

[Chivalry Intensifies]



Rules for playing Imperial Knights in games of Only War

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USING IMPERIAL KNIGHTS IN YOUR GAME

These rules represent my attempt at making a class and vehicle rules playing Imperial Knights in Only War. Because giant mecha piloted by literal noble knights is fucking cool. *However*, despite Only War including rules for the Baneblade (and other superheavy tanks) the system does not support that scale all that well and things quickly become kind of ridiculous. Trying to stat Strength D weapons that accurately reflect their destructive potential (and satisfy my autism) has been one of the most vexing things I've done when home brewing things for the 40kRPG's, as well as trying to make rules that reflect how Imperial Knights work because I did not find the RAW walker rules emulated that well.

Either way, the rules may be clunky at places (and somewhat absurd in the case of Destroyer weapons) but I've labored to make them as *fun* and as accurate as I can get them to the fluff. So here's some tips on how to actually use the damn things in your game.

TYPE OF CAMPAIGN

Do not use Imperial Knights in a mixed party. It would be the problem of having a Space Marine in a party of regular humans but several orders of magnitude higher by sheer virtue of its size, deadliness and the Scions social status. If you can somehow make that work, more power to you but I would recommend that all players are Imperial Knights and that the party size is small. Preferably three (the size of a Lance) to make game size manageable.

For campaign narrative, I would recommend using tried and true chivalric and knightly tropes. Space dragons that need slaying, maidens that need rescuing and grails that need finding. Crusading would also be very appropriate and the nature of Courtly Intrigue in a Knight House lends itself very well to not make it a 100% combat focused campaign. Basically, everything from *L'Morte D'Arthur* to *A Song of Ice and Fire* and history books is appropriate inspiration. Just add giant mechs. Personally, I am a fan of Arthurian themes and Grail Quests, which the nature of the 41st millennium lends itself to well. Just make the Holy Grail some form of lost technology or a literal reliquary grail an Imperial Saint used. The plots basically write themselves, yo.

Lastly, Monty Python jokes should be kept to a minimum for the groups collective sanity. If your group goes overboard with it, turn them into chaos spawn and don't let them get better.

THE KNIGHTLY HOUSES

I would suggest you read the fluff Forgeworld has made for their Knight Houses in their Horus Heresy line. Not only is it excellent fluff but its great inspiration and superior to GW. But important things first. Games Workshop says only men can be Knights. To this I say GW can go fuck themselves. I personally interpret the majority of all knights to be men, but depending on House and their traditions I see no reason why you cannot also have lady-knights (or Dames the female equivalent of Sir). Forgeworld does this, which is one of the reasons why their fluff is superior. But basically, whether or not a Knightly Scion can be only male, female or both depends on an individual Knight Houses own traditions.

Knight Houses, their interactions with each other and the other institutions of the Imperium should be your main source of intrigue. It should not be forgotten that not only is each Scion a hot-blooded warrior-pilot of a 30 foot warmachine, he is also a feudal *lord* (or vassal). This can be an infinite source plots and fun if you do it right. While the giant mechs are the draw, games are far more fun if they involve more than simple dicerolling and stomping around in giant robots. Even if it is cool. You can have that and *Dune* level of intrigue between nobility, or *A Song of Ice and Fire* if that's more your type. Said Houses traditions themselves can be the source of plots and intrigue, as well as giving tons of flavor to the campaign. I can't give advice to specifics, but that's what I personally would aim for.

THE THRONE MECHANICUM AND VOICES IN YOUR HEAD

In the typical Games Workshop tradition, they are rather vague about how these things actually work. The first Imperial Knight codex (6th Ed) elaborates pretty well on the *Rite of Becoming* and the *Throne Mechanicum*, but the second (7th Ed) does not elaborate much on them. The way I interpret it is the warspirit of a Knight Armour is a constant presence in the Scions mind once a Scion dons it and seats himself upon the Throne Mechanicum, attempting to influence the Scion to perform deeds that is in the Knight Armours nature (varies depending on Knight Armour). The imprints of a Scions ancestors in the Throne Mechanicum is something I personally interpret as something that can be a boon and a bane. They can aid a Knight in combat, their ghostly whispers able to give forewarning to blows that might fell the Knight or give them advice from the grave. Or they can try and influence the Scion into continuing plots and vendettas they left unfinished when they died. I have made some fairly simple rules for both in the lines of Power Armour History and Machine Spirit oddities from Deathwatch and Rogue Trader to represent the Throne Mechanicum and Knight Armour respectively and I would recommend using them to not only add flavor, but also as inspiration for how they can affect the game beyond mere rules. However, if you should not like the effect they may have, they can quite safely be ignored.

CONSORTS, SACRISTANS AND RETAINERS

What is a Knight without his squire? His retainers? His waifu? A scoundrel and a peasant, that's what and that's terrible. Sacristans especially are important, because they are what keeps a Knight Armour functioning and repairs the damage it sustains in battle. His retainers can be anyone from Men-At-Arms who support him in battle and guard him while he sleeps, who in turn can be anyone from mercenaries to House troops, to advisors, minstrels, Ministorum Priests and etc. The consort is his trusted lover, advisor and who can be invaluable as a political marriage and is the primary weapon of intrigue you have, as that sort of thing is beneath a true Imperial Knight. Basically, these people should almost always be with a Scion and be as dear to him as his Knight Armour and opens for excellent roleplaying opportunities. Especially as part of a larger household in a group of Imperial Knights the party would play as. I personally see these as an important part of an Imperial Knight game and I would advise against not having them around.

THE MATTER OF SCALE

Imperial Knights are super-heavy walkers frequently accused of being powergamey cheese units in the tabletop that stomp tanks and armies into paste. This means that if you want a small scale game you should not use Imperial Knights. Their mere virtue of existing has a very large impact on the setting in the Imperium you choose to play. With that said, appropriate enemies for Imperial Knights are other Knights (such as Chaos Knights and Eldar Knights), super-heavy vehicles, Stompas and other large Ork walkers, Gargantuan creatures such as Squiggoths, Tyranid Bio-titans or other enormous bioforms, masses of smaller vehicles (like a small horde of Ork Dreadnoughts or Killa Kans) or groups of very brave infantry with melta bombs. If you play the tabletop, an easy way to think of it is "What would threaten an Imperial Knight?" and throw that at your players. Obviously this means that whatever enemy your players are fighting against needs largescale operations and can't just be random Chaos Cult on planet Bumfuckia VI, but rather on the lines of Warboss Grotstikka and his warband of Speed Freeks, Colonel Kurtz renegade Imperial Guard regiment or Abbath Doom Occulta, Champion of Chaos and his warband of Traitor Astartes and mutant rabble. Or hell, why not have your players feud with a rival house of Imperial Knights with incestuous tendencies and the ability to shit gold?

FREEBLADES

So you find the Knightly Houses and their autistic adherence to tradition and ritual a bit stifling. Then being a Freeblade is just for you! Quite obviously based on Sir Walter Scott's use of the word *Freelancer*, to mean a Knight without a lord. A Freeblade is essentially an Imperial Knight without a House or feudal master, not all too dissimilar to a Japanese Ronin. Freeblades are in my opinion among the cooler things in Imperial Knight fluff, because there is just so much you can do with them. I highly recommend reading about the Freeblades in the Imperial Knight codices (codexii?) for inspiration. Personally, Freeblades allow the most freedom for making a game about Imperial Knights, because you're not bound by your house. All you have is your armour, your Sacristans, your retainers and your honor. This opens up a breath of stories to tell and interesting backgrounds and reasons for being a Freeblade. Is your knight a Freeblade for having shamed his house and is on a quest for atonement? Is he the last survivor of his house? Is he a mysterious Knight with no name wandering from place to place and meting out his own brand of justice? The skies' the limit! It should be obvious how well this can work for a group of players, as each can have a character that is truly their own and they can very easily form their own household to go on chivalric quests of their own, work as mercenaries or try to redeem themselves in the eyes of their house(es).

THE VARIOUS MARKS OF KNIGHT ARMOUR

As you can see, I've included all but three marks of Knight Armour in this booklet. Why these you might ask? Why not the Magaera, Styrix and Atrapos? Well, because these rules are intended for the 41st millennium and they are described to be rare even during their heyday of the Great Crusade and Horus Heresy. Thus I do not find them appropriate for what I intended with these rules. This might make me a faggot you think. Sure it would, but I'm sticking to my faggotry. If you want to include them, whipping up rules for them should not be all that difficult as the only real difference is a couple of special rules and armaments.

Now, since I intended these rules to be for the 41st millennium, I would advise your players to only receive Questoris Armours. The Cerastus marks are fairly rare in the 41st millennium and should be rewards or similar for great deeds or illustrious service to the house. Or possibly even the goal of a quest wherein the players salvage an ancient Cerastus Armour whose house and Scion is long dead. As you can see, I find them to be far more appropriately used as rewards rather than as something the players start with, but your mileage may vary there.

THE SCION AND THEIR BACKGROUND

Obviously no class in the vanilla Only War game fits as a pilot of Knight Armour, thus I made a specific class for it. It should be obvious that a Knight House Scion is not a class you can choose as an advance specialty, nor that it can choose advanced specialties. If you think I'm a faggot and an idiot for that ruling, you're free to not follow it but I wouldn't recommend it. As for the background of a Scion, using the regimental creation rules with the additional options I cooked up should be a fairly simple process to make it fit the Scions Knight House. This should be done for both Freeblade and House Scions, as Freeblades all started out as Scions of a Knight House.

With all that covered, the rules for playing a Imperial Knight Scion and the Knight Armours follow on the next few pages. I've obviously been sparse with fluff, because it would be somewhat redundant to copypaste what has already been written in the Imperial Knight codices (codexii?) and in the Horus Heresy series.

