounds remaining)	6"	5+	4+	8	8	N/A	4	9	2+
	Knight Tyrant (1-7 wounds remaining)	4"	6+	5+	8	8	N/A	4	9	2+

A Knight Tyrant is equipped with: brimstone volcano lance; ectoplasma decimator; 4 gheiststrike missiles; 2 twin daemonbreath meltaguns; twin desecrator cannon; titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brimstone volcano lance	80"	Heavy D3	16	-5	D6+8	Blast
Ectoplasma decimator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	48"	Heavy 2D6	8	-4	2	Blast
- Supercharge	48"	Heavy 2D6	9	-4	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 2 mortal wounds after shooting with this weapon.
Gheiststrike missile	48"	Heavy 1	10	-4	D6	Each time the bearer is selected to shoot, it can only make attacks with one gheiststrike missile, and it can only shoot each gheiststrike missile it is equipped with once per battle. Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.
Twin daemonbreath meltagun	12"	Assault 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Twin desecrator cannon	36"	Heavy 2D3	7	-1	2	Blast
Titanic feet	Melee	Melee	User	-2	2	-

WARGEAR OPTIONS

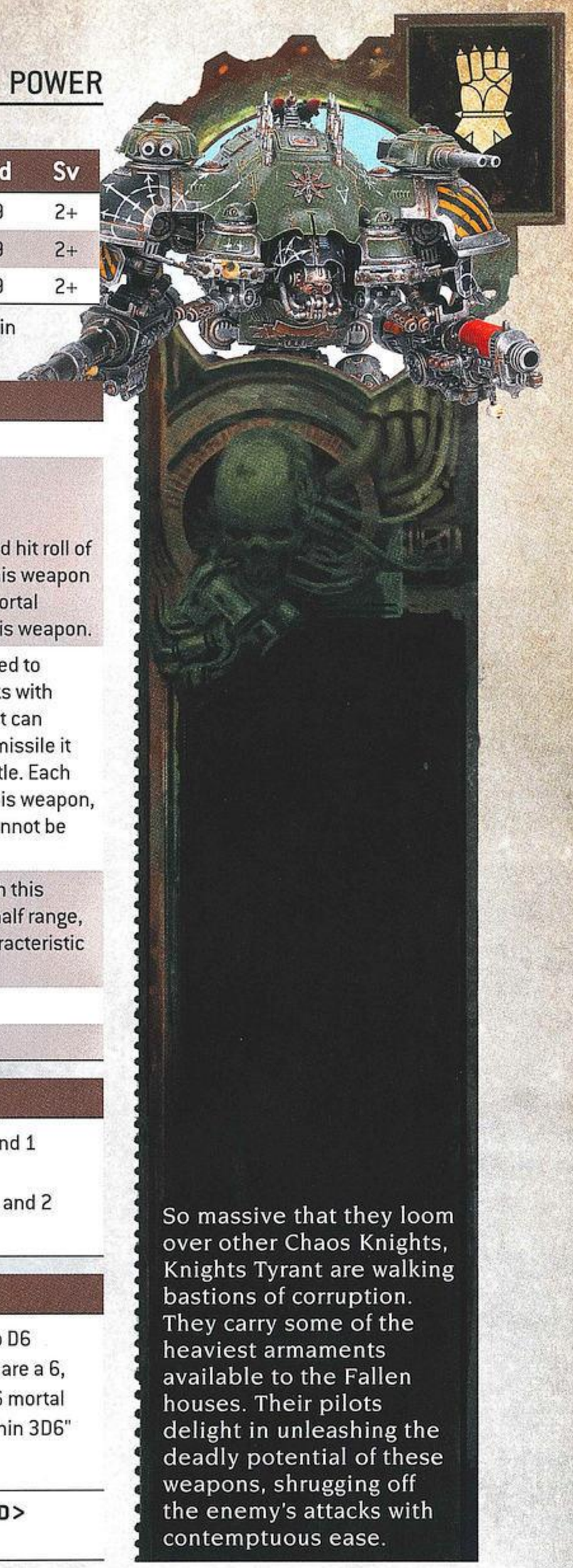
- This model's brimstone volcano lance and ectoplasma decimator can be replaced with 1 darkflame cannon and 1 warpshock harpoon.
- This model's 4 gheiststrike missiles and twin desecrator cannon can be replaced with 2 gheiststrike missiles and 2 twin desecrator cannons.

