



WARHAMMER

40,000

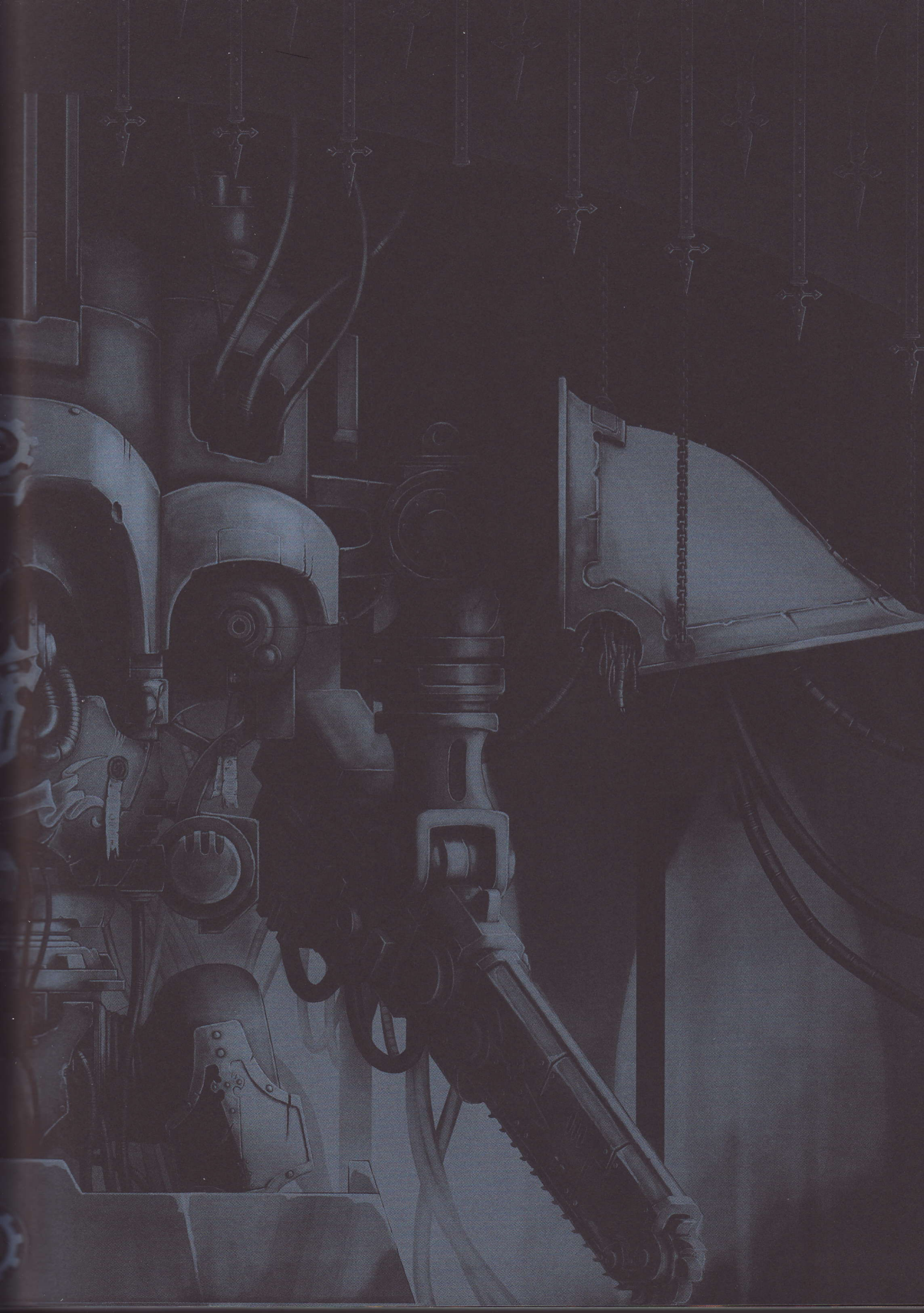
CODEx

IMPERIAL  
KNIGHTS™

















# IMPERIAL KNIGHTS

---

HONOUR THROUGH FEALTY



# CONTENTS

LEGACY OF HONOUR .....	4	FORCES OF THE IMPERIAL KNIGHTS .....	98
Foundation of the Knight Worlds .....	6	Household Detachment .....	98
Disaster and Rediscovery .....	8	Oathsworn Detachment .....	99
A Force in the Imperium .....	10	Datasheets .....	100
Knight Worlds .....	12	Imperial Knights Wargear List .....	101
Imperial Knights at War .....	14	Knight Errant .....	102
Mechanicus Knights at War .....	15	Knight Paladin .....	103
A Noble Legacy .....	16	Knight Warden .....	104
Knights Errant .....	20	Knight Gallant .....	105
Knights Warden .....	21	Knight Crusader .....	106
Knights Paladin .....	22	Exalted Court .....	107
Knights Gallant .....	23	Baronial Court .....	108
Knights Crusader .....	24	Tripartite Lance .....	109
Imperial-aligned Heraldry .....	26	Gallant Lance .....	110
House Terryn .....	28	Skyreaper Lance .....	111
House Cadmus .....	40		
House Griffith .....	42	APPENDIX .....	114
House Hawkshroud .....	44	Warlord Traits .....	114
House Mortan .....	46	Wargear of the Knightly Houses .....	115
Mechanicus-aligned Heraldry .....	48	Ranged Weapons .....	115
House Raven .....	50	Melee Weapons .....	117
House Vulker .....	56	Special Issue Wargear .....	117
House Taranis .....	58	Heirlooms of the Knightly Houses .....	118
House Krast .....	60	Tactical Objectives .....	119
Freeblades .....	62	Profiles .....	120
HEROES OF THE KNIGHTLY HOUSES .....	78		



PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

Codex: Imperial Knights © Copyright Games Workshop Limited 2015. Codex: Imperial Knights, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

Printed by Oriental Press, in Dubai.

[www.games-workshop.com](http://www.games-workshop.com)







# LEGACY OF HONOUR

Crunching foes beneath each ground-shaking footfall, an Imperial Knight bestrides the battlefields of the 41st Millennium like a mechanical god of war. Enemy fire patters harmlessly off its thick armour, or flashes brilliantly as protective ion shields repel the shots.