New Regimental Options

These rules are intended to be used instead of the existing homeworld and regimental type options in Only War, as the existing ones in the regiment creation rules are unsuitable for Imperial Knights. The rest of the options need a degree of common sense about which are suitable. Commanding Officer is obviously refluffed as the Knights High King (or whichever title they use) of his House (or former in the case of Freeblades)

New Homeworld:

Imperial Knight House:

Standing out from the Imperiums myriad of other houses of nobility as the only holders of Knight Armour. Titanic suits of armour whose power is only dwarfed by the Titans of the Collegia Titanica and whose chivalric legacies of glory and honour stretches to long before the birth of the Imperium.

Cost: 3 points.

Characteristic Modifiers: +3 to any two of the following Characteristics—Ballistic Skill, Weapon Skill, Willpower.

Skills: All Imperial Knights start with Common Lore (Imperium), Tech-use, and Linguistics (High Gothic).

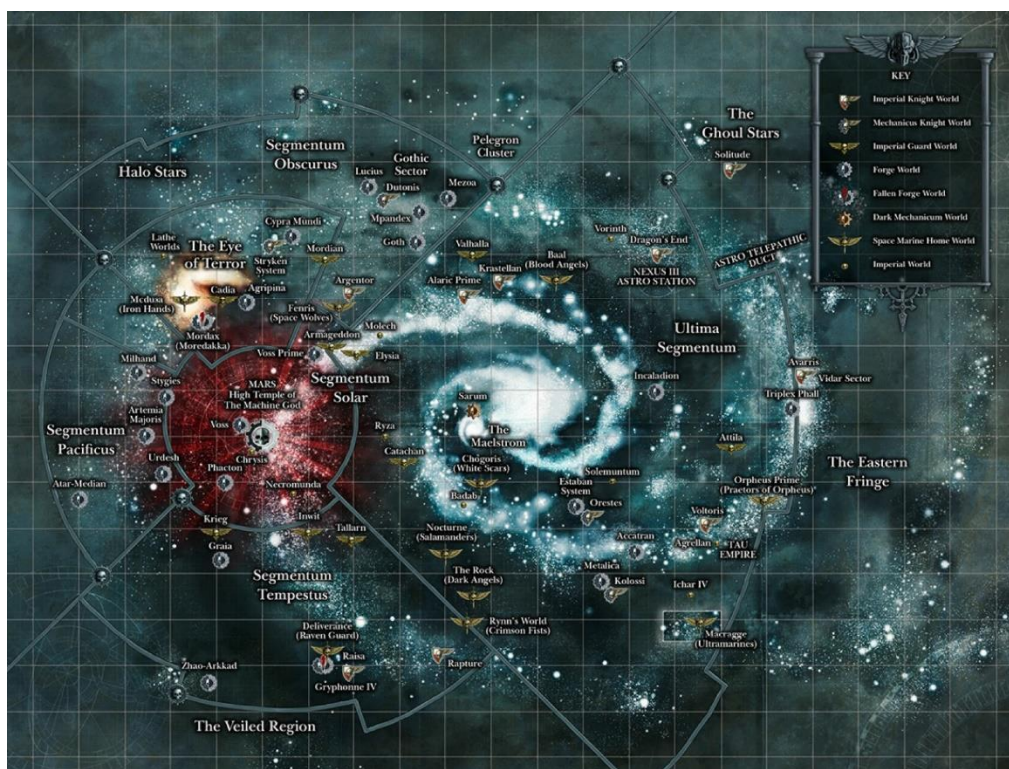
Fluency: While Imperial Knight characters have learned to speak Low Gothic, they have no reason to learn to read and write the language of the lowly masses. Because of this, Imperial Knight characters do not start with the Linguistics (Low Gothic) Skill at creation, although they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.

Duty and Honour: Imperial Knights hold themselves to standards of behaviour and etiquette, their upbringing distinguishing them from the low-born warriors that make up the common bulk of the Imperiums armies. Imperial Knight characters suffer a -10 penalty on all Charm, Inquiry, and Deceive Tests made to interact with characters who are not nobility. However, they gain a +10 bonus on all those same Skill Tests when dealing with the nobility and other high authority in formal situations.

Dutiful Attendants: Each Knight is served by a team of Sacristans sworn to his service, to maintain and repair his Knight Armour, arm its weapons and see that its war spirits are primed for battle. Imperial Knight characters have a +20 bonus to requisition rolls to acquire ammunition for their Knight armours and furthermore, the Sacristans receive a +10 bonus to Tech-use rolls to repair and maintain the Knight Armour.

The Finest Tutors: Years of study under a wide range of military instructors, and traditional connections to other military dynasties, have prepared each and every Knight Scion for a life at war. Imperial Knight characters start with one of the following Talents: Air of Authority or Peer (Nobility).

Starting Wounds: Imperial Knight Characters generate their wounds normally.



New Regiment types

Imperium Aligned House

Knights from houses aligned to the Imperium are steeped in intrigue and plotting with their peers. Adept as much on the battlefield as with the war of words within a court.

Cost: 6 points

Characteristics: +3 Perception *or* +3 Fellowship, -3 Intelligence

Starting Skills: Operate (Surface)

Starting Talents: Paranoia

Standard Kit: 1 Questoris Knight Armour

Mechanicus Aligned House

The Knights of a Mechanicus aligned house labor heavily under the yoke of the Mechanicus, yet such harsh service has made these Knights enduring and adept with technology.

Cost: 6 points

Characteristics: +3 Intelligence *or* +3 Willpower, -3 Fellowship

Starting Skills: Operate (Surface)

Starting Talents: Technical Knock

Standard Kit: 1 Questoris Knight Armour

Freeblade

Ambitious and glory seeking even for Imperial Knights, Freeblades are exiled knights whose quests for glory make them peerless warriors and legendary heroes.

Cost: 6 points

Characteristics: +3 Fellowship, -3 Perception

Starting Skills: Operate (Surface)

Starting Talents: Sprint

Standard Kit: 1 Questoris Knight Armour

**REACTOR ONLINE.
SENSORS ONLINE.
WEAPONS ONLINE.
ALL SYSTEMS NOMINAL.**

Imperial Knight Litany of Awakening

Chanted by the Knight Armours machine spirit in a forgotten language once the Ritual of Awakening is complete



Imperial Knight Scion

"I will uphold the honour of my house, our brotherhood gives me strength.

I will show no mercy to my foes, none shall withstand my fury.

I will defend the sanctity of Sacred Mountain, no enemy shall tread Alaric Prime unpunished.

I will never forsake my oath, only in death does duty end." – House Degallios Oath of Becoming

STARTING APTITUDES, TALENTS, AND MODIFIERS

Characteristic Bonus: +5 WS or BS, +5 WP

Starting Aptitudes: Weapon skill, Ballistic Skill, Willpower, Offence, Finesse, Fellowship, Agility, Social

Starting Skills: Awareness, Parry, Command, Scholastic Lore (Heraldry), Scholastic Lore (Knight Houses), Linguistics (House Dialect), Charm or Decieve

Starting Talents: Lightning Reflexes, Weapon-training(Low-tech, SP, Las), Sure strike or Called Shot

Starting Traits: Rite of Becoming

Specialist Equipment: 1 pistol class weapon up to Very Rare availability, 1 melee weapon up to Very rare availability, Scion Armored

Bodyglove, House Attire, Personal mementos and trinkets, 1d10+FB Retainers

Starting Wounds: 7+1d5

Descendants of the defenders of mankind's earliest colonists, the noble Scions of the Imperium's Knight Houses are set apart from all other nobility in its vast realm. They and they alone have the birthright to ride Knight Armours into battle, enormous walking warmachines capable of destroying super-heavy tanks or slaying gargantuan monsters with a single strike from their Reaper Chainswords, dwarfed only in power by the Titans of the Collegia Titanica. Despite being hot-blooded chivalric warriors, Knight Houses are centered around the drudgery of their courtly life when not in combat. An endless repetition of tradition, ritual and courtly intrigue which drives many Scions to find any excuse to don their Armours and take to the field. However, the power of their traditions should not be ignored. It is what has kept the Knight Houses alive since before the dawning of the Imperium and the augmentation received in the *Rite of Becoming* enforces the importance of chivalric ideas, tradition and duty within the mind of a Scion. This rite also enforces the dominant traits of a Scion's already existing personality and gives them an endless ambition, driving them to compete and outdo each other in every field. This, alongside their duties to further their House leads to endless plots and intrigue within and between Knight Houses, other Houses of Nobility within the Imperium and its institutions and conflicts in the shadows using catspaws and very rarely, open conflict between Knight Houses themselves. Most often this is handled by the Scions consort, who easily become masters or mistresses of intrigue, as the chivalric honor of a Scion often rails against such subterfuge. But it would be a foolish Scion who does not understand that all battles cannot be settled by the strike of a Reaper or blast of a Thermal cannon. Some Scions however find this existence intolerable, are cast out of their House due to some shame or are the last survivors of a fallen House and wander alone. These knightly Scions are known as Freeblades, Imperial Knights who travel the stars with a small coterie of Sacristans and retainers taking up whatever causes they like and joining what campaigns they will as lone wandering heroes of legend.

Imperial Knight Scion Advances:

Rite of Becoming (Trait)

The sacred rite of passage through which the young nobles of a Knight House become full Scions of their house and capable of controlling the Knight Armours that forms their houses military might. The rite is a long, dangerous process where the young noble imprints on the Throne Mechanicum through mechanical augmentation and lengthy vigil. If the young noble survives the ordeal, he becomes a Scion of the House and joins their fellow Knights as Scion Aspirants. The Rite of Becoming grants a +10 bonus to Willpower rolls to resist the influence of a Knight Armours mighty warspirit and the imprints of the Scions dead ancestors in the Throne Mechanicum. The neural sockets granted by the Rite also functions as an MIU that allows the Scion to control their Knight Armour as well as allowing it to display incoming battle-data on a HUD, accessing the Knights communication equipment and similar functions.