ABILITIES

Ion Shields, Super-heavy Walker, Harbingers of Dread (pg 96-99)

Explodes: When this model is destroyed, roll two D6 before removing it from play. If either of the dice are a 6, it explodes, and each unit within 2D6" suffers D6 mortal wounds (if both of the dice are a 6, each unit within 3D6" suffers D6 mortal wounds instead).

FACTION KEYWORDS: **CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>, <DREAD HOUSEHOLD>**
KEYWORDS: **VEHICLE, TITANIC, TYRANT-CLASS, KNIGHT TYRANT**



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

WEAPON PROFILES

Below, you will find the profiles for all the weapons that **CHAOS KNIGHTS** models can be equipped with. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Avenger chaincannon	36"	Assault 12	6	-2	1	-
Brimstone volcano lance	80"	Heavy D3	16	-5	D6+8	Blast
Daemonbreath meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Daemonbreath spear	30"	Heavy 2	9	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Daemonbreath thermal cannon	30"	Heavy 2D3	9	-4	D6+2	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4.
Darkflame cannon	18"	Heavy 3D6	7	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Desecrator laser destructor	72"	Heavy 2	14	-5	D3+6	-
Despoiler battle cannon	72"	Heavy 2D6	8	-2	3	Blast
Despoiler gatling cannon	36"	Heavy 12	6	-2	2	-
Diabolus heavy stubber	36"	Heavy 4	5	0	1	-
Ectoplasma decimator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	48"	Heavy 2D6	8	-4	2	Blast
- Supercharge	48"	Heavy 2D6	9	-4	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 2 mortal wounds after shooting with this weapon.
Gheiststrike missile	48"	Heavy 1	10	-4	D6	Each time the bearer is selected to shoot, it can only make attacks with one gheiststrike missile, and it can only shoot each gheiststrike missile it is equipped with once per battle. Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.
Havoc missile pod	72"	Heavy D6	5	-1	2	Blast. This weapon can target units that are not visible to the bearer.
Havoc multi-launcher	48"	Heavy D6	5	0	1	Blast. This weapon can target units that are not visible to the bearer.
Heavy darkflamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Ruinspear rocket pod	48"	Heavy 3	8	-2	D6	-
Twin daemonbreath meltagun	12"	Assault 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Twin desecrator cannon	36"	Heavy 2D3	7	-1	2	Blast
Twin hellstorm autocannon	48"	Heavy 4	7	-1	2	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.
Volkite combustor	30"	Heavy 6	10	-1	3	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 3 mortal wounds on the target in addition to any normal damage.
War Dog Autocannon	60"	Heavy 2D3	7	-2	3	-
Warpshock harpoon	18"	Heavy 1	16	-6	10	Each time an attack is made with this weapon against a **MONSTER** or **VEHICLE** unit (excluding **AIRCRAFT** units), add 1 to that attack's hit roll. Each time an attack made with this weapon is allocated to a model, that model's unit suffers 3 mortal wounds in addition to any normal damage.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Balemace	Melee	Melee	User	-2	2	Each time the bearer fights, it makes D3 additional attacks with this weapon.
Electroscourge	Melee	Melee	User	-2	3	Each time an attack is made with this weapon, make 3 hit rolls instead of 1.
Reaper chainsword	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+6	-4	6	-
- Sweep	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Reaper chaintalon	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+4	-4	3	-
- Sweep	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Slaughterclaw	Melee	Melee	x2	-3	D3+3	-
Titanic feet	Melee	Melee	User	-2	2	-
Warpstrike claw	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	x2	-3	8	-
- Sweep	Melee	Melee	+2	-2	3	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

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 (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

LORDS OF WARS

War Dog Executioner (pg 100)
Unit size ..... 1-3 models
Unit cost ..... 155 pts/model
- Daemonbreath meltagun ..... +5 pts

