

Imperial Knights

“He must keep honour with all, banish cowardice from his doings, and bring his House no shame. He must serve the Emperor, and defend the Imperium. Thus should a Knight rule himself.”

Table of Contents

| | |
|-----------------------------|----|
| Introduction | 1 |
| Army Specific Rules..... | 2 |
| House Rules..... | 2 |
| HQ | 4 |
| Advisors | 6 |
| Troops | 7 |
| Elites | 10 |
| Fast Attacks | 14 |
| Heavy Support | 16 |
| Lords of War | 18 |
| Fortifications | 20 |

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What are the Imperial Knights? The Knights are an ancient faction from humanity’s fast paced galactic expansion. They settled new worlds and protected its inhabitants as part of the planets royalty. Over the years their influence has waxed and waned, but they still serve the Emperor and fight in his name for the Imperium. Piloting massive engines of war into battle, they are formidable and difficult to stop.

Army Difficulty 1-5: 4. Imperial Knights are immensely powerful combat vehicles, but suffer from lack of numbers on the battlefield. Keeping focused on Objectives and not getting isolated and destroyed by numerically superior foes can be challenging for new players.

Strengths: Imperial Knights bring many Titanic Combat Walkers to the field. Each one of them is incredibly durable and difficult to bring down. When properly supported, they are nigh unstoppable. Support from more conservative sized Combat Walkers ensures the battlefield can be covered in far more numerous amounts of elite vehicles, each outfitted to deal with the task at hand.

Weaknesses: Imperial Knights are massive and imposing. Very easily, even with large amounts of non-Titanic models, they will find themselves outnumbered. They are the most elite Codex in the 40k universe, only rivaled by their traitorous brother Chaos Knights. Getting crowded off of Objectives or hit by an entire army at once will bring a Knight swiftly to its knees.

Army Abilities: Imperial Knights have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Honour Bound Protector – This model may be fielded as a Heavy Slot for the following armies: Adeptus Mechanicus, Custode, Grey Knights, Imperial Guard, Inquisition, Sisters of Battle, and Squat. This model retains its House rules and ignores the army rules for its allies.

Imperial God Engine – Each model with this ability can ignore Swarms, Infantry, and Monstrous Infantry for the purposes of Moving. It may not end its Movement with 1" of an enemy unit or on top of Titanic Terrain.

Knight Protector – This model may be fielded as a Lord of War Slot for the following armies: Adeptus Mechanicus, Custode, Grey Knights, Imperial Guard, Inquisition, Sisters of Battle, and Squat. This model retains its House rules and ignores the army rules for its allies.

Rotate Ion Shields – Each model with this has a 5+ Invulnerability Save, but it can only apply to Ranged or Melee attacks. You may Declare if the Ion Shields are Rotated to protect against either Ranged or Melee attacks, but it cannot be changed again until your next Command Phase.

Houses

Imperial Knight forces specialize in different aspects much like Space Marine Chapters. The following are Houses you can play with to change the play style of your forces. If you wish to play the Codex with no modifications, select the Free Lancers House.

Free Lancers:

- Unyielding Fealty: All models in your army gain Counterattack.

House Cadmus:

- The Hunter's Eye: All ranged attacks made from models in your army inflict a -1 to Cover Saves.

House Griffith:

- Glory of the Charge: All models in your army may reroll failed Charge rolls.

House Hawkshroud:

- Oathkeepers: All models in your army ignore the secondary effects from the Vehicle Penetration Chart on a 3+. They still suffer the additional Wounds like normal regardless of the 3+.

House Krast:

- Controlled Aggression: All models in your army gain I+3.

House Mortan:

- Close Quarter Experts: All models in your army may reroll all To Hit rolls in Melee on the turn they Charged or were Charged. Any abilities to reroll 1s To Hit instead change that portion of the rule to Ignore Penalties To Hit in Melee.