Guided by its Noble pilot, a Knight moves with a speed and grace unthinkable in such a towering engine of war. As new targets are acquired, massive weaponry is brought to bear. Without breaking stride thunderous shots are unleashed, spewing gouts of flame in their wake. With uncanny accuracy high calibre shots strike home, sending explosions blossoming upwards across enemy battle lines or sawing down the foe's infantry, their corpses left twitching in the dirt as a red mist hangs heavy above them. As the Knight closes, carapace-mounted weapons begin to clatter, stitching their own patterns of death. Should a foe prove worthy enough to survive all this, the armoured giant will hurl itself into close combat, revving its servo-motors to swing weapons of prodigious size. Such awe-inspiring might can crumple bunkers or slice battle tanks in half with contemptuous ease.

An Imperial Knight can single-handedly turn the tide of battle, yet the colossal walkers do not fight alone. At the clarion call of blaring horns, squadrons of Knights adopt spearhead formations. The different marks of Knight each wield different armaments, yet all work together in deadly unison. They fall upon the foe like an avalanche of armour, bringing to bear enough firepower to smash asunder enemy battalions or flatten entire hive cities. To see a detachment of Imperial Knights advancing line abreast is to behold first-hand the great glory of the Imperium. Each Knight is resplendent, bedecked in full panoply of war, emblazoned with its own unique heraldic devices and bright pennants.

Knights are not mere war machines, but relics from a lost age of wonders, adamantium-armoured giants from a forgotten era. One does not drive such an heirloom of the past – it must be bonded with. Only a Noble from an ancestral knightly house may have such an honour. During a strange and terrible rite known as the Ritual of Becoming, the Noble fuses his mind with the machine spirit of the Knight – a union of flesh and metal. Only then can the Noble truly occupy the Throne Mechanicum – the seat of control from which he uses his mind to command the towering Knight.

When the distinctive figure of a Knight looms over the battlefield, their foes dread them above all other adversaries, save only Imperial Titans. The Knights' reputation for heroic feats of destruction has been well earned, for they have been crushing the enemies of Mankind underfoot since long before the coming of the Imperium.















# FOUNDATION OF THE KNIGHT WORLDS

The first Knight worlds were founded at the dawn of the Age of Technology – an epoch of great expansion predating the Imperium by thousands of years. Leaving Terra far behind, Mankind ventured deep into the black void to find exploitable resources, seeking habitable planets to develop. The colony fleets of the Long March travelled outwards, pushing through barren space for years or even decades in order to reach their pre-scouted destinations.

What the new colonists found was that life amidst the distant stars was fraught with dangers. Often the planets upon which they settled were already inhabited, either by monstrous predatory beasts or xenos races that resented the invasion. With their transport craft cannibalised to build their first settlements, the colonists had no chance but to hold fast and confront each threat on their own.

The settlers were equipped with Standard Template Constructs – miracles of technology whose fragmentary remains are still highly sought after and prized to this day. Each Standard Template Construct allowed the colonists to mass-produce a specific object flawlessly without the need for skilled engineers. From domestic tools to weapons of war, the STCs created what the colonists needed to survive. It was these devices that first produced the towering bipedal exo-suits known as Knights.

A single pilot, specially augmented and trained, could control a Knight suit. A handful of Knights could protect a city, while dozens could safeguard a continent. They could stride unharmed through extreme environments, and survive dangerous atmospheres, but most importantly, the Knights were equipped for combat. The remote settlers used the Knights as their shield, sending them to war against indigenous alien populations. Under the light of strange stars, the towering metal giants hunted down and did battle with colossal beasts, and destroyed raiding armies. With blade and cannon, the Knight suits proved all but unstoppable – the mailed fist of interstellar human colonisation. Slowly, the new realms began to prosper.

What the colonists did not know, however, was that the machinery that allowed each Knight's pilot to bond with his war machine also had mind-altering properties. Strong notions of honour and duty, nobility and fealty were implanted deep within the psyches of any who piloted a Knight. These pilots grew in stature and import, for they were bold warrior-leaders, born, it seemed, to be champions of their people. Within years they were in control, a ruling class that headed their own culture, their noble houses sworn to the defence of their home world. But then came the blackest era that Mankind has ever suffered: the Long Night, an epoch that would later be known as the Age of Strife.





---

# DISASTER AND REDISCOVERY

The excesses of the Age of Technology came at a high cost. The exponential advances helped bring about a series of disasters that swept the galaxy. Thinking machines rebelled against their masters, human psykers unknowingly opened pathways for horrific entities from beyond to enter reality and Warp storms howled, cutting off travel. Once-thriving colonies became hellish traps where Daemons frolicked. Across the galaxy, Mankind was engulfed by terrors.

A high proportion of the Knight worlds withstood the cataclysm. The Knights themselves offered matchless protection, but the innate conservatism of their leaders had also insulated those planets. The draconian rule of their masters meant new technology had been eschewed, and psykers persecuted. So as the lights went out across the galaxy the Knight worlds shored up defences, stoked their watch-fires, and continued as they had for hundreds of years.

As those centuries of isolation turned to millennia, the warrior aristocracy of the knightly houses ruled over neo-feudal societies. The Knights defended their lands but were ever intolerant to change, so their worlds grew backwards and insular, the citizens becoming superstitious and stifled by tradition. It would be nearly five thousand years before the Great Crusade – the newborn Imperium's massive campaign to reclaim Mankind's long lost colonies – rediscovered the Knight worlds. Many factions of the Emperor's faithful vied to assimilate the Knight worlds, for they promised a rich bounty of archeotech and unexploited resources. The Mechanicum of Mars craved the STCs more than any others, pursuing alliances with unmatched fervour.

All the Knight worlds began trading with the Mechanicum, but some knightly houses met the entreaties of the Tech-Priests more willingly. Often, the Priesthood of Mars found their way into diplomatic relations with knightly houses by bonding with their artisan castes of craftsmen and armourers. For millennia these workers had kept the complex Knights running, repairing battle damage and lavishing what care they could upon the mighty machines. Yet time and battle had levied a high toll, with few of the machines working at anywhere near peak proficiency. These workers – called Sacristans by the Mechanicum – were taken to Mars to be properly trained, and there they were indoctrinated into the secrets known only by the Tech-Priests. Vastly improved repairs and supplies of rare replacement parts cemented those growing bonds. Forge worlds were twinned with Knight worlds, each supporting the other.

