

# 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.”**

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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

<b>Commander</b> Commander	<b>M WS BS S FA SA RA W I A Ld Sv</b> 12 2+ 2+ 8 13 12 12 24 4 6 10 3+	<b>Points: 662</b> <b>Composition:</b> <b>1 Commander</b>
<b>Wargear</b> <b>Commander:</b> 2 Avenger Gatling Cannons Heavy Flamer Reinforced Shielding	<b>Options</b> May swap any Avenger Gatling Cannon for H or M May swap Heavy Flamer for S May take one T or E	<b>Rules</b> <b>Commander:</b> 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.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

Reinforced Shielding – This model has a 4+ for its Rotate Ion Shields instead of 5+.	E Void Shield Generator +60 points	Gain Void Shield 1
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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
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

<p><b>Canis Rex</b> Canis Rex</p> <p>Sir Hekhtur</p>	<p><b>M WS BS S FA SA RA W I A Ld Sv</b> 12 2+ 2+ 8 13 12 12 24 4 6 10 3+</p> <p><b>M WS BS S T W I A Ld Sv</b> 6 2+ 2+ 3 3 5 3 4 10 4+</p>	<p><b>Points: 1099</b></p> <p><b>Composition:</b> <b>1 Canis Rex</b> <b>1 Sir Hekhtur</b></p>
<p><b>Wargear</b></p> <p><b>Canis Rex:</b> Las Impulsor Multilaser Freedom's Hand Ancient Shielding</p> <p><b>Sir Hekhtur:</b> Archeotech Pistol</p>	<p><b>Options</b></p> <p>May swap any Avenger Gatling Cannon for H or M</p> <p>May swap Heavy Flamer for S</p> <p>May take one T</p>	<p><b>Rules</b></p> <p><b>Canis Rex:</b> Titanic Vehicle Combat Walker Unique <b>Free Lancer</b> Imperial God Engine Knight Protector <b>Counterattack</b> Fearless Night Vision Objective Secured Stubborn Steady <b>Chainbreaker – 6" Aura, target unit may move as if they were not engaged in Melee.</b> <b>Solemn Duty – 6" Aura, This model and target unit may reroll 1s To Hit and To Wound.</b> <b>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.</b></p> <p><b>Sir Hekhtur:</b> Independent Character Infantry Unique <b>Free Lancer</b> Fearless Stubborn</p>

		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.
<b>Special Wargear:</b> Ancient Shielding – This model has a 5+ Invulnerability Save against both Ranged and Melee Attacks.	<b>Special Wargear Upgrades:</b>	

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

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

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

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

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

<b>Knight</b> Knight	<b>M WS BS S FA SA RA W I A Ld Sv</b> 12 3+ 3+ 8 13 12 12 24 4 6 10 3+	<b>Points: 514</b> <b>Composition:</b> <b>1 Knight</b>
<b>Wargear</b> <b>Knight:</b> 2 Avenger Gatling Cannons Heavy Flamer	<b>Options</b> May swap any Avenger Gatling Cannon for H or M May swap Heavy Flamer for S May take one T or E	<b>Rules</b> <b>Knight:</b> 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.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b> 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

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

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

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.
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<b>Gallant</b> Gallant	<b>M WS BS S FA SA RA W I A Ld Sv</b> 12 3+ 3+ 8 13 12 12 24 4 6 10 3+	<b>Points: 675</b> <b>Composition:</b> <b>1 Gallant</b>
<b>Wargear</b> <b>Gallant:</b> Reaper Chainsword Thunder Gauntlet Heavy Flamer	<b>Options</b> May swap Heavy Flamer for S May take one T	<b>Rules</b> <b>Gallant:</b> 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.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

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

<b>Magaera</b> Magaera	<b>M WS BS S FA SA RA W I A Ld Sv</b> 12 3+ 3+ 8 13 12 12 24 4 6 10 3+	<b>Points: 531</b> <b>Composition:</b> <b>1 Magaera</b>
<b>Wargear</b> <b>Magaera:</b> Lightning Cannon Reaper Chainsword Phased Plasma Fusil	<b>Options</b> May swap Reaper Chainsword for M	<b>Rules</b> <b>Magaera:</b> 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.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

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 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

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

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

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

		Steady
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

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

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

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

<b>Destrier</b> Destrier	<b>M WS BS S FA SA RA W I A Ld Sv</b> 12 3+ 3+ 7 12 12 10 18 4 6 10 3+	<b>Points: 411</b> <b>Composition:</b> <b>1 Destrier</b>
<b>Wargear</b> <b>Destrier:</b> 2 Thundershock Spears Heavy Stubber	<b>Options</b> May swap any Thundershock Spear for H or M	<b>Rules</b> <b>Destrier:</b> Titanic Vehicle Combat Walker Imperial God Engine Knight Protector Rotate Ion Shields Fearless Night Vision Stubborn Steady
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