House Raven:

- Lost Home World: All models in your army lose Objective Secured.
- Quest of Vengeance: You gain d3+3 Victory Points if you slay the enemy Warlord.

House Taranis:

- Omnissiah's Grace: All models in your army repair 1 Wound in each of your Command Phases, and rolls a d6. On a 5+ Restore Secondary Services from a Vehicle Penetration Result.

House Terryn:

- Gallant Warriors: All models in your army gain Furious Charge and Shock Assault.

House Vulker:

- Firestorm Protocols: All models in your army Overwatch on a 5+ instead of 6+. All other forms of Snap Shots still only Hit on a 6+.

HQ Slots 1-2 Slots

| | | |
|---|--|--|
| Commander Commander | M WS BS S FA SA RA W I A Ld Sv 12 2+ 2+ 8 13 12 12 24 4 6 10 3+ | Points: 662 Composition: 1 Commander |
| Wargear Commander: 2 Avenger Gatling Cannons Heavy Flamer Reinforced Shielding | Options May swap any Avenger Gatling Cannon for H or M May swap Heavy Flamer for S May take one T or E | Rules Commander: Titanic Vehicle Combat Walker Unique Knight Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Objective Secured Stubborn Steady Solemn Duty – 6” Aura, This model and target unit may reroll 1s To Hit and To Wound. Toss – non-Titanic Monsters and Vehicles slain by Thunderstrike Gauntlet are placed by the slayer up to 12” away. Roll Scatter dice subtracting BS modifiers like normal. Any model underneath suffers an Auto Hit at the slain model’s S value, AP -. Non-Titanic models and non-Immobile models are Displaced. Roll to see if the model Explodes after resolving the Auto Hits. |
| Special Wargear: Reinforced Shielding – This model has a 4+ for its Rotate Ion Shields instead of 5+. | Special Wargear Upgrades: E Void Shield Generator +60 points | Gain Void Shield 1 |

| Selection | Name | Range | S | AP | Rules |
|-------------|------------------------|--------|--------|--------|---|
| H | Avenger Gatling Gun | 36 | 6 | 3+ | Heavy 12, Hull, Primary |
| H +9 points | Conversion Beam Cannon | 72 And | 10 And | 2+ And | Heavy 1, Monsterbane, Beam, Hull, Primary And |

| | | | | | |
|---------------|--|-----------------|---------------|-----------------|--|
| | and 2 Linked Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Hull, Primary |
| H +18 points | Las Impulsor | 36 Or 36 | D Or 6 | 1+ Or 3+ | Heavy 1, 3" Blast, Destroyer, Monsterbane, Hull, Primary Or Heavy 1, 7" Blast, Hull, Primary |
| H +27 points | Thermal Cannon | 36 | 9 | 1+ | Heavy 1, 5" Blast, Melta, (Monsterbane), Hull, Primary |
| H +37 points | Plasma Obliterator | 72 | 8 | 2+ | Heavy 1, 7" Blast, Monsterbane, Hull |
| H +83 points | Rapid Fire Battle Cannon and Heavy Stubber | 72 And 36 | 8 And 5 | 3+ And 6+ | Heavy 2, 5" Blast, Coaxial, Ordnance, Monsterbane, Hull, Primary And Heavy 3, Coaxial, Hull, Primary |
| M +8 points | Reaper Chainsword | Melee | +2 | 2+ | Primary |
| M +157 points | Thunderstrike Gauntlet | Melee | D | 1+ | Slow, Destroyer, Monsterbane, Toss, Primary |
| S | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Hull, Primary |
| S +0 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Hull, Primary |
| S +0 points | Phosphor Blaster | 24 | 5 | 4+ | Rapid Fire 1, Ignores Cover |
| S +7 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane), Hull, Primary |
| T +28 points | Stormspear Rocket Pod | 48 | 8 | 3+ | Heavy 1, 3" Blast, Monsterbane, Turret, Primary |
| T +34 points | 2 linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, AA, Monsterbane, Turret, Primary |
| T +49 points | Ironstorm Missile Pod | 72 | 5 | 4+ | Heavy 1, Indirect Fire, 5" Blast, Turret, Primary |