War Dog Stalker (pg 100)
Unit size ..... 1-3 models
Unit cost ..... 145 pts/model
- Havoc multi-launcher ..... +5 pts

War Dog Karnivore (pg 101)
Unit size ..... 1-3 models
Unit cost ..... 140 pts/model
- Havoc multi-launcher ..... +5 pts

War Dog Brigand (pg 101)
Unit size ..... 1-3 models
Unit cost ..... 155 pts/model
- Havoc multi-launcher ..... +5 pts

War Dog Huntsman (pg 102)
Unit size ..... 1-3 models
Unit cost ..... 145 pts/model
- Daemonbreath meltagun ..... +5 pts

Knight Despoiler (pg 103)
Unit size ..... 1 model
Unit cost* ..... 375 pts
- Daemonbreath meltagun ..... +5 pts
- Daemonbreath thermal cannon ..... +50 pts
- Despoiler battle cannon ..... +50 pts
- Despoiler gatling cannon ..... +60 pts
- Havoc missile pod ..... +20 pts
- Ruinspear rocket pod ..... +40 pts
- Twin hellstorm autocannon ..... +20 pts

* If this model is equipped with 2 daemonbreath thermal cannons, 2 despoiler battle cannons, 2 despoiler gatling cannons, or 1 reaper chainsword and 1 warpstrike claw, its unit cost is increased by 20 pts.

Knight Desecrator (pg 104)
Unit size ..... 1 model
Unit cost ..... 400 pts

Knight Rampager (pg 105)
Unit size ..... 1 model
Unit cost ..... 400 pts

Knight Abominant (pg 106)
Unit size ..... 1 model
Unit cost ..... 430 pts

Knight Tyrant (pg 107)
Unit size ..... 1 model
Unit cost ..... 585 pts
- Twin desecrator cannon ..... +15 pts
- Brimstone volcano lance ..... +10 pts

FAVOURS OF THE DARK GODS
Each of the following has three values, presented as x/y/z. The first number is the points cost to add that upgrade to a **WAR DOG-CLASS** model, the second to an **ABHORRENT-CLASS** model and the third to a **TYRANT-CLASS** model.

- Aura of Corruption ..... 25/35/35 pts
- Beguiling Majesty ..... 20/40/40 pts
- Blessing of a Thousand Poxes ..... 15/30/15 pts
- Blessing of the Dark Master ..... 20/30/50 pts
- Blood Shield ..... 30/45/30 pts
- Collar of Infernal Brass ..... 15/25/25 pts
- Cursed Rune of Fate ..... 15/35/50 pts
- Mark of the Dread Knight ..... 20/40/60 pts
- Mirror of Fates ..... 15/20/30 pts
- The Putrid Carapace ..... 20/40/60 pts
- Pyrothrone ..... 25/35/45 pts
- Quicksilver Throne ..... 15/20/10 pts
- Subjugator Machine Spirit ..... 15/30/20 pts
- Throne Mechanicum of Skulls ..... 15/25/15 pts
- Warp-Borne Stalker ..... 15/30/30 pts

GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Active Harbinger ability (pg 98): The Harbinger abilities that are currently active for your army, or that are active for specified units from your army. Duplicated active Harbinger abilities on the same unit have no additional effect.

Allegiance (pg 55): All **CHAOS KNIGHTS** models owe their allegiance to either an Iconoclast household or an Infernal household. If a model has the **ICONOCLAST HOUSEHOLD** keyword, it owes its allegiance to one of the Iconoclast households, and if it has the **INFERNAL HOUSEHOLD** keyword, it owes its allegiance to one of the Infernal households.

Any number of models can each have their Weapon A replaced with 1 Weapon B (e.g. pg 100): When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have its weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Circle of Damnation (pg 84): **DAMNED** models from your army will move into a Circle of Damnation once they have gained enough Damnation points. A model must move into the outermost circle when instructed to do so, and must progress into the next inner Circle of Damnation when instructed to do so. There are 8 Circles of Damnation in total. Each time a model moves into a new Circle of Damnation, it will gain Rewards – such as Pacts – or Damnations, and its Crusade points total will change.