As the many different Knight worlds grew aware of each other, new rivalries were sparked – for they were all proud warriors of great military pedigree. The many battles of the Great Crusade provided ample theatres for the towering battle engines to demonstrate their martial prowess.









# A FORCE IN THE IMPERIUM

After millennia of isolation and battles untold, each of the Knight worlds brought its own unique heritage to the Imperium, a rich tapestry of heroic tales and legendary deeds. Regardless of the influence of their allies, the many different knightly houses each remained protectors of their own ancient customs and archaic rites.

Even during the Great Crusade, the Nobles never welcomed the Imperium or the Adeptus Mechanicus as saviours, for in their own minds it was not they that needed saving. Since then, the Knights have time and again answered the call of war to aid Mankind, serving the Imperium with duty and honour. Despite this, their headstrong and independent ways have caused much frustration amongst their allies.

A great deal of the Imperium's initial vexation with the Knight worlds arose from their feudal rulership. All of the Nobles on a Knight world owed their allegiance to a knightly house, each a self-contained organisation, ruled by a single leader. He was typically called a High King, but on different planets he might be known as Ritter, or Patriarch, while those Knight worlds most closely aligned with the Adeptus Mechanicus used the title Princeps. Sometimes the ruler of a knightly house would come from the same family for generation after generation, but more often than not, the death of an incumbent leader would herald a period of political manoeuvring or even outright warfare until a new ruler was selected. As the Imperium spent much time negotiating with each knightly house, painfully learning of their outdated protocols, such changes were not welcomed, for they were forced to repeat the entire process.

When the first Knights joined the Imperium, the Imperial commanders who treated with them loathed the officious ceremonies and formal language used by their new comrades. They warmed quickly, however, when they witnessed the Knights wade into combat, crushing foes with each powerful stride. Upon learning that Knights could smash open enemy armour with the same ease with which they cracked open enemy battle lines, the long rituals became far easier for Imperial forces to endure. Even dour Space Marine Chapter Masters grew to welcome the sight of towering Knights striding forth to join them in battle.

All the knightly houses commanded great power, able to help defend their star systems or sub-sectors, but some houses stood as giants next to their peers. These knightly houses were known as the Great Houses, and their names and heroic deeds became known throughout the galaxy. Amongst the greatest of these powerful allies were House Cadmus, House Terryn, House Griffith, and House Hawkshroud. Although they have now grown to become a vital part of the Imperium, outside of paying the Imperial Tithe, most Knight worlds remain little changed. To the majority of the Imperium, they may be stalwart allies, but they are still backwards and archaic places.



## THE THRONE MECHANICUM

Knights are not mere suits of armour or engines of war – each is a relic from a long lost age of technological wonder. A Noble does not drive a Knight – he merges with it. Using interface sockets surgically inserted into his brain, the Noble is wired into the control platform known as the Throne Mechanicum. Once a pilot is plugged into his Knight during the Ritual of Becoming, the Throne allows his own thought patterns to control the machine's movements. In return, the Noble receives sensory feedback from the Knight, allowing him to move with a fluid grace that only the war machines of the Eldar can best.

A Noble imprints his own personality upon the Throne Mechanicum – traits that echo and are exaggerated in the machine, often lasting long after the Noble has died. However, the mind-link technology also directly affects the psyche of the Noble himself, implanting strong positive associations with notions of fealty, obligation and hierarchy, as well as a deep respect for the Noble's ancestors. How such technology works and why it was originally installed remain a mystery, even to this day. It seems most likely that the mind-altering feedback routines were intentionally designed and installed during the Age of Technology – a safeguard feature meant to limit the potential of a pilot to go rogue or turn upon those he was meant to protect.







# KNIGHT WORLDS

Scattered across the black pall of space can be found many hundreds of Knight worlds, the survivors of Humanity's first major expansion from mother Terra. More than twenty millennia after their ancestors set out into the stars, the distant descendants of those colonists dwell still in these bastions of Mankind, carrying the traditions and customs of the Knight worlds onwards.

It has long been assumed by the Lords of Terra and their administrators that the great majority of surviving Knight worlds have been returned to the fold of Mankind – they are either paying the Imperial Tithe, on those planets affiliated with the Imperium, or have allied themselves more closely with the Adeptus Mechanicus. However, the galaxy is a vast expanse, and those bold early explorers travelled far and wide. In addition to the sheer volume of empty space and the incredible distances involved, Warp storms periodically cut off whole swathes of territory from travellers. There is much that still remains unexplored by the Imperium and it is possible that there exist some far-flung Knight worlds that have not yet regained contact with Humanity.

Knight worlds were founded on an incredibly diverse range of planets, from enormous planetary bodies encompassing many climates, to smaller home worlds barely larger than an average moon. The one aspect all these worlds had in common was that they were all extremely rich in desirable minerals. Alongside the awesome military might of the knightly houses, it was this wealth of resources that attracted so much attention from the Imperium.

To one degree or another, every knightly house has ties with the Adeptus Mechanicus, trading their worlds' abundant raw materials for the technical expertise to keep their Knight suits operational. In the days of the Great Crusade, the Adeptus Mechanicus founded forge worlds in close proximity to those Knight worlds with which they had established direct ties. Thus the two planets would benefit from mutual protection, and the Adeptus Mechanicus could better harvest the vast wealth of natural resources their new allies represented.

## KEY

- |   |                                 |   |                         |
|---|---------------------------------|---|-------------------------|
|  | Imperial-aligned Knight World   |  | Fallen Forge World      |
|  | Mechanicus-aligned Knight World |  | Dark Mechanicum World   |
|  | Imperial World                  |  | Space Marine Home World |
|  | Forge World                     |   |                         |





**THE EASTERN FRINGE**

# THE MAELSTROM

ris  
Vidar Sector

Orpheus Prime  
(Praetors of Orpheus)



Macragge  
(Ultramarines)

#### Gruppe IV

Raisa

#### Example IV



# IMPERIAL KNIGHTS AT WAR

When battle calls, each knightly house rouses their great war machines. A lone Knight is a one-man army, more than capable of turning back a raiding xenos warband or a herd of rampaging beasts. For larger threats, detachments or entire households of Knights march forth – a sight as stirring and glorious for its allies to behold as it is terrifying for its foes.