Advisors 0-3/Troop Slot Purchased

| | | |
|--|--|---|
| Canis Rex Canis Rex Sir Hekhtur | M WS BS S FA SA RA W I A Ld Sv 12 2+ 2+ 8 13 12 12 24 4 6 10 3+ M WS BS S T W I A Ld Sv 6 2+ 2+ 3 3 5 3 4 10 4+ | Points: 1099 Composition: 1 Canis Rex 1 Sir Hekhtur |
| Wargear Canis Rex: Las Impulsor Multilaser Freedom's Hand Ancient Shielding Sir Hekhtur: Archeotech Pistol | Options May swap any Avenger Gatling Cannon for H or M May swap Heavy Flamer for S May take one T | Rules Canis Rex: Titanic Vehicle Combat Walker Unique Free Lancer Imperial God Engine Knight Protector Counterattack Fearless Night Vision Objective Secured Stubborn Steady Chainbreaker – 6" Aura, target unit may move as if they were not engaged in Melee. Solemn Duty – 6" Aura, This model and target unit may reroll 1s To Hit and To Wound. Toss – non-Titanic Monsters and Vehicles slain by Thunderstrike Gauntlet are placed by the slayer up to 12" away. Roll Scatter dice subtracting BS modifiers like normal. Any model underneath suffers an Auto Hit at the slain model's S value, AP -. Non-Titanic models and non-Immobile models are Displaced. Roll to see if the model Explodes after resolving the Auto Hits. Sir Hekhtur: Independent Character Infantry Unique Free Lancer Fearless Stubborn |

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| | | Ejector Seat – This model starts Embarked on Canis Rex and cannot Disembark unless Canis Rex is destroyed. If it is, this model Disembarks up to 12” without the usual Forced Disembark penalty. |
| Special Wargear: Ancient Shielding – This model has a 5+ Invulnerability Save against both Ranged and Melee Attacks. | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|-------------------|----------------|--------------|----------------|--|
| H | Las Impulsor | 36 Or 36 | D Or 6 | 1+ Or 3+ | Heavy 1, 3” Blast, Destroyer, Monsterbane, Hull, Primary Or Heavy 1, 7” Blast, Hull, Primary |
| M | Freedom’s Hand | Melee | D | 1+ | Extra Attack 1, Slow, Destroyer, Monsterbane, Toss, Primary |
| S | Multilaser | 36 | 6 | 6+ | Heavy 3, Hull, Primary |
| P | Archeotech Pistol | 12 | 5 | 3+ | Pistol 1 |

Troops 2-6 Slots

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| Armigers Armiger | M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 6 12 12 10 12 4 4 8 3+ | Points: 196 Composition: 1 Armiger |
| Wargear Armiger: 2 Reaper Chain Strikes Heavy Stubber | Options May swap any Reaper Chain Strike for H May swap Heavy Stubber for T | Rules Armiger: Vehicle Combat Walker Honour Bound Protector Rotate Ion Shields Night Vision Objective Secured Stubborn Steady |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|---------------------|-------|----|----|---------|
| M | Reaper Chain Strike | Melee | +2 | 2+ | Primary |

| | | | | | |
|--------------|--------------------|----|---|----|--|
| H +1 point | Armiger Autocannon | 60 | 7 | 4+ | Heavy 6, Monsterbane, Hull, Primary |
| H +4 points | Thermal Spear | 30 | 8 | 1+ | Heavy 1, 3" Blast, Melta, (Monsterbane), Hull, Primary |
| T | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Turret |
| T +14 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane), Turret |

