

Chaos Knights

“I can feel the Warp overtaking me! It is a good pain!”

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What are the Chaos 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 some of those that turned traitor during the Horus Heresy have survived the horrors of the warp. Piloting massive engines of war into battle, they are formidable and difficult to stop.

Army Difficulty 1-5: 4. Chaos 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: Chaos 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: Chaos 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 loyalist Knight counterparts. Getting crowded off of Objectives or hit by an entire army at once will bring a Knight swiftly to its knees.

Army Abilities: Chaos 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.

Corrupted Protector – This model may be fielded in any Chaos army as a Lord of War Slot.

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.

Mercenary – This model may be fielded in any Chaos army as a Heavy Support Slot.

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.

Marks – Marks of Chaos are optional upgrades for units. Marks perform the following enhancements to units. Stats in **Bold** have this baked into the profile.

Mark of Khorne – This model gains A+1 and Furious Charge.

Mark of Nurgle – This model gains a 5+ Feel No Pain. This is an exception to the rule that prevents Vehicle's from gaining Feel No Pain.

Mark of Slaanesh – This model gains I+1 and Counterattack.

Mark of Tzeentch – This model gains a 5+ Invulnerability Save, or improves their Invulnerability Save by -1 (Improves by 1) to a maximum of 4+. When interacting with situational Invulnerability Saves such as Ion Shields, this ability only applies to the situational benefit and does not apply normally.

If a model already has a 4+ Invulnerability Save, it instead may reroll 1s for Invulnerability Saves.

Undivided – One unit in your army may take a Pure Blessing, even if you do not have a full army of the correct Mark.

Pure Blessings – Pure Blessings of Chaos are an added layer of enhancement. Most models will only gain access to Pure Blessings if they come with a Mark by default. The only way to gain a Pure Blessing is to have an entire army of the Mark of the same god, or to have an Undivided Mark for each exception. The Pure Blessing adds to the existing Mark's benefits. For example, a Mark of Khorne grants A+1 and the Pure Blessing results in A+1 for a total of A+2.

Other Pure Blessings of the same army count as Marks of the same god for the purpose of army building. Stats in **Bold** have this baked into the profile.

Pure Blessing of Khorne – This model gains A+1.

Pure Blessing of Nurgle – This model or unit gains Living Rot. In each of your Command Phases, this model or unit Heals one Wound. If the model is fully Healed, the unit gains one lost model back at one Wound remaining. A unit cannot exceed its original starting size from the army roster this way. This an exception to the rule that prevents Vehicles from Healing.

Pure Blessing of Slaanesh – This model gains I+2 and Fleet.

Pure Blessing of Tzeentch – This model or unit ignores the first Wound suffered in each Phase after Saves and Feel No Pains.

Lance

Chaos Knight forces specialize in different aspects much like Space Marine Chapters. The following are Lances you can play with to change the play style of your forces.

Corrupted Lance:

- Surprising Resilience: All models in your army gain Ld+2.

Harbinger's of Dread:

- Deathly Terror: All models in your army gain "6" Aura, target unit suffers Ld-1."

Helhunt Lance:

- Masters of the Pack: War Dogs and Armiger Moiraxes can cast Auras another model casted onto them.

Houndpack Lance:

- Marked Prey: In each of your Command Phases, nominate an enemy unit. Your models may roll one extra dice and drop the lowest when Declaring Charges against that unit.

Iconoclast Fiefdom:

- Dreaded Masters: All of your models from the Chaos Knights supplement gain the Chaos Warband abilities of your other Chaos models in your army.

Infernal Lance:

- Warp Taint: Once per Round, models in your army may attempt to restore service from a Penetration Result by rolling a 1d6 and scoring 5+. Wounds are not restored from this.

Lords of Dread:

- Tyrannical Court: You may not Declare Charges against any unit in Melee with another one of your own models (including other Chaos forces besides Knights). So long as you are outnumbered in Melee you may reroll 1s To Hit. If you could already reroll 1s To Hit, you may reroll 1's and 2's.