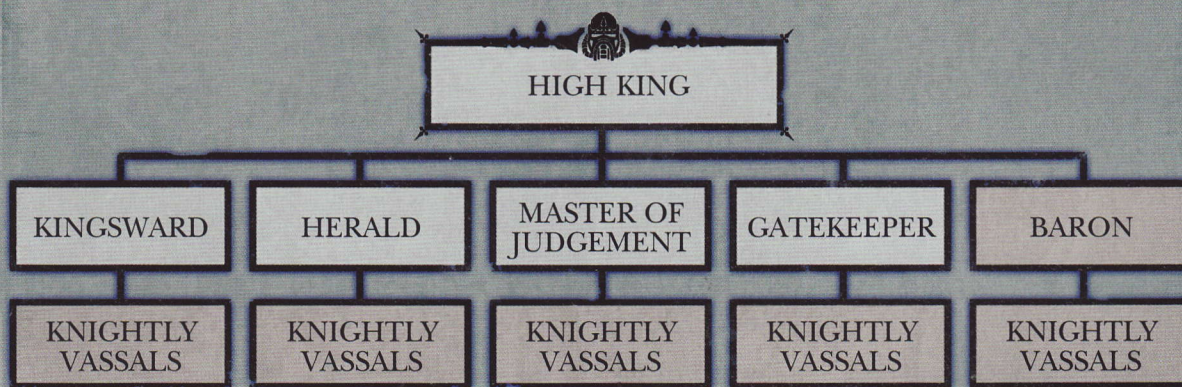
When a High King calls for war, his knightly house and all others who owe him fealty are duty-bound to obey. Failure to honour such commitments brings great shame upon a house, a stain of infamy that will never be forgotten, either by the house itself, its peers, or its rivals. However, such is the hold of duty and honour upon the Nobles that it is a rare day indeed when a Knight fails to answer a summons.

Beyond the defence of home and hearth, a High King can muster his detachments of Knights to take part in off-world campaigns. This happens most frequently at the behest of the Imperium – a call for aid from a Lord Commander of the Astra Militarum or a Space Marine Chapter Master – but the least slight that besmirches a Knight's reputation is cause enough to mount a quest for vengeance.

The motive behind a War of Honour might be easily understood, such as hunting down a foe that invaded territory under the High King's protection. However, so tightly wound is the Code Chivalric that, to the exasperation of the Departamento Munitorum, entire campaigns have been declared for perceived discourtesies such as the failure to address a Baron with the proper title.

The exact number of Knights in a household detachment varies considerably. However, any Knight marching to war is accompanied by a full fanfare – the blaring of trumpets and the cheering of the citizenry – as the machine strides from its stronghold's gates. This dazzling panoply increases exponentially for a Baron, and even more should the High King and his full Exalted Court march out to battle.

## STRUCTURE OF AN IMPERIAL-ALIGNED HOUSE



At the head of every knightly household is a High King. Directly beneath the High King in rank are his Barons. Depending upon the size of the knightly house, there may be any number of additional Barons, each a lord in his own right, owning some stronghold or key territory. All Barons owe allegiance to their High King, but not all Barons are equal. Although each knight world maintains their own rituals and hierarchy, the highest ranking Barons are those the High King has selected to join his Exalted Court. These are the most loyal and war-experienced of

his Nobles, and typically rule the largest swathes of territory. Beneath each Baron is his fiefdom – the lands that owe him tribute. Those Nobles beneath him are his vassals and can be summoned to war at his call. The Knights themselves fight individually or in formations usually called lances. However, Knights may be summoned to war by their High King, his Exalted Court or an individual Baron, and in most cases lances are made up of the vassal knights of different Barons, according to each member's individual talents, renown and determination.



# MECHANICUS KNIGHTS AT WAR

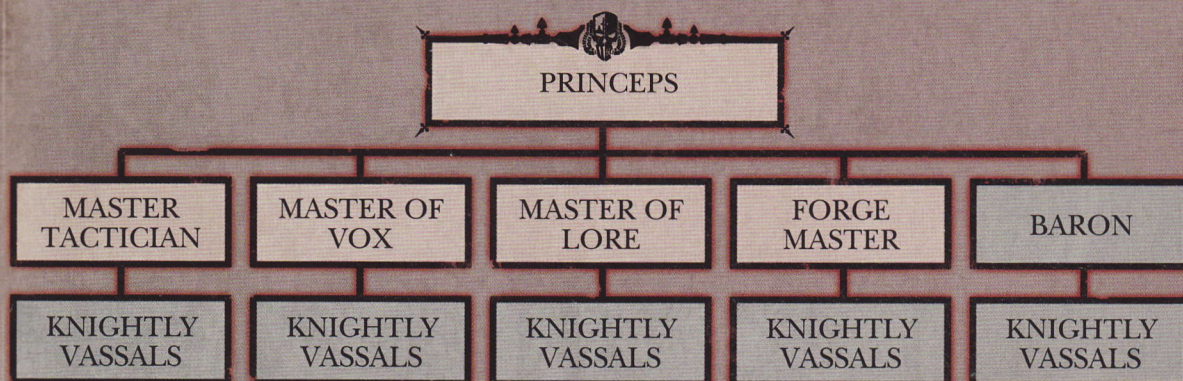
Through mutual oaths and unbreakable vows, the Adeptus Mechanicus have forged alliances with many Knight worlds. In return for technical aid and reciprocal protection, these Adeptus Mechanicus-aligned houses, as they are now known, send forth their adamantine Knight suits to honour any request made by their allies.

Knightly houses closely aligned to the Adeptus Mechanicus are often called upon by the Martian Priesthood to uphold their ancient pacts. Most often, the Tech-Priests request military contingents from Knight worlds to accompany the Titan Legions into battle. The chosen Nobles are tasked with fighting directly in support of the legion's larger Battle Titans or are asked to operate independently as scouts to protect the flanks of the slower-moving war machines. The Adeptus Mechanicus also petitions for Knights to join Explorator Fleets, for they add invaluable firepower to missions sent out to seize lost archeotech. When a threat is deemed sufficient, Knights are also asked to help defend key planets – especially endangered forge or mineral worlds. In return for such military aid, the Knight worlds receive greater technological resources.