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| Armiger Moiraxes Moirax | M WS BS S FA SA RA W I A Ld Sv 10 3+ 3+ 6 12 12 10 12 4 4 8 3+ | Points: 155 Composition: 1 Moirax |
| Wargear Moirax: 2 Rad Cleansors | Options May swap any Rad Cleansor for H or M | Rules Moirax: Vehicle Combat Walker Honor Bound Protector Rotate Ion Shields Night Vision Objective Secured Stubborn Steady Unstable Core – This model explodes on a 4+. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|-------|------|----|---|
| H | Rad Cleansor | Flame | 3 | - | Assault 1, Poisoned (2+), Hull, Primary |
| H +2 points | Volkite Veuglaire | 36 | 6 | 4+ | Heavy 1, Beam, Hull, Primary |
| H +5 points | Lightning Lock | 36 | 6 | - | Heavy 4, Tesla, Hull, Primary |
| H +11 points | Graviton Pulsar | 24 | * | - | Heavy 1, 5" Blast, Grav, Hull, Primary |
| H +13 points | Moirax Conversion Beamer | 48 | 9 | 2+ | Heavy 1, Beam, Hull, Primary |
| M +0 points | Siege Claw | Melee | User | 3+ | Sniper (3+), Hull, Primary |

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| Knight Knight | M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 24 4 6 10 3+ | Points: 514 Composition: 1 Knight |
| Wargear Knight: 2 Avenger Gatling Cannons Heavy Flamer | Options May swap any Avenger Gatling Cannon for H or M May swap Heavy Flamer for S May take one T or E | Rules Knight: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Objective Secured Stubborn Steady Toss – non-Titanic Monsters and Vehicles slain by Thunderstrike Gauntlet are placed by the slayer up to 12” away. Roll Scatter dice subtracting BS modifiers like normal. Any model underneath suffers an Auto Hit at the slain model’s S value, AP -. Non-Titanic models and non-Immobile models are Displaced. Roll to see if the model Explodes after resolving the Auto Hits. |
| Special Wargear: | Special Wargear Upgrades: E Void Shield Generator +60 points | Gain Void Shield 1 |

| Selection | Name | Range | S | AP | Rules |
|--------------|---|--------------------|----------------|-----------------|--|
| H | Avenger Gatling Gun | 36 | 6 | 3+ | Heavy 12, Hull, Primary |
| H +9 points | Conversion Beam Cannon and 2 Linked Heavy Flamers | 72 And Flame | 10 And 5 | 2+ And 4+ | Heavy 1, Monsterbane, Beam, Hull, Primary And Assault 1 x2, Hull, Primary |
| H +18 points | Las Impulsor | 36 Or 36 | D Or 6 | 1+ Or 3+ | Heavy 1, 3” Blast, Destroyer, Monsterbane, Hull, Primary Or Heavy 1, 7” Blast, Hull, Primary |
| H +27 points | Thermal Cannon | 36 | 9 | 1+ | Heavy 1, 5” Blast, Melta, (Monsterbane), Hull, Primary |

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|---------------|--|-----------------|---------------|-----------------|---|
| H +37 points | Plasma Obliterator | 72 | 8 | 2+ | Heavy 1, 7" Blast, Monsterbane, Hull |
| H +83 points | Rapid Fire Battle Cannon and Heavy Stubber | 72 And 36 | 8 And 5 | 3+ And 6+ | Heavy 2, 5" Blast, Coaxial, Ordnance, Monsterbane, Hull, Primary And Heavy 3, Coaxial, Hull, Primary |
| M +8 points | Reaper Chainsword | Melee | +2 | 2+ | Primary |
| M +157 points | Thunderstrike Gauntlet | Melee | D | 1+ | Slow, Destroyer, Monsterbane, Toss, Primary |
| S | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Hull, Primary |
| S +0 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Hull, Primary |
| S +0 points | Phosphor Blaster | 24 | 5 | 4+ | Rapid Fire 1, Ignores Cover |
| S +7 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane), Hull, Primary |
| T +28 points | Stormspear Rocket Pod | 48 | 8 | 3+ | Heavy 1, 3" Blast, Monsterbane, Turret, Primary |
| T +34 points | 2 linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, AA, Monsterbane, Turret, Primary |
| T +49 points | Ironstorm Missile Pod | 72 | 5 | 4+ | Heavy 1, Indirect Fire, 5" Blast, Turret, Primary |