Chaos Knights Detachment (pg 85): A Detachment in a Battle-forged army where every model has the **CHAOS KNIGHTS** keyword (excluding models with the **AGENT OF CHAOS** or **UNALIGNED** keywords).

Chaos Knights secondary objectives (pg 80): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a **CHAOS KNIGHTS** Detachment.

Damnation (pg 83): An ability a **CHAOS KNIGHTS** model can acquire in your Crusade games whilst on the Eightfold Path of Damnation. Damnations must be gained when you are instructed to do so.

Damnation points (pg 83): A resource generated by **DAMNED** models in your Crusade force as part of the Eightfold Path to Damnation. Each time a model gains 3 Damantion points, it will move into the next Circle of Damnation and its Damnation points are reset to 0. If a model is already in the innermost, 8th Circle of Damnation, each time it gains 3 Damnation points you gain 1 Requisition point and its Damnation points are reset to 0.

Drawn from (e.g. pg 96): The dread household that a unit belongs to is the dread household they are drawn from. A unit is drawn from a certain dread household if they have that dread household's name listed on their Faction keyword line.

Dreadblade (pg 55): A Dreadblade has the **DREADBLADE** keyword instead of the name of a dread household.

Dreaded ability (pg 97): Dreaded abilities are denoted by '(Dreaded)' or ⟨⟩ after the ability's name. They affect enemy models or units that are within Dread range of the unit that has this ability. If a model or unit is within Dread range of multiple Dreaded abilities with the same name, it can only be affected by one of those abilities at any one time. Dreaded abilities are not affected by any rule that affects Aura abilities, and vice versa.

Dread Household Detachment (pg 57): A **CHAOS KNIGHTS** Detachment in which every **CHAOS KNIGHTS** unit that is not a **DREADBLADE** is drawn from the same dread household.

Dread Household Relic (pg 58-63): A Relic of Tyranny associated with one of the dread households. These are only available to **CHAOS KNIGHTS** models that are part of a **<DREAD HOUSEHOLD>** Detachment (and only if they, and your **WARLORD**, are drawn from the associated dread household).

Dread Household Stratagem (pg 58-63): A Stratagem associated with one of the dread households. These are only available to **CHAOS KNIGHTS** models that are part of a **<DREAD HOUSEHOLD>** Detachment (and only if they are drawn from the associated dread household).



Dread Household Warlord Trait (pg 58-63): A Warlord Trait associated with one of the dread households. These are only available to **CHAOS KNIGHTS CHARACTER** models that are part of a **<DREAD HOUSEHOLD>** Detachment (and only if they are drawn from the associated dread household).

Dread range (pg 97): This is the range of all of the Dreaded abilities that a model has. Enemy units within this range will be affected by that Dreaded ability.

Dread test (pg 97): A test that enemy units may be required to take as described by certain rules. Each time a rule requires a unit to do so, that unit's controlling player rolls 2D6. If the roll is greater than the highest Leadership characteristic in that unit, the test is failed; otherwise, the test is passed.

Fallen Hero (pg 64): Detachment ability for **CHAOS KNIGHTS** Detachments.

Favour of the Dark Gods (pg 70-73): An upgrade that can be applied to **WAR DOG-CLASS, ABHORRENT-CLASS** and **TYRANT-CLASS** models from your army. Each upgrade consists of two associated abilities, one of which is a Favoured ability.

Favoured ability (pg 70-71): Each Favour of the Dark Gods has a Favoured ability. A model cannot use its Favoured ability until after it has provided a worthy offering.

Fell Bond (pg 64-65): Detachment ability for **DREADBLADES** and **<DREAD HOUSEHOLD>** Detachments that are not one of the following: House Lucaris; House Herpetrax; House Khymere; House Vextrix; House Khomentis; House Korvax.

Harbinger ability (pg 98): There are three types of Harbinger abilities: Doom, Despair and Darkness. Your army will gain a bonus depending on which of these are active, and your choice of which is active can affect which Harbinger abilities you can choose in the next battle round.