To honour minor requests, a knightly house might send a single Knight, one of the honoured Barons and an escort of his knightly vassals or perhaps a lance made up of Knights selected for the task in question. Occasionally, the Adeptus Mechanicus will decree that such seconded detachments must remain with a Titan Legion permanently; in these cases, the Nobles change their vows of allegiance and heraldry to reflect the legion they now serve.

When a knightly house is faced with the most severe of threats, a Princeps will march out in person with his Exalted Court, these heroes leading forth their entire household. These events are times of great fanfare, but given the increasingly hostile nature of the galaxy, such sights occur with ever greater frequency.

## STRUCTURE OF A MECHANICUS-ALIGNED HOUSE



Those knightly houses aligned to the Adeptus Mechanicus are also feudal, and are organised in a manner similar to their Imperial cousins. The ruler of the household is known as a Princeps, and his decree is final. The rank below Princeps is that of Baron, and positions within this rank are still hierarchical, based on the individual Barons' influence and battle experience. For his ruling council – also called an Exalted Court – the Princeps will promote four Barons. Known as Barons Prime, these individuals are second in power only to the Princeps himself.

Each Baron will have a number of vassals beneath him, and it is their duty to muster should they be called to battle. The number and exact organisation of these knightly vassals varies wildly from house to house, depending upon the size and power of the knightly house itself. Regardless, when the summons to war is received, lances, groups of oathsworn Knights and entire household detachments will be drawn from the entire house's strength; only in unusual circumstances will the Princeps, or one acting in his stead, choose to select only from a single Baron's vassals.





# A NOBLE LEGACY

The history of the Knights is the tale of Mankind, from that race's birth upon the world of Terra to its dominion of the stars beyond. Since their creation, the Knights have left an indelible footprint upon each era of Mankind's development.

## M1-M15 AGE OF TERRA

### M15-25 AGE OF TECHNOLOGY

STC technology is mastered, heralding an era of discovery, innovation and expansion. Warp travel is developed, enabling star-faring ships to travel enormous distances swiftly. STC systems transform the way that new planets are settled. The first Knight worlds are established and human colonies flourish on more than a million planets. Human psykers appear in ever greater numbers.

### M25-M30 AGE OF STRIFE

The Knight worlds stand alone, besieged by evils.

### c. M30 THE MARS TREATY

The Emperor arrives on Mars. In his guise as the Omnissiah, the Emperor forges an alliance between Mars and the newly unified Terra, the backbone of his fledgling Imperium.



**c. 850.M30  
FIRST OF MANY**

The Knight world of Chrysis is rediscovered and brought into the new Imperium.

**c. M31 THE FALL OF MOLECH**

The rulers of Molech – House Devine – turn to the Chaos powers. A handful of knightly houses likewise follow suit.

**369.M34 THE APHEX WARS**

**c. M31  
THE HORUS HERESY**

In an act of staggering treason, Warmaster Horus declares himself ruler of Mankind, shattering the newly founded Imperium. This begins a horrific civil war.

**529.M33 DAEMON TIDE**

The black Daemon Tide that swept three sectors is at last turned back by the deployment of three knightly houses, led by House Terryn. It is there that the Daemon Blorothrax swears eternal vengeance upon House Terryn.

**c. M30  
THE GREAT CRUSADE**

The Emperor leads his long-planned undertaking to reunite the lost worlds of Mankind.

**544.M32  
DEFIANCE ON VORINTH**

An Ork Waaagh! sweeps away all the knightly houses on the planet Vorinth. Twice the Bell of Lost Souls is rung.

**c. M30 LUST OF THE MECHANICUM**

With unseemly fervour, the Mechanicum uses its influence to claim exclusive trading rights with many of the newly discovered Knight worlds. New forge worlds are established near these most mineral-rich planets.

**c. M31 DEATH OF TRAITORS**

The Emperor slays Horus.

**c. M31 THE SCOURING**

In a campaign of vengeance, the surviving knightly houses hunt down those of their number that sided with Horus. Seeking redemption for their tarnished reputations, many houses pursue this course with extreme prejudice.

**104.M36  
THE WAR OF RECOVERY**

Twelve knightly houses are led by the Adeptus Mechanicus into the Mortuum Chain system. Much ancient technology is rediscovered by their great quest.

**M30-31 GREAT EXPANSION**

Over a hundred knightly houses are discovered and welcomed into the fold of Mankind. Because of the manipulations of the Throne Mechanicum, all of these planets are feudal societies, conservative and dominated by the concepts of honour and fealty that characterise their rulers.

**784.M34  
LONG-AWAITED RETURN**

After over a century of self-imposed exile as a Freeblade detachment, the Agaron brothers return to the Knight world of Silverdawn. They are welcomed back as heroes.



### 112.M41 NEW CONTACT

The Imperium makes first contact with the Knight world of Kragh after a localised Warp storm finally abates. It had raged for over twenty millennia without pause.

### 131.M41 NO WORD FROM HAWKSHROUD

This date marks the only instance in three millennia when House Hawkshroud does not answer the call to war.

### 572.M41 CRUSHING THE MECHA-WAAAGH!

Led by House Raven, five different knightly houses, along with no less than a dozen Freeblades, halt the mechanised hordes of Waaagh! Gluttok. Across several star systems, the Imperial Knights are able to counter the armoured columns of Battlewagons and looted tanks employed by the wily Gluttok. It is on the factory planet of Blastoom that the Warboss' Stompa Mob is at last brought to final battle. Leading his Exalted Court into the thick of the fighting, Grevan, the Iron Duke, smashes into wall of Ork walkers and uses his reaper chainblade to rip apart Gluttok's Stompa. It is later said that the Stompa's head was taken for display in the Keep Inviolate.

### 401.M41 DUEL OF DOOM

### 246.M41 SLAUGHTER ON THE FIREPLAINS

Amid thundering geysers of geothermal flame, the Knights of House Raven confront and crush Waaagh! Smogbelcha on the Fireplains of Voth.

### 666.M41 THE HOLE IN REALITY

### 632.M41 DISASTER ON NALIBRAXIS II

During the Yoladrian Crusade, House Cadmus detachments land upon the swamp world of Nalibraxis II. In support of Catachan infantry regiments, the Knights are caught in an ambush by a Thousand Sons warband supported by many Daeon Engines. House Cadmus vows revenge.