Elite 0-3 Slots

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|---|---|--|
| Atrapos Atrapos | M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 26 4 6 10 3+ | Points: 706 Composition: 1 Atrapos |
| Wargear Atrapos: Graviton Singularity Cannon Atrapos Lascutter | Options | Rules Atrapos: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------|-------|---|----|-------|
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|---|-----------------------------|-------------------|--------------|----------------|---|
| H | Graviton Singularity Cannon | 48 | * | - | Heavy 1, 7" Blast, Grav, Hull, Primary |
| M | Atrapos Lascutter | 12 Or Melee | D Or D | 1+ Or 1+ | Assault 1, Destroyer, Monsterbane, Hull, Primary Or Slow, Destroyer, Monsterbane, Reroll failed To Wound rolls. |

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| Gallant Gallant | M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 24 4 6 10 3+ | Points: 675 Composition: 1 Gallant |
| Wargear Gallant: Reaper Chainsword Thunder Gauntlet Heavy Flamer | Options May swap Heavy Flamer for S May take one T | Rules Gallant: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady Close Quarter Expert – This model grants Extra Attack 2 to the Melee weapon nominated as an Auxiliary when selecting the main Melee weapon for the Melee Phase. Toss – non-Titanic Monsters and Vehicles slain by Thunderstrike Gauntlet are placed by the slayer up to 12" away. Roll Scatter dice subtracting BS modifiers like normal. Any model underneath suffers an Auto Hit at the slain model's S value, AP -. Non-Titanic models and non-Immobile models are Displaced. Roll to see if the model Explodes after resolving the Auto Hits. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|------------------------|-------|----|----|---|
| M | Reaper Chainsword | Melee | +2 | 2+ | Primary |
| M | Thunderstrike Gauntlet | Melee | D | 1+ | Slow, Destroyer, Monsterbane, Toss, Primary |
| S | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Hull, Primary |
| S +0 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Hull, Primary |
| S +7 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane), Hull, Primary |
| T +28 points | Stormspear Rocket Pod | 48 | 8 | 3+ | Heavy 1, 3" Blast, Monsterbane, Turret, Primary |
| T +34 points | 2 linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, AA, Monsterbane, Turret, Primary |
| T +49 points | Ironstorm Missile Pod | 72 | 5 | 4+ | Heavy 1, Indirect Fire, 5" Blast, Turret, Primary |

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|---|---|---|
| Magaera Magaera | M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 24 4 6 10 3+ | Points: 531 Composition: 1 Magaera |
| Wargear Magaera: Lightning Cannon Reaper Chainsword Phased Plasma Fusil | Options May swap Reaper Chainsword for M | Rules Magaera: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady Empyrean Sight – This model Ignores Cover when making Ranged Attacks. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|----------------------|---------------|---------------|---|
| H | Lightning Cannon | 48 | 7 | - | Heavy 8, Tesla, Monsterbane, Hull, Primary |
| M | Reaper Chainsword | Melee | +2 | 2+ | Primary |
| M +30 points | Hekaton Siege Claw and 2 | Flame Or Melee | 3 Or X2 | - Or 2+ | Assault 1 x2, Poisoned (2+), Hull, Primary Or |

| | | | | | |
|---|-------------------------|----|---|----|---|
| | Linked Rad Cleansors | | | | Extra Attack 2, Slow, Monsterbane, Primary |
| S | Phased Plasma Fusil | 24 | 7 | 2+ | Rapid Fire 2, Hull, Primary |