Master of the Joust (Talent)

Cost: 400xp

Whether on the battlefield or in the rolls of the Grand Tournaments, the Scion has mastered the art of the tilt and performing a devastating first strike. Once per combat encounter, while performing a Charge action, the Scion may reroll any results of 1 on the damage die of his melee attacks. This talent is only usable while piloting a Knight Armour.

Master of the Hunt (Talent)

Cost: 400xp

Beasts, xenos warmachines and infantry are all dispatched with contemptuous ease when they fall under the Scions guns. Once per combat encounter, the Scion may reroll any failed shooting attacks with their ranged weapons. This talent is only usable while piloting a Knight Armour.

Master of the Mêlée (Talent)

Cost: 400xp

The Scion is at most home in the swirling chaos of close combat, scything with a Reaper or crushing with a Thunderstrike with equal ease. Once per combat encounter, the Scion may reroll any failed melee attacks with their melee weapons. This talent is only usable while piloting a Knight Armour.



Questoris Knight Armour



The Obsidian Knight, Freeblade Questoris Knight Paladin

Type: Walker

Tactical Movement: 15/30/45/90

Cruising Speed: 60kp/h

Maneuverability: +0

Structural integrity: 70

Size: Monumental

Armour: Front 40, Side 35, Rear 35

Vehicle Traits: Enclosed, Environmentally Sealed, Enhanced Auspex Arrays, Fear, Reinforced Armor, Walker, Super-heavy, Ion Shield, Strikedown, Carapace Mounting, Armour and War-Machine

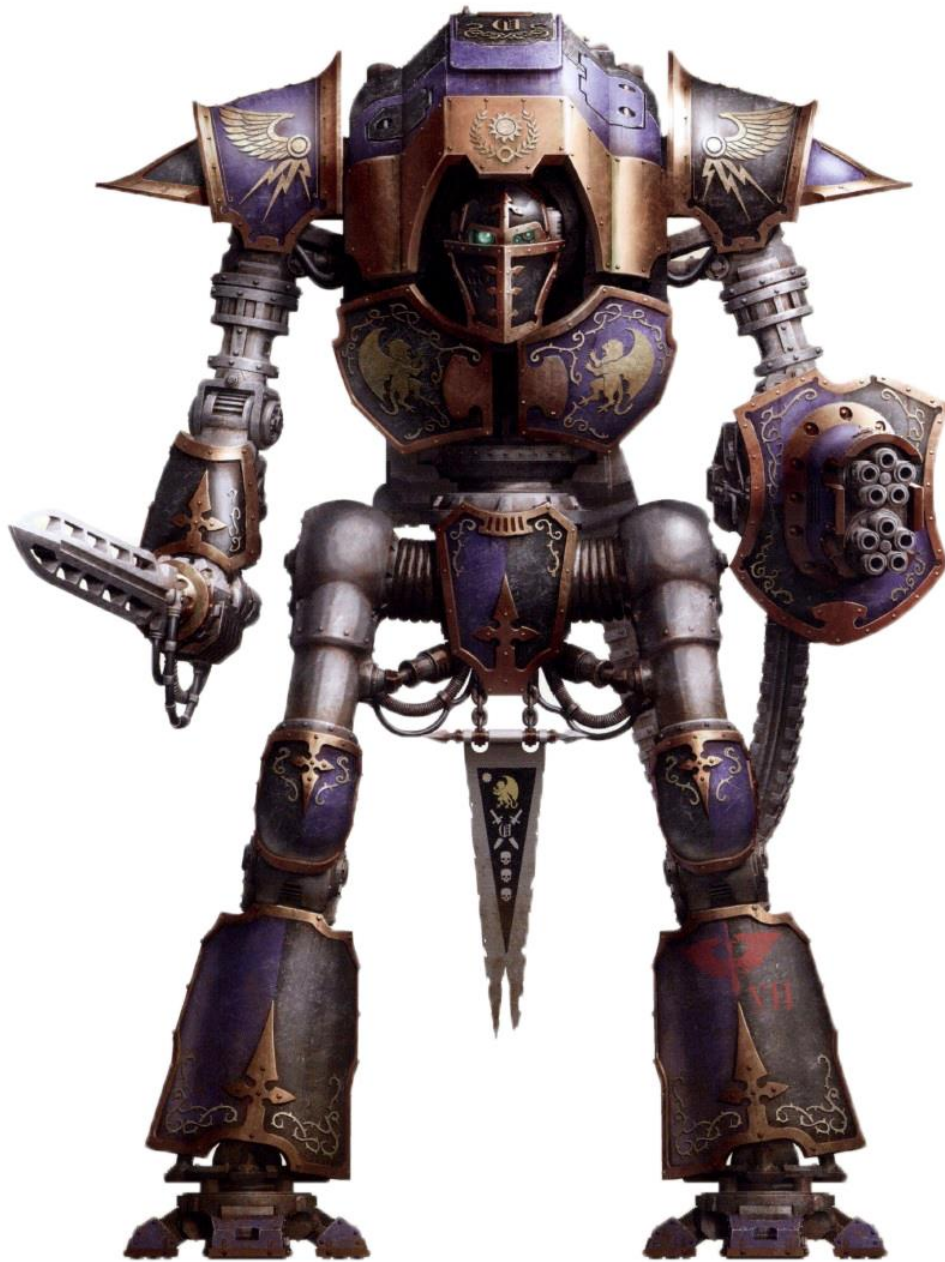
Crew: 1 Knight House Scion

Carrying Capacity: None

Knight Armour Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
*	*	²⁰ 85	*	40	*	*	*	*	*

**Uses pilots stats*

Cerastus Knight Armour



Banquet of Ashes, House Orhlacc Cerastus Knight Castigator

Type: Walker

Tactical Movement: 20/40/60/120

Cruising Speed: 70kp/h

Maneuverability: +0

Structural integrity: 70

Size: Monumental

Armour: Front 40, Side 35, Rear 35

Vehicle Traits: Enclosed, Environmentally Sealed, Enhanced Auspex Arrays, Fear, Reinforced Armor, Walker, Super-heavy, Strikedown, Ion Shield, Armour and War-Machine

Crew: 1 Knight House Scion

Carrying Capacity: None

Knight Armour Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
*	*	2085	*	40	*	*	*	*

**Uses pilots stats*

Ion Shield: A shimmering shield of energy that can provide excellent protection to a Knight, the Ion Shield can be redirected with a simple thought. The Ion Shield is a PR 50 Shield that does not overload in normal conditions against ranged attacks. As a Reaction, the pilot may declare he is moving his shield to protect a specific facing - front, left, right, or rear. The Ion Shield's PR only affects that facing, and remains on that facing until redirected otherwise. Note that before entering battle, a pilot may freely declare his shield's facing – he does not need to keep it off until danger is apparent.

Enhanced Auspex Arrays: The sophisticated auspex arrays built into a Knight Engine mean that the Scion within benefits from the Dark Sight trait and reduces the penalty imposed by foul weather, or other effects that would normally obscure vision by one step (i.e a -20 penalty becomes a -10 penalty). In addition, they gain a +20 to all Awareness Tests, and may make Awareness Tests at ranges of up to 5 kilometres (at the GM's discretion, the Auspex may function far further than that in certain circumstances, such as if the target is another Knight) it also includes a Targeter, and an inbuilt Vox Caster.

Fear: The Knight possesses the Fear (3) Trait against all enemies, unless the enemy is also in a Knight, Titan, or other Super-Heavy vehicle.

Strikedown: All close combat attacks by a Knight possess the Concussive [5] Quality against anything smaller than it or Vehicles without the Super-heavy trait.

Carapace Mountings: Knights with this trait may mount weapons with the Carapace special rule.

Armour and War-Machine:

A Knight Armour is an ancient and wondrous war-machine, much similar to the Battle Titans of the Collegia Titanica. In many ways it functions as a vehicle, but like the much smaller Dreadnoughts of the Adeptus Astartes, the way the pilot controls the Knight Armour is wholly different from nearly all other walkers. This means a Knight Armour follows rules for vehicles and individuals. A Knight Armour has a partial vehicle profile, including a type, cruising speed, maneuverability, structural integrity, size, armour, and crew. What makes a Knight Armour different from other walkers is the way it is controlled. The pilot communes with the Knight Armours Warspirit at a neural level, through the so called "Rite of Becoming" and in many ways; a Knight Armour is worn like a suit of armor rather than piloted, granting a control over the massive vehicle that would otherwise be impossible. Knight Armour cannot be driven by anyone that has not undergone a Rite of Becoming, and this imposes some unique rules applying to Knight Armours. Knight Armour are a unique fusion of man and machine, and thus have aspects of both in their profile. A Knight Engine comes with a predetermined profile. The remaining Characteristics come from the Knight House Scion piloting the walker. Instead of performing Movement Actions following the vehicle rules, Knight Engines make Combat Actions in the same manner as a foot soldier with the following limitations.

- Knight Armours may not use the following Combat Actions: Brace Heavy Weapon, Jump or Leap, Ready, Reload, Mount, and Stun.
- Knight Armours have the Auto-Stabilized Trait, and thus may fire Heavy weapons without bracing, furthermore it can fire all its weapons as a single attack action (rolling for each weapon separately), at different targets if so desired.
- Knight Armours may not make Acrobatics checks or Athletics checks and automatically fail if attempted.
- Knight Armours may Dodge and Parry as normal, using the Knight Armours agility for Dodge checks and the pilots weaponskill for Parry checks.
- Knight Armours have their own movement score, called Tactical Movement which follows the movement rules for infantry in Structured Time and use Vehicle Cruising speed for Narrative Time.
- Knight Armours do not have a Maneuverability bonus.
- Knight Armours suffers no penalties for fighting with two weapons.
- Knight Armours always count as Trained in any weapons they can carry.
- Any attacks that reduce a Characteristic automatically fail against the Knight Armour or its pilot.
- When it comes to taking damage and moving long distances (using the Cruising Speed Characteristic) Knight Armours are treated in the same way as vehicles.
- Knight Armours can benefit from certain Skills and Talents their pilots possess.
- A degree of common sense must be applied to what a Knight Armour can and cannot do.