Traitoris Lance:

- Paragons of Terror: Enemy models must pass a Ld Test to Declare Charges against your models.

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 9 3+	Points: 648 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 May take one B If this model took one B, it may take one corresponding C	Rules Commander: Titanic Vehicle Combat Walker Unique Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Objective Secured Steady Spiteful Scourge – 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: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10 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 +8 points	Volkite Combustor	72	D	2+	Heavy 1, Beam, Destroyer, Monsterbane, 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
H +35 points	Darkflame Lance	Hell storm	8	2+	Assault 1, 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 +19 points	Electrocourge	Melee	User	-	Extra Attack 2, Tesla, Primary
M +86 points	Fellbore	Melee	D	1+	Auxiliary, Extra Attack 2, Destroyer, Monsterbane, 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
S +9 points	2 Linked Terrorpulse Missiles	36	5	5+	Heavy 1 x2, 3" Blast, Pinning, 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

Troops 2-6 Slots

War Dog War Dog	M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 6 12 12 10 12 4 4 6 3+	Points: 184 Composition: 1 War Dog
Wargear War Dog: 2 Slaughter Claws Heavy Stubber	Options May swap any Slaughter Claw for H May swap Heavy Stubber for T May take one B	Rules War Dog: Vehicle Combat Walker Mercenary Rotate Ion Shields Night Vision Objective Secured Steady
Special Wargear:	Special Wargear Upgrades:	

	B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points	
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Selection	Name	Range	S	AP	Rules
M	Slaughter Claw	Melee	User	3+	Extra Attack 1, Reroll failed To Hit rolls, Primary
M +2 points	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
H +16 points	Reaper Chaingun	48	5	-	Heavy 8, Hull, Primary
T	Heavy Stubber	36	5	6+	Heavy 3, Turret
T +3 points	Havoc Launcher	48	5	5+	Heavy 1, 3" Blast, Turret
T +14 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane), Turret

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 6 3+	Points: 147 Composition: 1 Moirax
Wargear Moirax: 2 Rad Cleansors	Options May swap any Rad Cleansor for H or M May take one B	Rules Moirax: Vehicle Combat Walker Mercenary Rotate Ion Shields Night Vision Objective Secured 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, Monsterbane, Hull, Primary
M +0 points	Siege Claw	Melee	User	3+	Sniper (3+), Primary

Knight Knight	M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 24 4 6 6 3+	Points: 488 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 May take one B If this model took one B, it may take one corresponding C	Rules Knight: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Objective Secured 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: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10 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 +8 points	Volkite Combustor	72	D	2+	Heavy 1, Beam, Destroyer, Monsterbane, 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
H +35 points	Darkflame Lance	Hell storm	8	2+	Assault 1, 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 +19 points	Electroscourge	Melee	User	-	Extra Attack 2, Tesla, Primary
M +86 points	Fellbore	Melee	D	1+	Auxiliary, Extra Attack 2, Destroyer, Monsterbane, 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
S +9 points	2 Linked Terrorpulse Missiles	36	5	5+	Heavy 1 x2, 3" Blast, Pinning, 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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Elite 0-3 Slots

Atrapos Atrapos	M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 26 4 6 6 3+	Points: 684 Composition: 1 Atrapos
Wargear Atrapos: Graviton Singularity Cannon Atrapos Lascutter	Options May take one B If this model took one B, it may take one corresponding C	Rules Atrapos: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Steady
Special Wargear:	Special Wargear Upgrades: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10	

Selection	Name	Range	S	AP	Rules
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.