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|---|---|---|
| Styrix Styrix | M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 24 4 6 10 3+ | Points: 532 Composition: 1 Styrix |
| Wargear Styrix: Graviton Crusher Reaper Chainsword Volkite Chieoroville | Options May swap Reaper Chainsword for M | Rules Styrix: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--|----------------------|---------------|---------------|---|
| H | Graviton Singularity Cannon | 48 | * | - | Heavy 1, 7" Blast, Grav, Hull, Primary |
| M | Reaper Chainsword | Melee | +2 | 2+ | Primary |
| M +30 points | Hekaton Siege Claw and 2 Linked Rad Cleansors | Flame Or Melee | 3 Or X2 | - Or 2+ | Assault 1 x2, Poisoned (2+), Hull, Primary Or Extra Attack 2, Slow, Monsterbane, Primary |
| S | Volkite Chieoroville | 48 | 8 | 3+ | Heavy 1, Beam, Monsterbane, Primary |

Fast Attack 0-3 Slots

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| Acheron Acheron | M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 26 4 6 10 3+ | Points: 711 Composition: 1 Acheron |
| Wargear Acheron: 2 Linked Acheron Flame Cannons 2 Linked Heavy Bolters Reaper Chain Fist | Options | Rules Acheron: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|--------------------------------|------------|---|----|---------------------------------------|
| H | 2 Linked Acheron Flame Cannons | Hell Storm | 7 | 3+ | Assault 1 x2, Hull, Primary |
| H | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull, Primary |
| M | Reaper Chain Fist | Melee | D | 1+ | Slow, Destroyer, Monsterbane, Primary |

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| Castigator Castigator | M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 26 4 6 10 3+ | Points: 549 Composition: 1 Castigator |
| Wargear Castigator: Castigator Bolt Cannon Tempest Warblade | Options | Rules Castigator: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------------------------|-------|----|----|--------------------------------------|
| H | Castigator Bolt Cannon | 36 | 6 | 3+ | Heavy 20, Hull, Primary |
| M | Tempest Warblade | Melee | +2 | 2+ | Extra Attack 2, Sniper (2+), Primary |

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|---|---|---|
| Lancer Lancer | M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 26 4 6 10 3+ | Points: 519 Composition: 1 Lancer |
| Wargear Lancer: Cerastus Shock Lance Ion Gauntlet Shield | Options | Rules Lancer: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady |
| Special Wargear: Ion Gauntlet Shield – Sv-1 (Improves by 1) and gain a 4+ Invulnerability Save | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|----------------------|-------------------|---------------|---------------|--|
| M | Cerastus Shock Lance | 18 Or Melee | 7 Or +1 | - Or 2+ | Assault 6, Tesla, Monsterbane, Hull, Primary Or Lance, Primary |

Heavy Support 0-3 Slots

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| Asterius Asterius | M WS BS S FA SA RA W I A Ld Sv 10 4+ 3+ 8 14 13 13 30 4 6 10 3+ | Points: 626 Composition: 1 Asterius |
| Wargear Asterius: 2 Sets of 2 Linked Conversion Beam Cannons 2 Asterius Volkite Culverins Karacnos Mortar Battery | Options | Rules Asterius: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|----------------------------------|-------|----|----|---|
| H | 2 Linked Conversion Beam Cannons | 72 | 10 | 2+ | Heavy 1 x2 (x2), Monsterbane, Beam, Hull, Primary |
| S | 2 Asterius Volkite Culverins | 48 | 6 | 3+ | Heavy 1 x2, Beam, Hull, Primary |
| H | Karacnos Mortar Battery | 12-60 | 3 | 4+ | Heavy 1, Indirect, 5" Blast, Poisoned (2+), Hull, Primary |