Imperial Knights and Sprint:

An Imperial Knight using the Sprint talent can reach some truly ludicrous speeds and some may interpret that it means the Knight Scion would not gain fatigue because they do not do the running themselves. I'd say this is bollocks. When using the Sprint talent in a Knight, the talent works as written. Fluffed as the Knight Scion is pushing the Knight Armour beyond its limit and such a thing takes a toll on the Knight Scions frail fleshy body, which is represented in the Fatigue the Sprint talent gives you. Additionally not only does the strain of moving so quickly Fatigue the Knight Scion, but also the Knight Armour itself and thus causes one SI of damage to the Knight Armour when the Sprint talent inflicts Fatigue on the Knight Scion. It becomes especially cinematic if you run with the house rule I have for Sprint (or if it was an older variant of Sprint, I forget). Where every consecutive turn Sprint is used after having been used twice in a row by RAW it adds an additional level of Fatigue and thus one additional SI of damage by the rules here. This means that Sprinting has an upper cap of how many turns it can be used and players are forced to be smart with their movement rather than just going full speed all the time.

Knightly Ranged Weapons and Melee

Imperial Knights may fire their ranged weapons in Melee combat, following the same rules as using a pistol class weapon in melee. However, due to the size, clumsiness of the weapons and specialized targeting spirits of an Imperial Knight, using a Knight Armours ranged weapons in melee incurs a **-20 penalty** to the Ballistic Skill test while attempting to shoot while engaged in Melee combat. It's cool, can be used for some great cinematic alpha-strike finishers in melee, but ultimately is clumsier than using a Knights melee weapons and should be considered a supplement rather than a primary tactic.

On Knights and Size categories

One of the main indicators that the Only War and 40kRPG ruleset was not intended to deal with Super-Heavies at all, as the size category system assumes that everyone who uses it is the size of an average human. Which in Super-Heavy combat can lead to the hilarious effects of Super-Heavy Tanks, Titans and Imperial Knights automatically hitting each other in shooting or melee because of the huge bonuses the Super-Heavy size categories (like Monumental and Titanic) give to attack rolls. It even gets silly if the PC's are the crew of a non-Super Heavy vehicle, like a Leman Russ Tank, Sentinel or Chimera. Personally, I find no elegant solution to it without making a completely new size chart and that would probably cause more problems than it solves. So personally, I simply ignore the size charts while running Imperial Knight games. I use them as guidelines but use my own judgement in what bonuses Imperial Knight PC's should have when fighting other super-heavies, regular vehicles, infantry and what not and the same goes for NPC's of all size categories. However, if my Imperial Knight PC's should be in combat while not piloting their Knight Armours I will use the Size chart again as they are now fighting in a context where that size chart makes sense.

If you want to use the size chart in your games, go ahead. But keep in mind that combat will eventually turn into games of Destroyer tag where a fresh out of character creation Imperial Knight will be rolling against 90-95% while fighting another Knight and eventually 100+% if they manage to collect enough bonuses or raise their starting WS/BS.

Strength bonuses and Imperial Knight melee weapons

An issue that has stirred some confusion both in Heavy Metal Chivalry and those times I've posted this .pdf in /40krpg/ on /tg/. No, Imperial Knights do not include their Strength Bonus when attacking with their melee weapons. Why? Because Imperial Knight weapons are vehicle weapons and function in a different way because they are integral part of the Knight Armours, rather than being handheld melee weapons that infantry and the like may use. The strength of an Imperial Knights actuators and machinery can be assumed to already be part of the melee weapons profile, one way or another. The Strength of an Imperial Knight is listed in their profile for the few circumstances where it may be necessary. If you choose to include the Imperial Knights Strength Bonus either way, well. Expect Destroyer weapons to get even more ludicrous, melee combat to become even more dangerous and Knights generally becoming several levels more absurd. But hey, if that's your cup of tea I won't stop you.

Imperial Knight Marks

Questoris Marks

Knight Paladin



Torso mounted Heavy Stubber *or* Meltagun
Reaper Chainsword *or* Thunderstrike Gauntlet
May mount Carapace weapons.

For long-ranged devastation, there are few weapons that can match or best the Knight Paladin's rapid-fire battle cannon. This massive barrelled weapon is equally adept at blasting apart massed hordes of enemy infantry, gunning down entire squadrons of light vehicles, or duelling a foe's artillery at long range. Incoming firepower is blunted as the pilot shifts the directional ion shield towards the approaching shots. With its long strides, the Knight Paladin can reposition quickly, firing as it manoeuvres to give maximum fire support. Should enemies approach too closely, a pair of heavy stubbers can mow them down. In close combat, the reaper chainsword or thunderstrike gauntlet the Knight Paladin carries makes it virtually unstoppable, able to disregard any enemy armour with impunity.

Weapons:

RF Battlecannon with Co-axial Heavy Stubber

Knight Errant



Thermal Cannon
Torso mounted Heavy Stubber *or* Meltagun
Reaper Chainsword *or* Thunderstrike Gauntlet
May mount Carapace weapons.

The Errant class Knight can charge and destroy a tank battalion, for it is a colossal ion-shield-protected war machine capable of immense close-ranged destruction. The main armament of the Knight Errant is the thermal cannon, a weapon whose blasts can immolate plasteel bunkers or turn a battle tank into molten slag. The Knight Errant's close combat weapon – either a reaper chainsword or thunderstrike gauntlet – is perhaps more deadly still. When powered by the Knight's mighty servo-engines, either of these weapons can topple even the most monstrous xenos creature with a single strike. Fitted into the Knight Errant's armoured carapace is a heavy stubber to scythe down enemy infantry, and its armour-plated feet are more than capable of crushing units beneath its awesome weight.

Weapons:

Knight Warden



May mount Carapace weapons.

The Knight Warden excels at storming strongholds and battles in claustrophobic confines. With its ion shield to the fore, a Knight Warden can close upon a foe quickly, its immense stride simply bypassing tank barricades and easily manoeuvring through narrow hive city streets or amidst the twisted boughs of alien forests. The avenger gatling cannon hisses as it whirs, spitting out a wall of shots – a high volume of large calibre shells that can tear apart armour and mow down squads of infantry. A heavy stubber adds to the firepower while a heavy flamer built into the main gun's shield ensures that even foes in cover cannot escape the Knight's wrath. When it reaches its destination, the mighty close combat weapon in its other arm can rip apart or crush any enemy foolish enough to have stood before its oncoming doom.

Weapons:

Avenger Gatling Cannon with Co-Axial Heavy Flamer

Torso mounted Heavy Stubber *or* Meltagun
Reaper Chainsword *or* Thunderstrike Gauntlet

Knight Gallant



The stride of the Knight Gallant brings the adamantine giant loping across the battlefield, the ground shaking at its approach. A close combat specialist, once a Knight Gallant gets amongst its targets, their destruction soon follows. The guttural roar of its reaper chainsword is only drowned out by the impact of the thunderstrike gauntlet hitting its target – the resounding boom enough to shatter plas-reinforced windows a hundred strides distant. Slicing, stomping and crushing, a Knight Gallant will hit enemy tanks like a tidal wave, emerging out the other side to leave behind only smoking wreckage. An ion shield and thick armour help ensure the bipedal colossus reaches its target, while a heavy stubber enables the Knight to scythe down any counter-attacking infantry.

Weapons:

Reaper Chainsword

Thunderstrike Gauntlet

Torso mounted Heavy Stubber *or* Meltagun
May mount Carapace weapons.

Knight Crusader



May mount Carapace weapons.

A Knight Crusader carries more firepower than a tank squadron. It strides forward relentlessly, blasting away with not one, but two main guns. With an avenger gatling cannon and another cannon in combination, the towering war machine is a one-Knight spearhead capable of blowing huge holes in the enemy battle line. Should this other gun be a thermal cannon, the Knight Crusader is capable of melting through even super-heavy vehicles at close proximity; if it instead carries a rapid-fire battle cannon, the Crusader is deadly even at long range. Meanwhile, the gatling cannon churns out rapid shots, stitching lines across enemy formations or obliterating light vehicles. A heavy flamer and heavy stubber round out the Knight Crusader's firepower, sweeping its forefront clear of encroaching infantry.