Selection	Name	Range	S	AP	Rules
M	Thundershock Spear	Melee	D	2+	Auxiliary, Destroyer, Monsterbane, Primary
M +15 points	Reaper Chainsword	Melee	+2	2+	Primary
H +8 points	Avenger Gatling Cannon	36	6	3+	Heavy 12, Hull, Primary
H +23 points	Frag Bombard	48	6	4+	Heavy 2, Indirect, 5" Blast, Pinning, Hull, Primary
S	Heavy Stubber	36	5	6+	Heavy 3, Hull, Primary

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

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

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

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

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

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

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

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

<b>Imperial Fortress</b> Gate Gate Towers Walls Towers	<b>M WS BS S T W I A Ld Sv</b> - - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+	<b>Points: 2339</b> <b>Composition:</b> <b>1 Gate</b> <b>2 Gate Towers</b> <b>2 Walls</b> <b>2 Towers</b>
<b>Wargear</b> <b>Gate:</b> Heavy Gate <b>Gate Tower:</b> 2 Linked Heavy Bolters <b>Wall:</b> None	<b>Options</b> 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	<b>Rules</b> <b>Gate:</b> Building Titanic Fortification – This model may never be moved once placed

<p><b>Tower:</b> 2 Linked Autocannons</p>	<p>May add as many Towers as you want for +387 points</p>	<p>on the Table, except when it is destroyed. <b>Gate Tower:</b> 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 <b>Wall:</b> Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. <b>Tower:</b> 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</p>
<p><b>Special Wargear:</b> 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.</p>	<p><b>Special Wargear Upgrades:</b></p>	

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

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

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

<b>Aegis Weapon Emplacement</b> Platform	<b>M WS BS S T W I A Ld Sv</b> - - 4+ - 7 5 - - - 3+	<b>Points: 66</b> <b>Composition:</b> <b>1 Aegis Weapon Emplacement</b>
<b>Wargear</b> <b>Aegis Weapon Emplacement:</b> Long Lascannon	<b>Options</b> May swap Long Lascannon for H	<b>Rules</b> <b>Aegis Weapon Emplacement:</b> 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.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

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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<b>Aquila Strongpoint</b> Aquila Strongpoint	<b>M WS BS S T W I A Ld Sv</b> - - - 4+ - 8 30 - - - 3+	<b>Points: 448</b> <b>Composition:</b> <b>1 Aquila Strongpoint</b>
<b>Wargear</b> <b>Aquila Strongpoint:</b> Plasma Obliterator	<b>Options</b>	<b>Rules</b> <b>Aquila Strongpoint:</b> 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.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

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

<b>Firestorm Redoubt</b> Firestorm Redoubt	<b>M WS BS S T W I A Ld Sv</b> - - 4+ - 8 20 - - - 3+	<b>Points: 397</b> <b>Composition:</b> <b>1 Firestorm Redoubt</b>
<b>Wargear</b> <b>Firestorm Redoubt:</b> Punisher Gatling Cannon Punisher Gatling Cannon	<b>Options</b> May swap any Punisher Gatling Cannon for H	<b>Rules</b> <b>Firestorm Redoubt:</b> 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.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

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

<b>Imperial Bastion</b> Imperial Bastion	<b>M WS BS S T W I A Ld Sv</b> - - 4+ - 8 30 - - - 3+	<b>Points: 429</b> <b>Composition:</b> <b>1 Imperial Bastion</b>
<b>Wargear</b> <b>Imperial Bastion:</b> 4 Heavy Bolters	<b>Options</b>	<b>Rules</b> <b>Imperial Bastion:</b> 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
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

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

<b>Plasma Obliterator</b> Plasma Obliterator	<b>M WS BS S T W I A Ld Sv</b> - - 4+ - 8 30 - - - 3+	<b>Points: 474</b> <b>Composition:</b> <b>1 Plasma Obliterator</b>
<b>Wargear</b> <b>Plasma Obliterator:</b> Plasma Obliterator	<b>Options</b>	<b>Rules</b> <b>Plasma Obliterator:</b> 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
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

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

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

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

<b>Void Shield Generator</b> Void Shield Generator	<b>M WS BS S T W I A Ld Sv</b> - - 4+ - 8 20 - - - 3+	<b>Points: 307</b> <b>Composition:</b> <b>1 Void Shield Generator</b>
<b>Wargear</b> <b>Void Shield Generator:</b> none	<b>Options</b>	<b>Rules</b> <b>Void Shield Generator:</b> 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.
<b>Special Wargear:</b>	<b>Special Wargear Upgrades:</b>	

Selection	Name	Range	S	AP	Rules
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