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RENEGADE KNIGHTS

QUESTOR TRAITORIS

This Index describes the Renegade Knights, giant engines of war piloted by treacherous nobles who have long since broken their oaths of loyalty in favour of worshipping the Chaos Gods. It provides you with the rules required to assemble an army of such terrifying war machines in your games of Warhammer 40,000.

Humanoid war engines that tower over their foes, each Renegade Knight carries an army's worth of firepower upon its weaponised limbs and hulking carapace. At close quarters, their roaring chainswords and crushing thunderstrike gauntlets destroy what their trampling feet cannot, scattering terrified survivors before their unstoppable advance.

The ground shudders beneath the godlike tread of the Renegade Knights. Even one such looming war engine possesses the firepower to annihilate entire regiments of enemy warriors, pick apart armoured columns, and swat squadrons of aircraft from the skies. Chaos Lords and rebellious demagogues will go to great lengths to secure the services of such a lone warrior, sacrificing whatever they must to ensure that this god of destruction fights at their side.

Deployed in great number, the Questor Traitoris are more fearsome still, and have been known to bring entire worlds to heel, scourging them by blade and by flame in the name of the Dark Gods.



CORRUPTING THE INCORRUPTIBLE

Those who pilot Imperial Knights are brave and noble warriors, drawn from ancestral knightly houses. In their eighteenth year, aspirants face the Ritual of Becoming, a strange rite where the mind of the Noble is fused with the Knight's machine spirit, allowing the pilot to occupy the machine's Throne Mechanicum and control it with their thoughts alone. This rite – coupled with psychosuggestive subroutines fed through the Knight's neural jacks – is intended to weed out those who are weak in mind or soul, reinforcing notions of honour and selflessness so that few Knights risk falling to the temptations of Chaos.

No man is beyond the reach of the Dark Gods, however. To believe otherwise is dangerous arrogance. There are many ways that a Knight may stray from the true path laid out in the Code Chivalric, or else be driven from it by force. Most common are those times when Freeblade Knights – those who have already forsworn their knightly houses due to some shame or tragedy – find themselves driven to commit ignoble acts to survive. The ghosts of the Thrones Mechanicum are uncompromising and unforgiving, and the judgemental voices of ancestors long passed will lambaste such a fallen Knight mercilessly. Some pilots take their own lives, or abandon the throne forever – to a Noble pilot, there is little difference between these two terrible ends. Those who do not, or worse, cannot, are driven swiftly mad. It is this insanity that the Dark Gods prey upon, claiming the Nobles' lost souls and twisting the machine spirits of their steeds into ravening beasts. In recent years, covens of Warpsmiths have taken to capturing lone Knights and giving them over for torture until this horrible end is achieved. There are even whispered rumours that some Renegade Knights no longer contain living pilots at all, but are instead the unwilling hosts to parasitic possessor Daemons who clad themselves in the war engine's adamantium plates as a mortal warrior might don a suit of armour.

Rarer and more terrible are those instances when an entire lance, or even a whole knightly house falls into damnation. During the dark days of the Horus Heresy, this was a tragedy that played out many times, most famously with the once glorious House Devine who fell to the temptations of Slaanesh. With the Cicatrix Maledictum splitting the galaxy, such wholesale corruption has become a hazard once again. Here, a compromised Sacristan creeps from one Throne Mechanicum to the next, tainting them with daemonic ichor brewed to drive the Knights to madness and mutation. There a Baron leads a noble crusade to purge a world of Chaos taint, only to become so immersed in blood that he and his followers degenerate into the very berserk beasts they strode out to slay. The Inquisition have gone to great pains in their efforts to suppress reports of traitorous knightly houses, for the mere notion of such loyal warriors turning traitor is every bit as horrifying as the concept of Renegade Space Marines. Yet more Knights fall with every passing year, and their devastating rampages have become difficult to conceal.



RENEGADE KNIGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Renegade Knight	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+
A Renegade Knight is a single model equipped with a reaper chainsword, thunderstrike gauntlet, heavy stubber and titanic feet.										7-12	9"	4+	4+
										1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger gatling cannon	36"	Heavy 12	6	-2	2	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Ironstorm missile pod	72"	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Rapid-fire battle cannon	72"	Heavy 2D6	8	-2	D3	-
Stormspear rocket pod	48"	Heavy 3	8	-2	D6	-
Thermal cannon	36"	Heavy D6	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin Icarus autocannon	48"	Heavy 4	7	-1	2	Add 1 to hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Reaper chainsword	Melee	Melee	+6	-3	6	-
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	When attacking with this weapon, you must subtract 1 from the hit roll. If a VEHICLE or MONSTER is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon.

WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may take a twin Icarus autocannon, stormspear rocket pod or ironstorm missile pod. This model may replace its thunderstrike gauntlet with an avenger gatling cannon and heavy flamer, rapid-fire battle cannon and heavy stubber, or thermal cannon. This model may replace its reaper chainsword with an avenger gatling cannon and heavy flamer, rapid-fire battle cannon and heavy stubber, or thermal cannon. This model may replace one heavy stubber with a meltagun.
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ABILITIES	<p>Ion Shield: This model has a 5+ invulnerable save against ranged weapons.</p> <p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Engine of Destruction: If this model has a reaper chainsword and a thunderstrike gauntlet, its Attacks characteristic is changed to 5 and its Weapon Skill is improved by 1 (e.g. WS 3+ becomes WS 2+).</p> <p>Super-heavy Walker: This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy INFANTRY and SWARM models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.</p>
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FACTION KEYWORDS	CHAOS, QUESTOR TRAITORIS
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KEYWORDS	TITANIC, VEHICLE, RENEGADE KNIGHT
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RENEGADE KNIGHT DOMINUS

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	It suffers damage, as shown below.			
REMAINING W	M	WS	BS										
Renegade Knight Dominus	★	★	★	8	8	28	4	9	3+	15-28+	10"	4+	3+
A Renegade Knight Dominus is a single model equipped with a plasma decimator, volcano lance, two shieldbreaker missiles, two twin meltaguns, two twin siegebreaker cannons and titanic feet.										8-14	7"	5+	4+
										1-7	4"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Conflagration cannon	18"	Heavy 3D6		7	-2	2	This weapon automatically hits its target.						
Plasma decimator	When attacking with this weapon, choose one of the profiles below.												
- Standard	48"	Heavy 2D6		7	-3	1	-						
- Supercharge	48"	Heavy 2D6		8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.						
Shieldbreaker missile	48"	Heavy 1		10	-4	D6	Each shieldbreaker missile can only be fired once per battle, and a model can only fire one each turn. Invulnerable saving throws cannot be made against wounds caused by this weapon.						
Twin siegebreaker cannon	48"	Heavy 2D3		7	-1	D3	-						
Twin meltagun	12"	Assault 2		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.						
Thundercoil harpoon	12"	Heavy 1		16	-6	10	You can re-roll failed hit rolls when targeting VEHICLE or MONSTER units with this weapon. In addition, if this weapon inflicts any damage, the target unit suffers an additional D3 mortal wounds.						
Volcano lance	80"	Heavy D6		14	-5	3D3	You can re-roll failed wound rolls when targeting TITANIC units with this weapon.						
Titanic feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack made with this weapon.						
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may replace its plasma decimator and its volcano lance with a conflagration cannon and a thundercoil harpoon.• This model may replace one of its twin siegebreaker cannons with two shieldbreaker missiles.												
ABILITIES	Ion Shield: This model has a 5+ invulnerable save against ranged weapons.						Super-heavy Walker: This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy INFANTRY and SWARM models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.						
Dual Plasma Core Explosion: If this model is reduced to 0 wounds, roll 2D6 before removing it from the battlefield. If you roll a 6 on either dice, it explodes, and each unit within 2D6" suffers D6 mortal wounds; if you roll a 6 on both dice, each unit within 3D6" suffers D6 mortal wounds instead.													
FACTION KEYWORDS	CHAOS, QUESTOR TRAITORIS												
KEYWORDS	TITANIC, VEHICLE, RENEGADE KNIGHT DOMINUS												

INFERNAL QUESTS

When Renegade Knights gather in great number they are compelled to swear grim oaths to the Dark Gods. In a twisted parody of their former nobility, they vow to complete mighty tasks on pain of death and dishonour. Such deeds may include the burning of a cardinal world or other great place of faith, the hunting of some fated Imperial hero, or the wholesale butchery of a star system whose defenders have offended the Dark Gods with their resistance. Once they have set themselves to such an Infernal Quest, Renegade Knights will not relent until either they emerge victorious, or they are slain to the last.



RENEGADE ARMIGER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Armiger	*	*	*	6	7	12	4	8	3+