Weapons:

Avenger Gatling Cannon with Co-Axial Heavy Flamer

Thermal Cannon *or* RF Battlecannon with Co-Axial Heavy Stubber

Torso mounted Heavy Stubber *or* Meltagun

Cerastus Marks

Knight Lancer



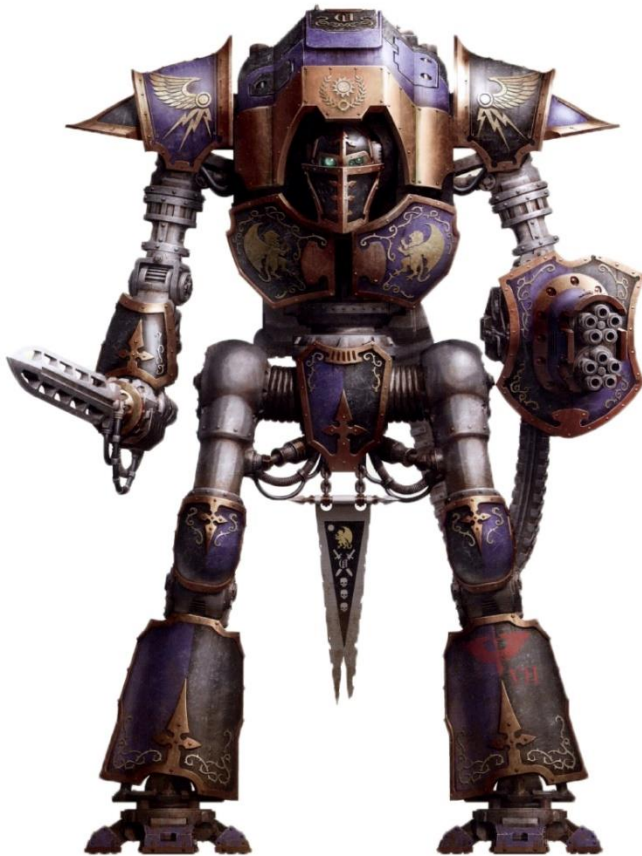
The Lancer is the most widely known variant of the Cerastus type knight armour, a highly sophisticated chassis whose speed and agility far exceed the clumsier Errant and Paladin types. The Cerastus type Knights appear to have been designed solely for war, not as protectors but as bloody-handed conquerors and tools of destruction, a legacy of the violence that marked the beginning of the Age of Strife. The lancer is held in high esteem by the more impetuous of a House's scions, its potent ion gauntlet and shock lance perfectly suited to battle the foe face to face, where only a perfectly timed thrust of the lance stands between a scion and death. In particular those scions who follow the Uhlan traditions favour the speed and ferocity of the Lancer and when rival Knight Houses meet in combat, these warriors race ahead of the Household to clash in single combat with the enemy's champions.

Weapons:

Cerastus Shock lance

Ion Gauntlet shield

Knight Castigator



Tempest warblade

Armed with the fearsome castigator pattern bolt cannon, the Cerastus Knight Castigator is favoured by those households faced with hordes of lesser foes that might otherwise overwhelm even a mighty Knight through their sheer numbers. Capable of obliterating infantry formations in a thunderous rain of mass reactive explosions and whirling power blades, or carving apart light vehicles with ease, the Castigator is a formidable combatant. Notably amongst their ilk, the Castigator is also renown for the stoic nature of the machine spirits within, whose vigour is difficult to rouse, but almost impossible to ignore. Castigator mark armours are most often claimed by a Household's more venerable scions, those warriors of proven mettle who can be relied on to hold the line, conserve their limited stock of ammunition and support their more vainglorious kin, often forming the core of any Household's Arbalester order. Some younger scions are also drawn to the Castigator, glorying in the armour's deafening firepower and elegant warblade strikes, though such scions rarely deign to act as mere support units.

Weapons:

Castigator pattern bolt cannon

Knight Acheron



The Cerastus Knight Acheron is a fearsome sight on the battlefield, a reaper of lives carefully designed not only to destroy, but also to inspire terror both in appearance and the manner in which it undertakes its grim task. The presence of an Acheron mark armour in the battlelines of a Household warns the foe to expect no mercy, for such weapons are only deployed for missions of extermination, to topple the works of the enemy and scour clean his lands with flame. Scions rarely choose to ride into battle in Acheron armour voluntarily, accepting the task instead as an arduous duty to be undertaken for the good of the House, for the anima of these armours are often awash in the inherited memories of massacres and slaughters uncounted. Those few scions who prefer such grim mounts are either warriors of iron will, capable of suppressing the sinister whispers of the armour's machine spirits, or tortured souls who relish the armour's malicious impulses and the carnage it wreaks on the field of battle.

Weapons:

Acheron pattern flame cannon

Reaper chainfist with inbuilt twin-linked heavy bolters.

Ghosts in the Machine

Overbearing relatives and You

On the next few pages you'll find a table for the dominant type of ancestral imprints in your Imperial Knights bonded Throne Mechanicum. Basically, what is the dominant 'personality traits' that are expressed by his ancestors through the mind-link the Imperial Knight has with such an arcane technological device. Roll a D10 on **table 1- 1: Throne Mechanicum Imprints** to determine the Throne Mechanicum's Imprint. The result of the roll may be modified by 1 either up or down based on the player's preference (rolls of 1 may be modified to a result of either 2 or 10, and rolls of 10 may be modified to a result of either 9 or 1).

As the rules suggest, the ancestral spirits within a Throne Mechanicum are a constant background influence on the Knight, as his ancestor's whispers advice or tries to gain his attention for whatever reason they may have. Managing them is as important part of being a Knight as they can be an enormous boon as a source of knowledge and experience, or a hindrance if they are not sufficiently appeased. But, for the Throne Mechanicum and its collection of ancestral spirits to not dominate the game too much, I would greatly suggest you treat them as a subtle, supernatural force. As in, treating them as supernatural spirits in myth and fiction. They definitely have a will they wish to enact, but they are not as forceful to completely dominate the Knight and they can be either appeased or cowed into submission. And beyond the mere rules, they can be a powerful narrative tool to either drop hints to a player character or introduce plot points. Think of it like if Obi-Wan could only communicate with Luke with ghostly whispers and very simplistic desires and wants when he became one with the force and you have it close to how I will run with them.

Honoring the Machine Spirit

A Imperial Knight is not simply a mere machine, it is a living thing with steel limbs, a beating reactor heart and a spirit of war as eager for combat as that of the Knight Scions themselves. The machine spirit of an Imperial Knight is not *sapient* in the same manner a human is, or Omnissiah forbid an AI. But, many Imperial Knights are hundreds, if not thousands of years old and they all have history and stories contained within their metal hulls. While they are not thinking machines or even 'alive' in any true sense, there is some form of awareness within them, a spark within their adamantium skin far beyond that of any simple machine. To determine the demeanor of an Imperial Knight's Animus, roll a D10 on **table 1 – 2: Imperial Knight Animus demeanor**. The result of the roll may be modified by 1 either up or down based on the player's preference (rolls of 1 may be modified to a result of either 2 or 10, and rolls of 10 may be modified to a result of either 9 or 1).

Unlike the Throne Mechanicum, the 'animus' (or machine spirit in more colloquial terms) of an Imperial Knight is a far more subtle influence. The rules and indeed, even the thematics of how one should treat an Imperial Knight's animus is very much based on the Machine spirit rules for ships in Rogue Trader. If you are familiar with those, handling this should be very simple. If you're not, basically, use the description for whatever result you rolled as a guideline. An Imperial Knight is not a living, breathing thing that can talk back at you. But it has a (machine) spirit to it that has preferences and dislikes that colours how a Knight Scion interacts with them, what they feel through their mind-link with the Knight Armour and above all, the things that an Imperial Knight excels at.

Table 1 – 1: Throne Mechanicum Imprints

1	<p>Ancient and Wise: Old already when the Imperium was young, the hoary marble and adamantium of this Throne Mechanicum contains the spiritual imprints of Knights who fought in the halcyon days of the Age of Strife and Great Crusade and the dark days that followed. These spirits encourage caution and patience in their living descendant and become irritable when their wise counsel is ignored. The Knight Scion counts as having the Foresight talent (bonus stacking if he already possesses the talent) as long as they are connected with the Throne Mechanicum and follow the cautious advice of his ancestors. Acting recklessly and without thought causes the Knight Scion to lose this advantage and instead suffers a -5 penalty to all actions while piloting their Knight Armour, as the ancestors within the Throne Mechanicum have been angered. Control can be reestablished with a Routine (+20) Willpower test which quells the Scions unruly ancestors.</p>
2	<p>Bold and Impatient: All Imperial Knights are naturally bold as a class, however the ancestors dwelling within this Throne Mechanicum are bold even for such a courageous breed. Constantly biting at the bridle to charge forward once more, they egg their Scion descendants on to greater acts of glory and recklessness so as to relive the glorious moments of their lives once more. While connected to the Throne Mechanicum, the Knight Scion is constantly egged on by his ancestors to perform bold deeds and win glory for himself and his house, the Knight Scion counts as having the Berserk Charge talent (if the Scion already possesses the talent, the test becomes Simple (+40) instead of Easy (+30)) as long as they act boldly and seek glory in combat. Acting cautiously and ‘cowardly’ causes the Knight Scion to lose this advantage and instead suffers a -5 penalty to all actions while piloting their Knight Armour, as the ancestors within the Throne Mechanicum have been angered. Control can be reestablished with a Routine (+20) Willpower test which quells the Scions unruly ancestors.</p>
3	<p>Brooding and Melancholic: For reasons lost to the ages, the ancestors within this Throne Mechanicum are prone to brood on black deeds committed in the name of mankind's survival in the Imperium's darkest days and tend to imbue states of melancholy in the Scions that bond with them while hardening their minds against the darkness they will stand bulwark against. While connected to the Throne Mechanicum, the Knight Scion counts as having the Jaded talent (if the Knight Scion already possesses it, he receives a further +10 bonus to rolls to resist the horrors of the 41st millennium) as long as the Knight Scion maintains a brooding and cynical disposition. Should ever the Scion dramatically change disposition, the Knight Scion loses this advantage and instead suffers a -5 penalty to all actions while piloting their Knight Armour, as the ancestors within the Throne Mechanicum have been angered. Control can be reestablished with a Routine (+20) Willpower test which quells the Scions unruly ancestors.</p>
4	<p>Noble and Proud: The ancestors housed within this Throne Mechanicum above all exemplify the chivalric virtue of nobility as the legendary heroes whose virtuous actions are recorded in the annals Imperial history and the chronicles of their House to be examples to follow. However, all such great men and women nearly universally suffer from the sin of pride as their undoing and it is very much present in their Throne Mechanicum imprints as much as their nobility. While connected to the Throne Mechanicum, the Knight Scion counts as having the Into the Jaws of Hell talent (with the caveats that it affects friendly NPC's and PC's rather than just comrades within FBx10m of the Knight). However, should the Knight Scion allow his honour to be slighted without recompense or act in a manner unbecoming of a Knight, the Knight Scion loses this advantage and instead suffers a -5 penalty to all actions while piloting their Knight Armour, as the ancestors within the Throne Mechanicum have been angered. Control can be reestablished with a Routine (+20) Willpower test which quells the Scions unruly ancestors.</p>
5	<p>Sinister and Dark hearted: While the vast majority of all Knights exemplify the chivalric virtues, there are a select few who are spoken of in hushed whispers, with reputations as black as the void between stars. This Throne Mechanicum overwhelmingly houses imprints of this character, dead Knight Scions who have earned dark reputations for fell deeds and atrocities committed in the Imperium's name. The black reputation of the Knight Scions ancestors grant him a +20 bonus to all Intimidate tests and the Knight Scion counts as having the Jaded talent while connected to the Knight Armour, however the Knight Scion also suffers a -20 penalty to all Charm tests. Furthermore, if the Knight Scion acts in a manner considered ‘weak’ and ‘merciful’ by his ancestors, the Knight Scion loses the Jaded talent and instead suffers a -5 penalty to all actions while piloting their Knight Armour, as the ancestors within the Throne Mechanicum have been angered. Control can be reestablished with a Routine (+20) Willpower test which quells the Scions unruly ancestors.</p>