Household Bond (pg 55): Detachment ability for **CHAOS KNIGHTS** Detachments. An ability gained by a **<DREAD HOUSEHOLD>** unit (excluding **DREADBLADES**) based on the dread household they are drawn from, if all units in that Detachment (excluding **DREADBLADES**) are drawn from the same dread household.

Offering accepted (pg 70): If, at the end of a phase, a model's Offering tally is high enough, its offering is accepted and its Favoured abilities will then apply until the rest of the battle. The tally required is different for different classes of model.

Offering tally (pg 70): A tally kept for models with a Favour of the Dark Gods. Each time that model destroys a model, a number of marks are added to this tally equal to the Wounds characteristic of the destroyed model.

Pact (pg 85): An ability a **CHAOS KNIGHTS** model can acquire in your Crusade games whilst on the Eightfold Path of Damnation. There are three types of Pact: Lesser, Greater and Exalted.

Psychic power type (pg 75): A psychic power's type is written in bold at the start of its rules. There are three types of psychic power described in this Codex: Blessing, Malediction and Witchfire.

Relic of Tyranny (pg 76): A type of Relic that can be given to **CHAOS KNIGHTS** models.

Reward (pg 83): When a **DAMNED** model moves into a new Circle of Damnation, it will gain that circle's Reward (e.g. a Pact).

Stratagem label (pg 66-69): A Stratagem's labels are written beneath its title and can include: Chaos Knights; Battle Tactic; Epic Deed, Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label; for example, a Stratagem with 'Chaos Knights – Wargear Stratagem' has both the Chaos Knights and Wargear labels.

Towering Foe (pg 55): Detachment ability for **CHAOS KNIGHTS** Detachments.

Traitoris Ambition (pg 55): Detachment ability for **CHAOS KNIGHTS** Detachments. An ability gained by **<QUESTOR TRAITORIS>** models (excluding a **DREADBLADE**) based on their allegiance, if all models in that Detachment owe their allegiance to an Iconoclast household, or if all models in that Detachment owe their allegiance to an Infernal household.

Traitoris Lances (pg 55): Detachment ability for **CHAOS KNIGHTS** Detachments.



REFERENCE

Below you will find a bullet-pointed summary of several Chaos Knights rules.

DETACHMENT ABILITIES (PG 55)

- **CHAOS KNIGHTS** Detachments gain the Traitoris Lances and Fallen Hero abilities.
- **CHAOS KNIGHTS** units in **CHAOS KNIGHTS** Detachments gain the Towering Foe, Traitoris Ambitions and Household Bond abilities.
- **WAR DOG-CLASS** units in **CHAOS KNIGHTS** Detachments gain the Objective Secured ability.
- Super-heavy Auxiliary Detachments still get these Detachment abilities.

<DREAD HOUSEHOLD> KEYWORD (PG 57)

- When you include a **<DREAD HOUSEHOLD>** unit, nominate which dread household it is drawn from, or declare it is a **DREADBLADE**.
- Replace every instance of the **<DREAD HOUSEHOLD>** keyword on that unit's datasheet with the name of your chosen dread household or **DREADBLADE**.
- A Detachment cannot include units from two different dread households (it can include any number of **DREADBLADES**).

DREAD TEST (PG 97)

- Dread test = 2D6
- If result exceeds highest Ld in the unit, the test is failed. Otherwise, the test is passed.

DREADED ABILITIES (PG 97)

- Dreaded abilities affect every enemy unit within Dread range.
- Dread range = 12" at start of battle
- Dreaded abilities are unaffected by rules that affect Aura abilities, and vice versa.

EIGHTFOLD PATH TO DAMNATION (PG 83-86)

- **CHAOS KNIGHTS** models in your Crusade force can gain the **DAMNED** keyword.
- At the end of each battle, **DAMNED** models gain 1 Damnation point if they destroyed enough units during that battle (pg 83).
- Each time a model earns 3 Damnation points, it gains all the Rewards listed in that circle, adjusts its Crusade points, and resets its Damnation points to 0.

FALLEN HERO (PG 55)

- Only applies to Super-heavy Auxiliary Detachments.
- 1 **DREADBLADE** unit gains **AGENT OF CHAOS** keyword (1 per army) but this does not stop rules that require all units to be from the same faction from working.