| | | |
|---|--|--|
| Valiant Valiant | M WS BS S FA SA RA W I A Ld Sv 10 3+ 3+ 8 14 13 12 28 4 6 10 3+ | Points: 757 Composition: 1 Valiant |
| Wargear Valiant: 2 Volcano Lances 3 Sets of 2 Linked Siege Breaker Cannons 2 Sets of 2 Linked Meltaguns | Options May swap any Volcano Cannon for H May swap any 2 Linked Siege Breaker Cannons for T | Rules Valiant: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|---------------|---------------------------------|-------------------|--------------|----------------|---|
| H | Volcano Lance | 96 | D | 1+ | Heavy 1, Destroyer, Monsterbane, Hull, Primary |
| H +9 points | Plasma Decimator | 48 | 7 | 2+ | Heavy 1, 7" Blast, Hull, Primary |
| H +9 points | Thundercoil Harpoon | 12 Or Melee | D Or D | 1+ Or 1+ | Assault 1, Destroyer, Monsterbane, Tear Free, Hull, Primary Or Auxiliary, Destroyer, Monsterbane, Tear Free, Primary |
| H +100 points | Conflagration Cannon | Hell Storm | D | 2+ | Assault 1, Destroyer, Monsterbane, Hull, Primary |
| T | 2 Linked Siege Breaker Cannons | 48 | 7 | 4+ | Heavy 1 x2, 3" Blast, Monsterbane, Turret, Primary |
| T +6 points | 2 Linked Shieldbreaker Missiles | 120 | 10 | 1+ | Heavy 1 x2, Sniper (2+), Monsterbane, No Invulnerability Saves, One Use Only, Hull, Primary |
| S | 2 Linked Meltaguns | 12 | 8 | 1+ | Assault 1 x2, Melta, (Monsterbane), Sponson, Primary |

Lord of War 0-1 Slots

| | | |
|---|--|---|
| Porphyrior Porphyrior | M WS BS S FA SA RA W I A Ld Sv 8 4+ 3+ 8 14 14 13 30 4 6 10 3+ | Points: 666 Composition: 1 Porphyrior |
| Wargear Porphyrior: 2 sets of 2 Linked Magma Lascannons 2 Autocannons Helios Defense Missiles | Options May swap 2 Autocannons for S May swap Helios Defense Missiles for T | Rules Porphyrior: Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------------------|-------|---|----|--|
| H | 2 Linked Magma Lascannons | 72 | 9 | 2+ | Heavy 1 x2, Beam, Armourbane, Monsterbane, Hull, Primary |
| S | 2 Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, Hull, Primary |
| S +8 points | 2 Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| T | Helios Defense Missiles | 60 | 8 | 3+ | Heavy 2, AA, Monsterbane, Hull, Primary |
| T +13 points | Ironstorm Missile Pod | 72 | 5 | 4+ | Heavy 1, 5" Blast, Indirect, Hull, Primary |

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| Imperial Fortress Gate Gate Towers Walls Towers | M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ | Points: 2339 Composition: 1 Gate 2 Gate Towers 2 Walls 2 Towers |
| Wargear Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons | Options May add as many sets of 1 Gate and 2 Gate Towers as you want for +967 points May add as many Walls as you want for +299 points each May add as many Towers as you want for +387 points | Rules Gate: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear Wall: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic |

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| | | Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear |
| Special Wargear: Heavy Gate – In your Command Phase you may declare if the Gate is Open or Closed. Models may not move through the Gate when it is Closed. The Gate cannot be Closed if models are Obstructing the Gate. | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------------------------|-------|---|----|-------------------------------------|
| H | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Turret |
| H | 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, AA, Turret |

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| Primaris Redoubt Primaris Redoubt | M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+ | Points: 629 Composition: 1 Primaris Redoubt |
| Wargear Primaris Redoubt: 2 Linked Turbolaser Destructors | Options | Rules Primaris Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – Access Rear |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|---------------------------------|-------|---|----|--|
| H | 2 Linked Turbolaser Destructors | 96 | D | 1+ | Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Turret |