6	<p>Bellicose and Blood thirsty: War is second nature to all Knights, but amongst a select few, their warlike tendencies take over and they become as frothing berserkers, eager to shed blood and take lives. The ancestors within this Throne Mechanicum is of such a bloodline and in battle are like howling beasts in the back of the Knight Scions mind, constantly urging on greater acts of wanton destruction and bloodshed. While connected the Throne Mechanicum, the Knight Scion counts as having the Frenzy talent (if the Knight Scion already possesses the talent, he instead gains the Battle Rage talent, if he possesses that, he gains a further +5 bonus to Weaponskill and snapping out of Frenzy) and is constantly encouraged by his blood mad ancestors to indulge in these fits of fury. Should the Knight Scion take actions that show restraint in battle and exert control over his own fury, the Knight Scion loses this advantage and instead suffers a -5 penalty to all actions while piloting their Knight Armour, as the ancestors within the Throne Mechanicum have been angered. Control can be reestablished with a Routine (+20) Willpower test which quells the Scions unruly ancestors.</p>
7	<p>Vengeful and Unforgiving: Long memories and slow burning hatreds define the ancestors within this Throne Mechanicum and they encourage xenocidal and unforgiving tendencies within their still living descendants in attempts at vengeance from beyond the grave. While the Knight Scion is connected to the Throne Mechanicum, they count as having the Hatred (Choose One) talent (if they already possess the Hatred talent, the bonus becomes +20 instead of +10). However, if the Knight Scions hatred cools, or he does not enact vengeance upon the objects of his ancestors hatred, the Knight Scion loses this advantage and instead suffers a -5 penalty to all actions while piloting their Knight Armour, as the ancestors within the Throne Mechanicum have been angered. Control can be reestablished with a Routine (+20) Willpower test which quells the Scions unruly ancestors.</p>
8	<p>Virtuous and Heroic: True embodiments of heroism are rare finds, even among such exemplars of valour as Imperial Knights. The ancestors within this Throne Mechanicum are from bloodlines who have exemplified the virtues of heroism, self-sacrifice and righteous action and encourage further such behavior in their living descendants. While connected to the Throne Mechanicum, the Knight Scion counts as having the Heroic Inspiration talent (if the Knight Scion already possess it, the Inspire special use becomes a Free action instead of a Half Action), however should the Knight act in an ignoble and wicked manner and shirk away from acts of heroism, the Knight Scion loses this advantage and instead suffers a -5 penalty to all actions while piloting their Knight Armour, as the ancestors within the Throne Mechanicum have been angered. Control can be reestablished with a Routine (+20) Willpower test which quells the Scions unruly ancestors.</p>
9	<p>Scheming and Overbearing: Intrigue is a constant among the Knightly Houses, particularly those who owe fealty to the Imperium and the plots and intrigue does not end simply because one is dead, as the ancestral imprints within this attest to, as they constantly try to continue long dead schemes and intrigues from their lives or weave new ones with their Scion descendants. From the advice of his ancestors, the Knight Scion gains a +10 bonus to his Charm rolls and while connected to the Throne Mechanicum, the Knight Scion counts as having the Paranoia talent (if he already possesses the talent, the initiative bonus increases to +3) however, the overbearing nature of his ancestors intrigues gives a tendency towards a surly and irritable disposition. Should the Knight Scion act in a manner not in accordance with his ancestors intrigues or with a lack of subtlety and boorish manners in social encounters, the Knight Scion loses this advantage and instead suffers a -5 penalty to all actions while piloting their Knight Armour, as the ancestors within the Throne Mechanicum have been angered. Control can be reestablished with a Routine (+20) Willpower test which quells the Scions unruly ancestors.</p>
10	<p>Grim and Resolute: Enduring where others have failed, the ancestors within this Throne Mechanicum are Knights who in bygone ages have held the line against impossible odds with grim determination and resolute wills and paid the ultimate price for such undaunted behavior. While poor conversationalists, their martial honour demands their Scion descendants honour them in the manner of their passing and encourages the very same grim behavior and resolute determination in the face of death within the Scions they bond with. While connected to the Throne Mechanicum, the Knight Scion counts as having the Fearless talent (if the Knight Scion already possesses the talent, he receives a +10 bonus on the Willpower test to be able to back down from a fight). However, should the Knight Scion act in a cowardly and weak manner, the Knight Scion loses this advantage and instead suffers a -5 penalty to all actions while piloting their Knight Armour, as the ancestors within the Throne Mechanicum have been angered. Control can be reestablished with a Routine (+20) Willpower test which quells the Scions unruly ancestors.</p>

Table 1 – 2: Imperial Knight Animus demeanor

1	Bay of the Hunt: Like a hunting hound aiding his human master, this Knight armours hunting horns becomes akin to animalistic howl and its stride a loping, predatory gait at frightening speed as the armours anima reverberates with joy of the hunt. While pursuing or hunting an enemy, increase the Knight Armours movement by 1+1d10 and increase its Fear rating to 4.
2	Restored glory: Wounded and its Scion dead, this armour was abandoned on a forgotten battlefield and only recently restored to its former glory after laborious care at the hands of the Sacristans assigned to its maintenance, it is now eager to once more return to the battlefield to reap a terrible vengeance for the ignoble fate it almost suffered. Lower the Knight armours Structural Integrity with 1d10 from its old wounds, however its vengeful nature grants it +2 critical damage against its foes.
3	In the Shadow of God-Machines: Having fought in the shadows of the mighty God-Engines of the Collegia Titanica, this Knight armours machine spirit has been touched by the divine spark of the Omnisiah, as its systems run more smoothly and its weapons cycle effortlessly. Any weapons mounted on the Knight Armour counts as being of Good Craftmanship.
4	Machine reliquary: A lauded hero in the eyes of the faithful, this Knight armour has under many different Knight Scions fought for the causes of the Ecclesiarchy and has each time been decorated by pilgrims and priests for its deeds until it has become akin to a reliquary that walks and living symbol of the God-Emperors faith. The Knight armour counts as having the Radiant Presence talent except it effects everyone within 50m, rather than 20m.
5	Crusaders pilgrimage: The service of this armour has seen it don the mantle of crusader time and time again with many different Knight Scions against a myriad of foes and it has marked the Knight armour with a pious and honorable reputation for its bonded Knight Scion to uphold. The Knight Scion has a +10 bonus to Fellowship rolls when interacting with the pious and faithful of the Imperium, however should he fail to uphold the expectations of the Knight Armours pious reputation, he suffers a -10 penalty instead.
6	Hymn of Destruction: The machine spirit in this armour has an almost unnatural fondness for ranged firepower, as its hunting horns give out muted hymns in tune with the boom of cannon, rattling of auto-loaders and its vox-systems hum alongside the bark of machine gun and roar of rocket launches to create symphony of weapons fire. The Knight armour grants a +10 bonus to Ballistic skill tests, but the machine spirits fondness for ranged combat has made it lacking in melee giving it a -10 penalty to Weapon skill tests.
7	War-engines bane: Whether by its previous Scions having hunted many super-heavy vehicles, or a predatory preference formed by the machine spirit itself, this Knight Armour excels at dispatching super-heavy vehicles and its targeting spirits gleefully target the weak spots in enemy armour, or vulnerable exposed systems. While attacking super-heavy vehicles, this Knight Armour always counts as attacking the Rear armour facing.
8	In battle baptized: As machines of war, all Knight armours are blooded in combat, some however have baptisms of fire on battlefields that would shatter lesser warmachines. This Knight armour has been blooded on battlefields with apocalyptic weapons fire, mass orbital bombardment or in the shadow of far more dread tools of destruction that served only to temper its indomitability. The Knight Armour gains the Damage Control trait.
9	Destroyer of Worlds: Wholesale slaughter of planetary civilizations is something the chivalric nature of many Knights balk at, but some Knight armours come to witness and participate in such dark deeds with an unsettling commonality, so that many Knight Scions claim that this particular Knight Armour has an animus tainted and darkened by the atrocities it has committed. The Knight Scion bonded to this Knight armour receives 1d5 corruption points, however he gains a +10 bonus to Willpower tests to resist the terrors of the Warp.
10	Reroll once on this table.

Knightly trappings and equipment



Scion Armoured Bodyglove

A fairly simple bodyglove of protective mesh and with hardened flak plates over vital areas worn by Knight Scions while piloting Knight Armour and comes in a myriad of different styles and fashions, but most tend to be rather form fitting and austere to not be in the way in the claustrophobic confines of an Imperial Knights cockpit. Universally, they include connector ports at the head, spine and limbs to provide an opening for the Knight Scion to interface with the Throne Mechanicum. The bodyglove also connects with the Imperial Knights life-support systems and thus helps keep the Scion alive if the cockpit is breached. Should a breach occur in the cockpit, the bodyglove sustains a fully breathable and habitable atmosphere for the wearer for as long as the Imperial Knight functions. The bodyglove also includes a Respirator, a Photovisor, a Microbead and a Slate monitron granting the functions of an Auspex and an advanced dataslate/cogitation device.