FAVOUR OF THE DARK GODS (PG 70-73)

- If Battle-forged, can upgrade **WAR DOG-CLASS, ABHORRENT-CLASS** or **TYRANT-CLASS** models.
- Doing so increases model's Power Rating and points value.
- Upgraded models gain 2 abilities, one of which is a Favoured ability and requires model to first provide a worthy offering.
- Keep an offering tally for the model. Gain a number of marks on tally equal to the W characteristic of destroyed models. For offering required see page 70.

HARBINGERS OF DREAD (PG 98-99)

- Only applies if every model from your army has the **CHAOS KNIGHTS** keyword (excluding **UNALIGNED** models).
- Unit gains ability depending on what Harbinger abilities are active.
- At the start of each battle round, select one Harbinger ability (either a Despair, Doom or Darkness Harbinger ability) from the corresponding choices for that battle round. In Battle Round 1 and 5, must select the Doom ability.
- Can only select a Despair ability if you selected the Despair or Doom ability in the previous battle round.
- Can only select a Darkness ability if you selected the Darkness or Doom ability in the previous battle round.

HOUSEHOLD BONDS (PG 56)

- If every unit in a Detachment (excluding **DREADBLADES**) is from the same dread household, all **<DREAD HOUSEHOLD>** units in that Detachment gain their dread household's Household Bond.
- If dread household does not have an associated Household Bond, you must select one Fell Bond from page 64-65
- Each **DREADBLADE** unit gains one Fell Bond that no other unit from your army has.

ION SHIELDS (PG 96)

- 5+ invulnerable save against ranged attacks.

<QUESTOR TRAITORIS> KEYWORD (PG 96)

- Units with **<QUESTOR TRAITORIS>** keyword owe allegiance to an Iconoclast household or an Infernal household.
- Replace every instance of the **<QUESTOR TRAITORIS>** keyword on that unit's datasheet with **ICONOCLAST HOUSEHOLD** or **INFERNAL HOUSEHOLD** respectively.

SUPER-HEAVY WALKER (PG 97)

- This model can declare a charge in a turn in which it Fell Back.
- When making a Normal Move, Advance or Fall Back move, can move across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there.

TOWERING FOE (PG 55)

- This model counts as 5 models when determining control of objective markers (or 10, if it is **TITANIC**).

TRAITORIS AMBITIONS (PG 55)

- If every unit in a Detachment owes its allegiance to the same dread household, all **<QUESTOR TRAITORIS>** units in that Detachment (excluding **DREADBLADES**) gain a Traitoris Ambition.
- **ICONOCLAST HOUSEHOLD** units gain **Conquerors Without Mercy:** If this model made a charge move, was charged, or performed a Heroic Intervention this turn, until that fight is resolved, add 1 to its Attacks and improve the AP of its melee attacks by 1.
- **INFERNAL HOUSEHOLD** units gain **Daemonic Surge:** In your Command phases, this model can suffer 1 mortal wound and you can roll one D3 to gain one of the following bonuses until the start of your next Command phase (or it suffers D3 mortal wounds and you can select one result): D3 = 1 - **Daemonic Hunger:** Add 3" to model's Move characteristic; 2 - **Daemonic Fortitude:** Unmodified wound rolls of 1-3 against this model always fail; 3 - **Daemonic Power:** Select one weapon and add 1 to wound rolls made with it.

TRAITORIS LANCES (PG 55)

- One **WAR DOG-CLASS, ABHORRENT-CLASS** or **TYRANT-CLASS** model in this Detachment gains the **CHARACTER** keyword.
- Command Benefits on Detachment change if your **WARLORD** is part of that Detachment, depending on the type of Detachment and the number and type of models in that Detachment.

WAR DOG SQUADRON (PG 97)

- When set up on the battlefield, each model in this unit must be set up within 6" of at least one other model from this unit. From that point onwards, each model operates as a separate unit.







In fealty unquestioning does nobility lie. Not for us, the querulous doubt or prating moral protestation. What the weakling and the coward call atrocity we know as duty, for honour demands not judgement, but obedience to our masters' wills.