Fortification 0-1/1000 points

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| Aegis Weapon Emplacement Platform | M WS BS S T W I A Ld Sv - - 4+ - 7 5 - - - 3+ | Points: 66 Composition: 1 Aegis Weapon Emplacement |
| Wargear Aegis Weapon Emplacement: Long Lascannon | Options May swap Long Lascannon for H | Rules Aegis Weapon Emplacement: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gun Emplacement – This Fortification does not replace an existing piece of Terrain in your Deployment Zone like normal, it is placed with the Terrain instead. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|-------|---|----|-------------------------------------|
| H | Long Lascannon | 72 | 9 | 2+ | Heavy 1, Monsterbane, AA, Turret |
| H +28 points | 2 Linked Long Lascannons | 72 | 9 | 2+ | Heavy 1 x2, Monsterbane, AA, Turret |
| H +34 points | 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, AA, Turret |
| H +40 points | 4 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x4, Monsterbane, AA, Turret |

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| Aquila Strongpoint Aquila Strongpoint | M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+ | Points: 448 Composition: 1 Aquila Strongpoint |
| Wargear Aquila Strongpoint: Plasma Obliterator | Options | Rules Aquila Strongpoint: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front. Access Rear The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|------------------|--------------------------|--------------|----------|-----------|---|
| H | Plasma Obliterator | 72 | 8 | 2+ | Heavy 1, 7” Blast, Monsterbane, Turret |
| H +63 points | Macro Cannon | 72 | D | 1+ | Heavy 1, 5” Blast, Destroyer, Monsterbane, Turret |
| H +271 | Deathstrike Missile Silo | 12 to 240 | D/10 /8 | 1+/1+ /1+ | Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, Turret |

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| Firestorm Redoubt Firestorm Redoubt | M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ | Points: 397 Composition: 1 Firestorm Redoubt |
| Wargear Firestorm Redoubt: Punisher Gatling Cannon Punisher Gatling Cannon | Options May swap any Punisher Gatling Cannon for H | Rules Firestorm Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 10 Fire Ports Front. Access Rear |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|-------|---|----|--|
| H | Punisher Gatling Gun | 24 | 5 | - | Heavy 20, Turret |
| H +12 points | Battle Cannon | 72 | 8 | 3+ | Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret |
| H +44 points | 4 Linked Long Lascannons | 72 | 9 | 2+ | Heavy 1 x4, Monsterbane, AA, Turret |

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| Imperial Bastion Imperial Bastion | M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+ | Points: 429 Composition: 1 Imperial Bastion |
| Wargear Imperial Bastion: 4 Heavy Bolters | Options | Rules Imperial Bastion: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front and Back, 5 Fire Points each Side. Access Rear |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|--------------|-------|---|----|---------------|
| H | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Hull |

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| Plasma Obliterator Plasma Obliterator | M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+ | Points: 474 Composition: 1 Plasma Obliterator |
| Wargear Plasma Obliterator: Plasma Obliterator | Options | Rules Plasma Obliterator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 4 Fire Points Front, Sides, and Rear. Access Rear |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|--------------------|-------|---|----|--|
| H | Plasma Obliterator | 72 | 8 | 2+ | Heavy 1, 7" Blast, Monsterbane, Turret |

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| Vengeance Weapon Battery Vengeance Weapon Battery | M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ | Points: 267 Composition: 1 Firestorm Redoubt |
| Wargear Firestorm Redoubt: Punisher Gatling Cannon | Options May swap Punisher Gatling Cannon for H | Rules Firestorm Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|-------|---|----|--|
| H | Punisher Gatling Gun | 24 | 5 | - | Heavy 20, Turret |
| H +12 points | Battle Cannon | 72 | 8 | 3+ | Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret |
| H +44 points | 4 Linked Long Lascannons | 72 | 9 | 2+ | Heavy 1 x4, Monsterbane, AA, Turret |

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| Void Shield Generator Void Shield Generator | M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ | Points: 307 Composition: 1 Void Shield Generator |
| Wargear Void Shield Generator: none | Options | Rules Void Shield Generator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Shield Generator – 6” Aura, this model (and any models on top of this Terrain Feature) and target unit gain 5+ Invulnerability Save. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------|-------|---|----|-------|
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