### 230.M41 INCURSION

Knights of House Taranis battle a daemonic incursion on Tarsok V, taking the fight to the towering Great Unclean One that leads the otherworldly horde. Despite heavy losses, the Knights are, at last, triumphant. A bitter new enemy has been made.

### 301.M41 LOST ALLIANCE

### 353.M41 THE DEMIGOD OF DAMASKULL FALLS

### 249.M41 BATTLE OF HIGH KINGS

In a convoluted War of Honour, the High Kings of six different knightly houses fight amongst themselves to establish which might claim the title of Lord of the Sextant Stars. Although warned by the High Lords of Terra to desist from such senseless madness, the headstrong Knights persist in their ancient traditions despite all the sanctions the Imperium dare apply.

### 559.M41 TRIUMPH OF HOUSE BLACKSKULL

The major knightly houses of the planet of Sceptium VII are all but destroyed in the initial stages of a vast greenskin invasion. Only the heroics of the world's least favoured house, Blackskull, prevent their entire sub-continent from being overrun. Eventually the last twelve Knights of the ruined house retake their entire planet.



**742.M41 GRIM  
TIDE WAR**

**975.M41 REAWAKENING**

In the Vidar Sector, the Knight world of Avarris is almost overrun by Necrons of the Sautekh dynasty.

**993.M41  
THE DRAGON SLAIN**

An Errant Lance from House Griffith joins the relief force to evacuate Yorvith before it can be overrun by Hive Fleet Kraken. Their mission is successful, the surviving Knights limping aboard the last ship moments before it blasts off the forsaken orb, having claimed a mighty tally of aliens.

**443998.M41 THE  
RED WAAAGH!**

The knightly houses of Alaric Prime lead their Cadian allies in a counter-attack against Warlord Gruk of the Red Waaagh!, which has ploughed into the densely populated Sanctus Reach.

**995999.M41  
13TH BLACK  
CRUSADE**

A dozen knightly houses rush to reinforce the Cadian Gate.

**991879.M41  
BATTLE OF  
HELSTONES**

**757999.M41  
THE FALL OF AGRELLAN**

The Tau Empire strikes the hive world of Agrellan. The Imperium are hard pressed to counter the tactics of Commander Shadowsun, but the timely arrival of several detachments of Knights from House Terryn stems the tide. A number of Freeblades also distinguish themselves in the fierce fighting that follows, though Agrellan is still lost.





# KNIGHTS ERRANT

---

Of the varied types of Imperial Knight seen upon the battlefields of the 41st Millennium, the Knight Errant is best known as a devastating, close-ranged killer – a tank-hunter extraordinaire. Enemy armour is quickly melted to no more than hissing piles of molten slag by the thermal cannon slung underneath a Knight Errant's mighty shoulder. Once a foe is sighted, a Knight Errant typically seeks to close the distance – firing off hissing blasts from its thermal cannon as its great strides propel the walker rapidly forward. Thanks to their size, thick adamantium armour and directional ion shield, Knights Errant do not hesitate to charge straight into the teeth of the enemy's most potent weapons. Once amongst its foes, a lone Knight Errant can best an entire tank battalion, shooting and stabbing its way through their formation to leave only twisted ruin and blackened hulls in its wake.

The Knight Errant is a mainstay of many knightly houses. The strengths of the Knight suit are perfectly matched by the aggressive, charge-the-foe nature of its pilots. Any enemies not despatched by blasts from the deadly thermal cannon are quickly put to the test by the Knight Errant's reaper chainsword. It is a trial that few creatures or war engines, no matter how massive or well-armoured, can survive. The adamantine teeth of the reaper blade

can churn through ferrocrete bunkers or rip open a super-heavy battle tank. Some Knights Errant choose a thunderstrike gauntlet over the great blade, using the unmatched power of its grip to bludgeon foes to the ground, to crush the innards of living creatures, or to rip limbs from enemy Titans. Such is the awesome power of the thunderstrike gauntlet that tanks can even be flipped over or hurled aside to roll and crash amongst the Knight's foes.

Knights Errant often spearhead attacks and by a battle's end they will have smashed and carved their bloody way into the very thickest of the fighting. Even protected by their armour and ion shield, battle damage is common for such venerable engines of war. After each action the hulking giants are literally crawling with Sacristans, for most knightly households uphold the tradition that post-battle a Knight should not be seen with so much as a single scratch upon its livery. The ancient machines are lovingly cared for, with attention paid to every armour plate and sacred unguents lavished upon every cog. No less scrutiny is spent ensuring that the Knight's personalised heraldry is likewise maintained, for the symbols it incorporates proclaim everything that a Noble takes pride in, including his home world, house, oaths, rank and his most lauded battle honours.





# KNIGHTS WARDEN

---

For forces of the Imperium pinned down by enemy infantry, there is only one sound more reassuring than the heavy thudding footfall of an oncoming Imperial Knight. The whirring drone of the high velocity avenger gatling cannon sounds a distinctive message, as do the telltale cracking explosions of its rapidly fired shots. Such noises let friend and foe alike know a Knight Warden has arrived.

The highly feared avenger gatling cannon is like an oversized assault cannon, though its larger calibre shells are more destructive and its rate of fire is even more prodigious. A single blazing volley from the rotary weapon can stitch a pattern of death across the foe's battle lines, causing charges to falter and fail or destroying entire attack columns of light vehicles. In support of this already lethal weapon, the avenger gatling cannon has a built-in heavy flamer to flush foes out of cover. Any enemies that get through the curtain of deadly fire laid down by a Knight Warden must then seek to avoid the wide-sweeping blows of its signature close combat weapon, the reaper chainsword. This massive chain-toothed blade is typically used to destroy the largest of targets, slicing apart battle tanks or delivering the killing blow to Titan-class foes. It is this combination of mid-ranged firepower and close assault capability that makes the Knight Warden such a formidable adversary and so popular amongst its allies.

---

'TRUST YE IN FIREPOWER, BUT KEEP THINE REAPER READY.'

*- Knight Warden maxim*

---

It is not uncommon for some Knights Warden to bear a thunderstrike gauntlet in lieu of the murderous reaper, using the energy-crackling power of its prodigious blows to hammer apart even the mightiest of foes. The Avenger Lance formation made famous by House Terryn has been known to feature a trio of Knights armed in such fashion.