Locations Covered: Head, Arms, Body, Legs

Armor Points: 4 Head & Body, 3 Arms & Legs

Weight: 8kg

House Attire

The various uniforms and styles of dress of the Knightly Houses. Can be anything from extravagant to the point of absurdity or drab and austere clothing that has more in common with the Munitorum standard uniforms designed by dull-minded adepts. Their exact appearance and function is dependent on each Houses tradition and fashion whims.

Retainers

A broad category of servants beyond the team of Sacristans each Knight Scion has. These can be anything from minstrels, Ministorum priests, Concubines, Men-at-Arms, Bodyguards, Fanning Servitors or the Scions personal shoe shiners. The GM is ultimately the final arbiter in who or what they are, as long as they are not Sacristans.

Imperial Knight Armaments

Name	Class	Range	RoF	Dam	Pen	Rld	Clip	Special
RF Battlecannon	Knight	750m	S/2/-	3d10+10 X	8	N/A	48	Blast[10], Concussive[3], Reliable
Thermal Cannon	Knight	100m	S/-/-	3d10+20 E	15	N/A	48	Melta, Blast [8]
Ironstorm Missiles	Knight	300m	S/-/-	2d10+6 X	6	N/A	6	Blast[10], Carapace
Stormspear Rockets	Knight	600m	-/3/-	3d10+10 X	8	N/A	18	Carapace
Icarus Autocannon	Knight	300m	-/2/-	3d10+8 I	6	N/A	600	Skyfire, Twin-linked, Carapace
Avenger Gatling Cannon	Knight	225m	-/-/12	2d10+8 R	8	N/A	1200	Razor Sharp
Castigator Boltcannon	Knight	120m	-/-/8	3d10+6 X	8	N/A	1200	Tearing, Twin-linked
Acheron Flame Cannon	Knight	60m	S/-/-	3d10+8 E	8	N/A	48	Flame, Spray, Ignores Cover
Cerastus Shock lance	Knight	60m	S/3/6	3d10+8 E	10	N/A	--	Shocking
(Melee)	Knight	Melee	--	3d10+30 E	20	--	--	Power Field, Shocking, Felling[10], Destroyer[3]
Thunderstrike Gauntlet	Knight	Melee	--	4d10+30 E	20	--	--	Unwieldy, Power field, Hurl, Felling[10], Destroyer[4]
Cerastus Tempest Warblade	Knight	Melee	--	4d10+10 E	15	--	--	Balanced, Power field, Deflagrate, Tempest Attack
Reaper Chainfist	Knight	Melee	--	4d10+30 R	20	--	--	Unwieldy, Tearing, Destroyer[5], Razor Sharp, Felling[10], Machine Destroyer
Reaper Chainsword	Knight	Melee	--	3d10+30 R	20	--	--	Tearing, Razor-sharp, Unbalanced, Felling[10], Destroyer[3]
Ion Gauntlet Shield	Knight	Melee	--	1d10 E	6	--	--	Defensive, Power Field, Gauntlet Field

Destroyer (X): Also known as Titan-killers, Destroyer weapons are capable of delivering an immense amount of damage to any target that they hit. Only a Destroyer weapon is capable of devastating a Knight, a Super-heavy Tank or even a Titan with a single blow. For every two degrees of success scored on a hit with this weapon, the attack inflicts an extra 1d10 of damage to a maximum of X extra D10. These extra d10's cannot cause Righteous Fury. Furthermore, weapons with the Destroyer quality cause Righteous Fury on a roll of 9-10. The destructive force of a destroyer weapon against infantry is nearly incalculable, and as such anything with a size trait of 5 or below that suffers a single point of Damage is instantly obliterated in a torrent of gory flesh. Against larger targets, or any vehicle with the super heavy trait, roll for damage as normal.

Gauntlet Field: The Gauntlet Field acts as a normal Ion Shield, but it may not be assigned to protect the Knight's Rear Facing. However, the Gauntlet Field provides a constant PR35 Force Field, which cannot overload in normal circumstances, against attacks in close combat. In addition, enemy Super-Heavy Vehicles and Gargantuan Creatures suffer a -10 to Weapon Skill tests in close combat. Note that a Gauntlet Field and Ion Shield are mutually exclusive – a Knight cannot possess both an unmodified Ion Shield AND an Ion Gauntlet Shield.

Carapace: This weapon can only be mounted on the Carapace Mounting of a Questoris Knight Armour.

Skyfire: Grants the Knight the Anti-Air (Advanced) vehicle trait.

Tempest Attack: Instead of making a normal melee attack, the Knight may make a special attack at Initiative step 2. This automatically inflicts a single hit against each combatant in melee range of the Knight using the weapons listed profile.

Machine Destroyer: This weapon has the Proven[5] quality when attacking vehicles and may reroll Righteous Fury rolls of 1 on the Critical Table.

Ignores Cover: This weapon ignores the AP of any and all forms of cover.

Hurl: If an enemy vehicle or creature of Size (Enormous) or Size (Massive) is destroyed or killed by this weapon, the Knight Pilot may perform a single Ranged Attack at an enemy within 30m as an immediate free action. This attack has damage of 2d10+20 (if Enormous) or 3d10+30 (if Massive), with Penetration equal to the creature's Armor or half the vehicle's Front Armor value.

Deflagrate: For every hit that inflicted at least one Wound on an opponent, resolve an additional automatic hit, rolling for damage as normal. These additional hits do not inflict further hits themselves! (For example, If three shots hit, one shot does nothing, one shot does 3 wounds, and one shot does 5 wounds, resolve two further hits, rolling for damage as normal)

Super-Heavy Opponents and other Horrors

By popular request I'm adding a small chapter of appropriate foes to use in an Imperial Knight campaign. This will include a small index of Super-Heavy vehicles and Gargantuan Monsters already stat'd for the 40kRPG's (some of these will need tweaking to work in Only War) and a couple of Super-Heavies and Gargantuan creatures I've used myself. Likewise I will not include any proper Titans beyond the Warhound from Deathwatch: Rites of Battle. Largely because the 40krpg system will completely break down trying to stat Titans and because I have no idea how to properly stat them. But if you want to try out that gargantuan effort, be my guest. If you think any type of Super-Heavy or Gargantuan creature is missing from this list, you'll just have to stat them yourself. And a caveat for the rules I've made myself, they're somewhat half-assed. Particularly the Wraithknight, which was a unique NPC called Bercilak I made for Heavy Metal Chivalry I just stripped all the stuff from him that made him special and snowflakey to get a generic Wraithknight. Referencing the Codexes for what stuff the super-heavies and what not can have equipped at the same time is definitely recommended.

FFG Super-Heavies:

Warhound Titan *Lupus Tempestus* – Deathwatch: Rites of Battle p. 185-186
Thunderhawk Gunship – Deathwatch: Rites of Battle p. 183
Land Raider – Deathwatch: Rites of Battle p. 172-174 (Not a Super-Heavy but a hard enough foe to be included)
Baneblade – Only War: Core Rulebook p. 219-220
Shadowsword – Only War: Shield of Humanity p. 144
Stormlord – Only War: No Surrender p. 135
Tantalus – Only War: Enemies of the Imperium p. 93

FFG Gargantuan Creatures:

Great Knarloc – Only War: Enemies of the Imperium p. 104-105 / Deathwatch: Mark of the Xenos p. 21-22
Squiggoth - Only War: Enemies of the Imperium p. 58-59
Great Unclean One – Black Crusade: Core Rulebook p. 357 / Deathwatch: Mark of the Xenos p. 102-103
Lord of Change – Black Crusade: Core Rulebook p. 357-358 / Deathwatch: Mark of the Xenos p. 106-107
Bloodthirster – Black Crusade: Tome of Blood p. 86-87 / Deathwatch: Mark of the Xenos p. 100-101
Keeper of Secrets – Black Crusade: Tome of Excess p. 81-82 / Deathwatch: Mark of the Xenos p. 104-105
Leviathan – Black Crusade: Tome of Blood p. 92-93
Brass Scorpion – Black Crusade: Tome of Blood p. 117
Doom Blaster – Black Crusade: Tome of Blood p. 118
Skull Reaper – Black Crusade: Tome of Blood p. 118
Plague Tower – Black Crusade: Tome of Decay p. 98
Heldrake - Black Crusade: Tome of Excess p. 87 / Only War: No Surrender p. 139-141
Subjugator - Black Crusade: Tome of Excess p. 89
Auruntaur - Black Crusade: Tome of Fate p. 83
Avatar of Khaine - Rogue Trader: The Koronus Bestiary p. 62-63
Trygon - Deathwatch: Mark of the Xenos p. 45-46
Harrikan – Deathwatch: The Jericho Reach p. 177-178
Tyrannofex – Deathwatch: The Jericho Reach p. 181-182
Mawloc – Deathwatch: The Jericho Reach p. 187-188
Tervigon – Deathwatch: The Jericho Reach p. 190-191
Hierophant – Deathwatch: The Jericho Reach p. 198-201
Hierodule – Deathwatch: The Jericho Reach p. 202

Imperial Knight



WS	BS	S	T	Ag	Int	Per	WP	Fel
45	45	35	35	35	30	30	45	35

Movement 3/6/9/18

Wounds: 9

Skills: Awareness, Parry, Command, Scholastic Lore (Heraldry), Scholastic Lore (Knight Houses), Linguistics (House Dialect, High Gothic), Charm, Common Lore (Imperium), Tech-use, Operate Surface