Gallant Gallant	M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 24 4 6 6 3+	Points: 653 Composition: 1 Gallant
Wargear Gallant: Reaper Chainsword Thunder Gauntlet Heavy Flamer	Options May swap Heavy Flamer for S May take one T May take one B If this model took one B, it may take one corresponding C	Rules Gallant: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision 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: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10	

Selection	Name	Range	S	AP	Rules
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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

Magaera Magaera	M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 24 4 6 6 3+	Points: 509 Composition: 1 Magaera
Wargear Magaera: Lightning Cannon Reaper Chainsword Phased Plasma Fusil	Options May swap Reaper Chainsword for M May take one B If this model took one B, it may take one corresponding C	Rules Magaera: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Steady Empyrean Sight – This model Ignores Cover when making Ranged Attacks.
Special Wargear:	Special Wargear Upgrades: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10	

Selection	Name	Range	S	AP	Rules
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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 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	Phased Plasma Fusil	24	7	2+	Rapid Fire 2, Hull, Primary

Styrix Styrix	M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 24 4 6 6 3+	Points: 510 Composition: 1 Styrix
Wargear Styrix: Graviton Crusher Reaper Chainsword Volkite Chieoroville	Options May swap Reaper Chainsword for M May take one B If this model took one B, it may take one corresponding C	Rules Styrix: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Steady
Special Wargear:	Special Wargear Upgrades: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10	

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	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	Volkite Chieoroville	48	8	3+	Heavy 1, Beam, Monsterbane, Primary

Fast Attack 0-3 Slots

Acheron Acheron	M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 26 4 6 6 3+	Points: 689 Composition: 1 Acheron
Wargear Acheron: 2 Linked Acheron Flame Cannons 2 Linked Heavy Bolters Reaper Chain Fist	Options May take one B If this model took one B, it may take one corresponding C	Rules Acheron: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Steady
Special Wargear:	Special Wargear Upgrades: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10	

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

Castigator Castigator	M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 26 4 6 6 3+	Points: 527 Composition: 1 Castigator
Wargear Castigator: Castigator Bolt Cannon Tempest Warblade	Options May take one B If this model took one B, it may take one corresponding C	Rules Castigator: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Steady
Special Wargear:	Special Wargear Upgrades: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10	

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

Lancer Lancer	M WS BS S FA SA RA W I A Ld Sv 12 3+ 3+ 8 13 12 12 26 4 6 6 3+	Points: 497 Composition: 1 Lancer
Wargear Lancer: Cerastus Shock Lance Ion Gauntlet Shield	Options May take one B If this model took one B, it may take one corresponding C	Rules Lancer: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Steady
Special Wargear:	Special Wargear Upgrades: B Mark of Khorne +17 points B Mark of Nurgle +30 points	

Ion Gauntlet Shield – Sv-1 (Improves by 1) and gain a 4+ Invulnerability Save	B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10	
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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

Asterius Asterius	M WS BS S FA SA RA W I A Ld Sv 10 4+ 3+ 8 14 13 13 30 4 6 6 3+	Points: 604 Composition: 1 Asterius
Wargear Asterius: 2 Sets of 2 Linked Conversion Beam Cannons 2 Asterius Volkite Culverins Karacnos Mortar Battery	Options May take one B If this model took one B, it may take one corresponding C	Rules Asterius: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Steady
Special Wargear:	Special Wargear Upgrades: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10	

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

Tyrant Tyrant	M WS BS S FA SA RA W I A Ld Sv 10 3+ 3+ 8 14 13 12 28 4 6 6 3+	Points: 735 Composition: 1 Tyrant
Wargear Tyrant: 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 May take one B If this model took one B, it may take one corresponding C	Rules Tyrant: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Steady
Special Wargear:	Special Wargear Upgrades: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10	

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

Porphyron Porphyron	M WS BS S FA SA RA W I A Ld Sv 8 4+ 3+ 8 14 14 13 30 4 6 6 3+	Points: 644 Composition: 1 Porphyron
Wargear Porphyron: 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 May take one B If this model took one B, it may take one corresponding C	Rules Porphyron: Titanic Vehicle Combat Walker Corrupted Protector Imperial God Engine Rotate Ion Shields Fearless Night Vision Steady
Special Wargear:	Special Wargear Upgrades: B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +13 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +12 C Pure Blessing of Nurgle +5 C Pure Blessing of Slaanesh +12 points C Pure Blessing of Tzeentch +10	

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