Upon realising that they cannot match the might of an Imperial Knight, many of Mankind's enemies will attempt to overrun the war engine with weight of numbers, or probe around their more vulnerable flanks. It is against tactics such as these that the Warden truly comes into its own, thanks to the volume of firepower it carries. Should fast foes such as Tau Piranhas or Ork buggies streak around a Knight formation's flanks, seeking to compromise the walkers' ion shields, they will find a Knight Warden a formidable obstacle. Tracking the oncoming foe, the Knight Warden will fire short bursts from its avenger, quickly and efficiently turning such light armoured vehicles into burning wreckage. Because of their penchant for engaging enemies at close quarters, many Knights Warden also sport a turret-mounted heavy stubber upon their shoulder plate. So armed, Knights Warden have proven especially effective at halting Ork charges and eradicating even the great swarms of creatures that are the hallmark of many Tyranid invasions.





# KNIGHTS PALADIN

Whether duelling across empty ash wastes or fighting amongst the narrow confines of a rubble-filled hive city, a Knight Paladin is an equally lethal foe. That is because the Paladin class Knight suit is a perfectly balanced combination of speed, firepower and armour – a supreme example of combat design. Those Nobles who pilot Knights Paladin pride themselves on being able to perform any battlefield assignment with aplomb.

The rapid-fire battle cannon grants the Knight Paladin the capacity to provide long-ranged fire support when needed, delivering volley after volley of massive shells onto the foe. However, while a Paladin excels in an artillery or anti-armour role, it is equally suited to close assault. The Paladin's bipedal design, agility and speed allow it to engage the foe quickly, often by moving through or over terrain that would slow down more conventional vehicles. Its reaper chainsword can hack through even the iron hull plates of an Ork Gorkanaut with ease, while a single thrust from the powerful servo-motors can embed the blade deep into a ferrocrete bunker, ripping apart the defensive structure as well as any occupants.

A pair of heavy stubbers – one projecting from a ball-turret and the other mounted alongside the mighty rapid-fire battle cannon – give the Knight Paladin extra firepower, allowing the adamantium-armoured giant to mow down enemy infantry that manage to avoid its crushing feet.

*Those soldiers of the Cadian 107th that still lived gathered around the edges of the blackened crater. They were wounded, blood seeping through makeshift bandages, some able to stand only with the aid of comrades. Yet all that could limp forward worked their way to the edge of the pit. They looked down in reverence, gazing upon their fallen saviour. That they lived was purely down to the heroic actions and noble sacrifice of the hulking Knight that lay sprawled and ruined in the epicentre of that vast crater.*

*The Cadian defensive line would have fallen, for the Ork charge had been savage and unstoppable. Only the arrival of the blue-armoured giant had saved them. Many of the soldiers had never seen a Knight and they stared in awe as it strode into the midst of the foe, an adamantine colossus that crushed Orks beneath its tread. Long sweeps of the Knight's enormous chainblade had turned entire mobs of Ork walkers into smoking ruin, and all the while its long-barrelled cannon blasted holes point blank into the oncoming hordes. The greenskin dead lay in piles.*

*Hours later, a line of Sacristans arrived to tend to their liege. They found the crater from the Stompa explosion still surrounded by kneeling warriors, the Cadians doggedly guarding the fallen Knight, each offering up silent prayers to the Emperor that the artificers could restore their saviour.*





# KNIGHTS GALLANT

Impetuous. Mad. Beyond bellicose. These words and more have been used to describe Knights Gallant, for they are considered by the majority of their peers to be the most reckless and combative of all Imperial Knights. Man and machine share the same traits – they are aggressive, bold and difficult, if not impossible, to restrain. They long to attack, and will do so with unrelenting fervour.

A noble destined to pilot a Knight Gallant will learn three basic tenets when he is bonded with his Throne Mechanicum. Depending upon the specific Knight household or the ancient heritage of the Throne, these commandments might be phrased in many different ways, but they all boil down to the same three truisms: trust in your ion shield, make all speed toward the foe, and strike swift and sure. Equipped exclusively for close-ranged combat, a Knight Gallant will thus charge headlong at the foe, its immense strides allowing the bipedal giant to cover the battlefield swiftly.

Once a Knight Gallant closes the distance, the towering walker can unleash its adamantite fury. The reaper chainsword deals death. Long sweeping arcs of the blade will scythe down infantry or destroy light vehicles, while brutal stabs effortlessly chew straight through battle tanks or enemy walkers. Yet a Knight Gallant does not live by its blade alone, for its other arm bears a thunderstrike gauntlet. This weapon – surrounded by a sparking nimbus of power – can deliver the coup de grâce to anything on the battlefield. Its thunderclap impact can punch through any amount of armour plating, ripping the hearts out of enormous beasts, and flipping vehicles onto their roofs.

Although geared towards close combat, a Knight Gallant does bear a single ball-turret mounted weapon. Typically this is a heavy stubber – its flurry of rounds used to pin foes down before a charge, or to decimate hordes attempting to swamp the Knight through weight of numbers. Some Knights Gallant opt instead for a meltagun, using its searing heat to dispatch tanks at close range.

When a household formation of Knights Gallant take the battlefield, they are sure to attract a disproportionate amount of the enemy's firepower. Indeed, most foes will do anything they can in hopes of preventing the Knights from reaching their front lines. Since the Great Crusade there have been many tales of the devastation wrought by these aggressive Knights, for their bold and reckless attacks have made them famous across the galaxy. It was a Knight Gallant that charged the vaunted heretic stronghold of Archeonite, smashing its way through thirteen defensive lines to batter down the citadel's gates. It was a trio of Knights Gallant that counter-attacked the Tyranid invasion of Grodisphere – ploughing headlong into a siege-breaking line of Carnifexes, blunting that xenos offensive in spectacularly bloody fashion. Indeed, the great conqueror Solar Macharius is said to have favoured the Gallant Lance formation above all others for breaking enemy battle lines.





# KNIGHTS CRUSADER

A Knight Crusader advances to the optimal firing position, braces its mighty legs and lets loose death. Blazing away with two weapons, a Crusader sends forth a fusillade of heavy shells from its avenger gatling cannon, sketching deadly patterns across the foe's frontage. Its other weapon – a thermal cannon – causes the very air to sizzle as it hisses out blasts that can reduce a squad of Chaos Terminators to bubbling slag with every shot. With each sector it clears, the Crusader's steady advance brings new targets under its sights, and it continues to fire with every stride.