Talents: Lightning Reflexes, Weapon-training(Low-tech, SP, Las, Power, Bolt), Sure strike, Called Shot, Air of Authority, Peer (Nobility)

Traits: Rite of Becoming, Duty and Honor

Armour Scion Armored Bodyglove (4 Head & Body, 3 Arms & Legs)

Weapons: Bolt Pistol(Pistol, 30m, S/2/-, 1d10+5 X, Pen 4, Clip 8, Rld Full, Tearing), Power Sword (1d10+8E Pen 5, Power Field, Balanced)

Gear: 1 Questoris Knight Chassis, House Attire, Personal mementos and trinkets, 1d10+FB Retainers

Questoris Knight Chassis

Type: Walker

Tactical Movement: 15/30/45/90

Cruising Speed: 60kp/h

Maneuverability: +0

Structural integrity: 70

Size: Monumental

Armour: Front 40, Side 35, Rear 35

Vehicle Traits: Enclosed, Environmentally Sealed, Enhanced Auspex Arrays, Fear, Reinforced Armor, Walker, Super-heavy, Ion Shield, Strikedown, Carapace Mounting, Armour and War-Machine

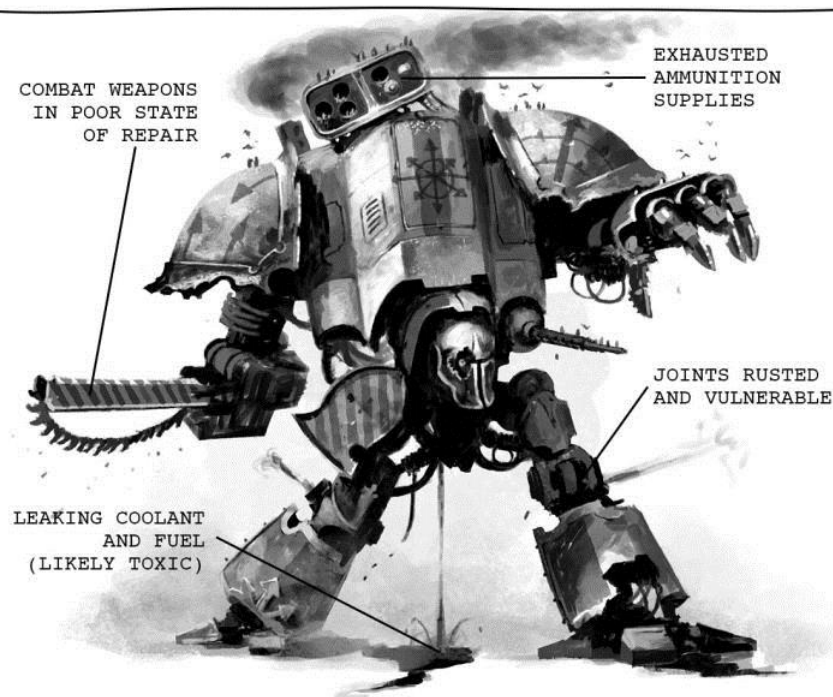
Crew: 1 Knight House Scion **Carrying Capacity:** None

Knight Armour Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
*	*	²⁰ 85	*	40	*	*	*	*

**Uses pilots stats*

Renegade Knight

DETESTABLE TRAITOR KNIGHT



WS	BS	S	T	Ag	Int	Per	WP	Fel
45	45	35	35	35	30	30	45	35

Movement 3/6/9/18

Wounds: 9

Skills: Awareness, Parry, Command, Scholastic Lore (Heraldry), Scholastic Lore (Knight Houses), Linguistics (House Dialect, High Gothic), Deceive, Common Lore (Imperium), Tech-use, Operate Surface

Talents: Lightning Reflexes, Weapon-training(Low-tech, SP, Las, Power, Bolt), Sure strike, Called Shot, Air of Authority, Peer (Nobility)

Traits: Rite of Becoming, Duty and Honor

Armour Scion Armored Bodyglove (4 Head & Body, 3 Arms & Legs)

Weapons: Bolt Pistol(Pistol, 30m, S/2/-, 1d10+5 X, Pen 4, Clip 8, Rld Full, Tearing), Power Sword(1d10+8E Pen 5, Power Field, Balanced)

Gear: 1 Questoris Knight Chassis, House Attire, Personal mementos and trinkets, 1d10+FB Retainers

Questoris Knight Chassis

Type: Walker

Tactical Movement: 15/30/45/90

Cruising Speed: 60kp/h

Maneuverability: +0

Structural integrity: 70

Size: Monumental

Armour: Front 40, Side 35, Rear 35

Vehicle Traits: Enclosed, Environmentally Sealed, Enhanced Auspex Arrays, Fear, Reinforced Armor, Walker, Super-heavy, Ion Shield, Strikedown, Carapace Mounting, Armour and War-Machine

Crew: 1 Knight House Scion **Carrying Capacity:** None

Knight Armour Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
*	*	2085	*	40	*	*	*	*

**Uses pilots stats*

Ork Stompa



Type: Walker

Cruising Speed: 30kp/h

Structural integrity: 200 **Size:** Titanic

Armour: Front 35, Side 30, Rear 20

Vehicle Traits: Enclosed, Environmentally Sealed, Reinforced Armor, Walker, Super-heavy, Strikedown, Damage Control, Effigy

Crew: 1 Mek and a gaggle of Grots

Tactical Speed: 10m

Maneuverability: -30

Carrying Capacity: 20 Orks

Stompa Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
48	28	20 ⁸⁵	*	20	32	35	55	30

**Uses pilots stats*

Stompa Armaments

Name	Class	Range	RoF	Dam	Pen	Rld	Clip	Special
Deff Kannon	Vehicle	1000m	S/-/-	6d10+15 X	15	N/A	N/A	Blast[20], Inaccurate, Unreliable
Big Shoota	Heavy	120m	-/-/10	2d10+5 I	2	Full	120	Inaccurate, Unreliable
Mega-Choppa	Melee	-	N/A	4d10+30 R	20	N/A	N/A	Destroyer[4], Tearing, Felling[10]
Skorcha	Heavy	30m	S/-/-	2d10+2 E	6	N/A	N/A	Flame, Spray
Supa-gatler	Vehicle	250m	2d5	3d10+8 I	8	N/A	N/A	Whirr Click-click, Tearing, Inaccurate
Supa-Rokkit	Vehicle	'Infinite'	S/-/-	3d10+10 X	8	N/A	6	Blast[10], Inaccurate, Unreliable

Whirr Click-click: If a double is rolled when determining the number of shots for any of the supa-gatler's shooting attacks, then it runs out of ammunitions that that attack has been resolved and may not shoot again for the rest of the battle. This rule does not apply to the very first shooting attack a supa-gatler makes in a battle (so it will fire a minimum of two times before running out of ammunition).

Effigy: All Orks within 30m of the Stompa counts as having the Fearless talent.

Gorkanaut/Morkanaut



Type: Walker

Cruising Speed: 18kp/h

Structural integrity: 60

Armour: Front 35, Side 30, Rear 20

Vehicle Traits: Enclosed, Environmentally Sealed, Reinforced Armor, Walker

Crew: 1 Mek

Tactical Speed: 8m

Maneuverability: -30

Size: Monumental

Carrying Capacity: 6 Orks

Stompa Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
44	20	²⁰ 85	*	30	32	35	35	25

**Uses pilots stats*

Gorkanaut/Morkanaut Armaments

Name	Class	Range	RoF	Dam	Pen	Rld	Clip	Special
Deffstorm Mega-shoota	Vehicle	500m	1d10	2d10+6 I	6	N/A	N/A	Inaccurate, Overheats, Unreliable, Storm
Kustom Mega-blasta	Vehicle	250m	S/-/-	3d10+8 E	14	N/A	N/A	Overheats, Inaccurate
Kustom Mega-kannon	Vehicle	500m	S/-/-	3d10+8 X	10	N/A	N/A	Blast[10], Overheats, Inaccurate, Unreliable
Klaw of Gork/Mork	Melee	N/A	N/A	3d10+20 R	16	N/A	N/A	Tearing, Concussive[3], Power-field, Unwieldy
Twin-linked Big Shoota	Heavy	120m	-/-/10	2d10+5 I	2	Full	240	Inaccurate, Twin-linked, Unreliable
Rokkit Launcha	Heavy	150m	S/-/-	3d10+6 X	8	N/A	N/A	Inaccurate, Unreliable, Twin-linked
Skorcha	Heavy	30m	S/-/-	2d10+2 E	6	N/A	N/A	Flame, Spray

Eldar Wraithknight



WS	BS	S	T	Ag	Int	Per	WP	Fel
55	45	²⁰ 80	²⁰ 80	⁷ 55	45	45	50	26

Movement 12/24/36/72 **Wounds:** 100

Skills: Athletics(S), Awareness(Per)[+20], Dodge(Ag)[+10], Parry(WS)[+10], Stealth(Ag)[+10]

Talents: Ambidextrous, Assassin Strike, Blademaster, Catfall, Crushing Blow, Hard Target, True Grit, Preternatural Speed, Sprint

Traits: Unnatural Strength[12], Unnatural Toughness[12], Unnatural Agility[2], From Beyond, Auto-stabilised, Fear[4], Size[9/Monumental]

Armour: Wraithbone (20 All)

Weapons: Ghostglaive (3d10+28 E Pen 15, Balanced, Power-field, Concussive[4], Razor sharp), Twin-linked Starcannons (120m; S/3/-; 2d10+6E; Pen 12; Reload 2 Full, Twin-linked)

Gear: Ghostflight (counts as Jump-pack), Shimmershield(PR 40 Forcefield, 1-5 overload)

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Shas'O R'myr for having made Imperial Knight rules of his own, these were invaluable as a comparison and reference, /tg/ for your feedback when I threw out early variants of my rules and finally, the Heavy Metal Chivalry group for helping me playtest the rules.