REMAINING W	M	WS	BS
7-12+	14"	3+	3+
4-6	10"	4+	4+
1-3	7"	5+	5+

This unit contains 1 Renegade Armiger. It can include 1 additional Renegade Armiger (**Power Level +9**), or 2 additional Renegade Armigers (**Power Level +18**). Each Renegade Armiger is equipped with two Armiger autocannons and a heavy stubber.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armiger autocannon	60"	Heavy 2D3	7	-1	3	Ignore the penalty to hit rolls for moving and firing this Heavy weapon.
Heavy stubber	36"	Heavy 3	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Thermal spear	30"	Assault D3	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Reaper chain-cleaver	When attacking with this weapon, choose one of the profiles below:					
- Strike	Melee	Melee	x2	-3	3	-
- Sweep	Melee	Melee	User	-2	1	Make 2 hit rolls for each attack made with this weapon, instead of 1.
WARGEAR OPTIONS	<ul style="list-style-type: none"> Any model may replace both its Armiger autocannons with a thermal spear and a reaper chain-cleaver. Any model may replace its heavy stubber with a meltagun. 					
ABILITIES	<p>Ion Shield: Models in this unit have a 5+ invulnerable save against ranged weapons.</p> <p>Explodes: Each time a model in this unit is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p>Vehicle Squadron: The first time this unit is set up, all of its models must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit.</p>					
FACTION KEYWORDS	CHAOS, QUESTOR TRAITORIS					
KEYWORDS	VEHICLE, RENEGADE ARMIGER					

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Reaper chain-cleaver	0
Reaper chainsword	30
Thunderstrike gauntlet	35
Titanic feet	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Armiger autocannon	5
Avenger gatling cannon	75
Conflagration cannon	0
Heavy flamer	17
Heavy stubber	4
Ironstorm missile pod	16
Meltagun	17
Plasma decimator	0
Rapid-fire battle cannon	100
Shieldbreaker missile	12
Stormspear rocket pod	45
Thermal cannon	76
Thermal spear	0
Thundercoil harpoon	0
Twin Icarus autocannon	30
Twin meltagun	0
Twin siegebreaker cannon	35
Volcano lance	49

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Renegade Armiger	1-3	160
Renegade Knight	1	285
Renegade Knight Dominus	1	500

DETACHMENT RULES

On this page you'll find rules for Battle-forged armies that include **QUESTOR TRAITORIS** Detachments – that is, any Detachment which includes only **QUESTOR TRAITORIS** units. This includes the detachment ability below and a Warlord Trait, Stratagem and Relic that can only be used by the Renegade Knights. Together, these rules help to reflect their character and fighting style in your games of Warhammer 40,000.

ABILITIES

QUESTOR TRAITORIS Detachments (excluding Super-heavy Auxiliary Detachments) gain the following ability:

RENEGADE KNIGHT LANCE

Though they have left their nobility far behind, renegade Knight houses are still ruled over by despotic lords who lead them with brutal authority.

If your army is Battle-forged, select one model in each **QUESTOR TRAITORIS** Super-heavy Detachment in your army. Each model you selected gains the **CHARACTER** keyword. However, the Command Benefit of each **QUESTOR TRAITORIS** Super-heavy Detachment is changed to 'None' if it does not contain at least one **QUESTOR TRAITORIS** **TITANIC** unit, and it is changed to '+6 Command Points' if it contains at least three **QUESTOR TRAITORIS** **TITANIC** units.

WARLORD TRAIT

If a **QUESTOR TRAITORIS** **TITANIC** **CHARACTER** is your Warlord, you can choose to give them the following Warlord Trait:

INFERNAL QUEST

This warlord has sworn a grim oath to the Dark Gods – they will not relent in spreading carnage across the galaxy until they have honoured it, or they are slain.

If this Warlord is within range of an objective marker (as specified within the mission), it controls that objective marker even if there are more enemy models within range of the same objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal – in this case, however, this Warlord counts as 10 models.

RELIC

If your army is led by a **QUESTOR TRAITORIS** Warlord, then you may give the following relic to a **QUESTOR TRAITORIS** **CHARACTER** in your army.

THE TRAITOR'S MARK

The fell deeds and blood-stained heraldry of this traitor Knight are recounted across the galaxy, and all know that to confront it is to face a painful death.

Enemy units must subtract 1 from their Leadership characteristic whilst they are within 12" of the bearer. Whilst they are within 6" of the bearer, subtract 2 from their Leadership characteristic instead.

STRATAGEMS

If your army is Battle-forged and includes any **QUESTOR TRAITORIS** Detachments, you have access to the following Stratagems:

1CP/3CP

ROTATE ION SHIELDS

Questor Traitoris Stratagem

The directional power of an ion shield can be rotated so that its strongest part is facing the enemy, the better to deflect incoming shots.

Use this Stratagem when an enemy unit targets a **QUESTOR TRAITORIS** **VEHICLE** unit from your army that has an invulnerable save (this Stratagem costs 3 CPs if the targeted unit is a **RENEGADE DOMINUS KNIGHT**, otherwise it costs 1 CP). Until the end of the phase, that vehicle's invulnerable save is improved by 1 (to a maximum of 3+).

2CP

TRAIL OF DESTRUCTION

Questor Traitoris Stratagem

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

Use this Stratagem when you choose a **QUESTOR TRAITORIS** unit from your army to make attacks with in the Shooting or Fight phase. Until the end of the phase, you can re-roll all failed hit rolls for this unit.