The priority for a Knight Crusader is to find wide open fields of fire, and if the Noble pilot gives any concern to his own shelter, it is but an afterthought. Each such warrior has long ago learned to trust in the strength of his Crusader's ion shield, and his own skill in positioning it to halt the worst of any incoming firepower. Should the enemy press forward too closely, the Knight Crusader bears a heavy stubber, in addition to the considerable crushing power of its stomping gait.

Some Knights Crusader opt for a longer-ranged weapon, exchanging their thermal cannon for the rapid-firing battle cannon. House Raven has been known to employ a formation of Knights equipped in this manner, a deadly grouping that can pulverise enemy battle lines at a great distance, saturating them with high explosives.

*Sir Gladius felt the machine strain, for it was part of him. Although he sat upon the Throne Mechanicum, cocooned deep within Unyielding's adamantium hull, the mind-relay he shared with the ancient machine spirit allowed him to experience every sensation. He felt the immense pressure hammering upon the crackling ion shield just as he felt the light rain pattering softly off his metal skin. With each loping stride he felt the whirring of over-taxed servo-motors. The feedback impulse made it impossible to forget that his Knight, his metal form, was badly damaged. That knowledge did not slow the Knight Crusader, and it crossed the trench lines, stalking the enemy artillery.*

*Runes and binary codes flashed upon Gladius' monitors, bathing the Noble in bluish-green light. Klaxon-signals warned of incoming shots as the heretics' shells came screaming downwards. Guided by the ancient voices which echoed through his mind, Sir Gladius shifted his ion shield as explosions blossomed all around. Within the heavily wired gauntlets, Gladius' mortal arms twitched as the towering Knight's avenger gatling cannon sprayed rounds into the trenches around him, and his thermal cannon melted away heavy weapon nests. The flickering icons revealed the enemy artillery would be in range in a few more strides, and Gladius smiled as his Knight's weapons locked on to new targets.*



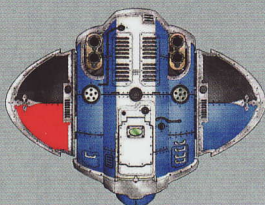




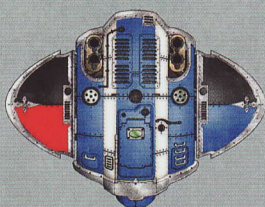


# IMPERIAL-ALIGNED HERALDRY

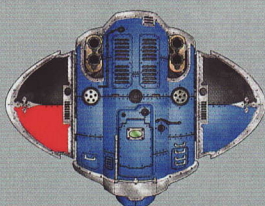
A Knight's rank is discerned by the stripes across its carapace armour. These stripes differ in colour for each house, but their colour is always sympathetic to the house's normal livery.



High King



Baron



Knight



Whatever their house, a Knight's tabard will always feature certain details. The house's crest is borne in full, alongside the Knight's personal emblem and a number of his proudest battle honors.

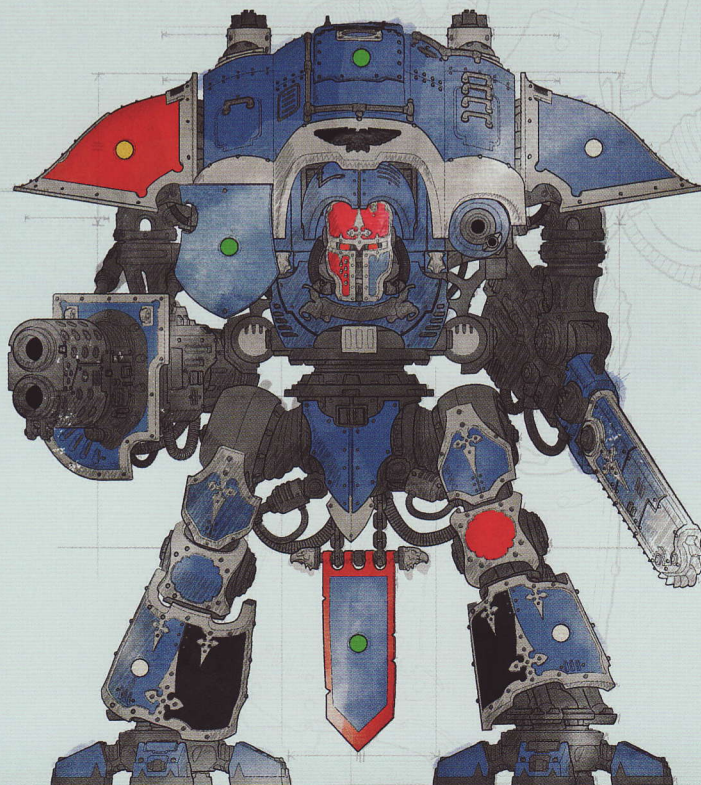
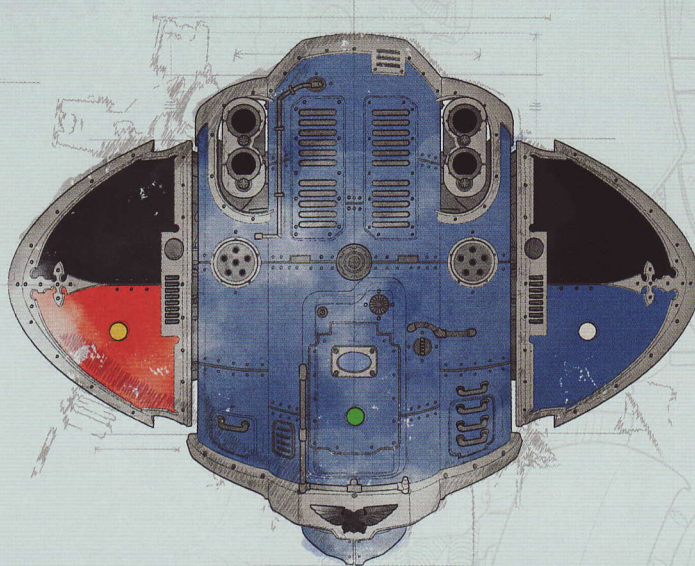
## HERALDIC PRINCIPLES

Identical for all members  
of the house

- Full house crest
- House emblem
- House livery
- Imperial livery (typically red or black)

Similar but unique  
to each individual

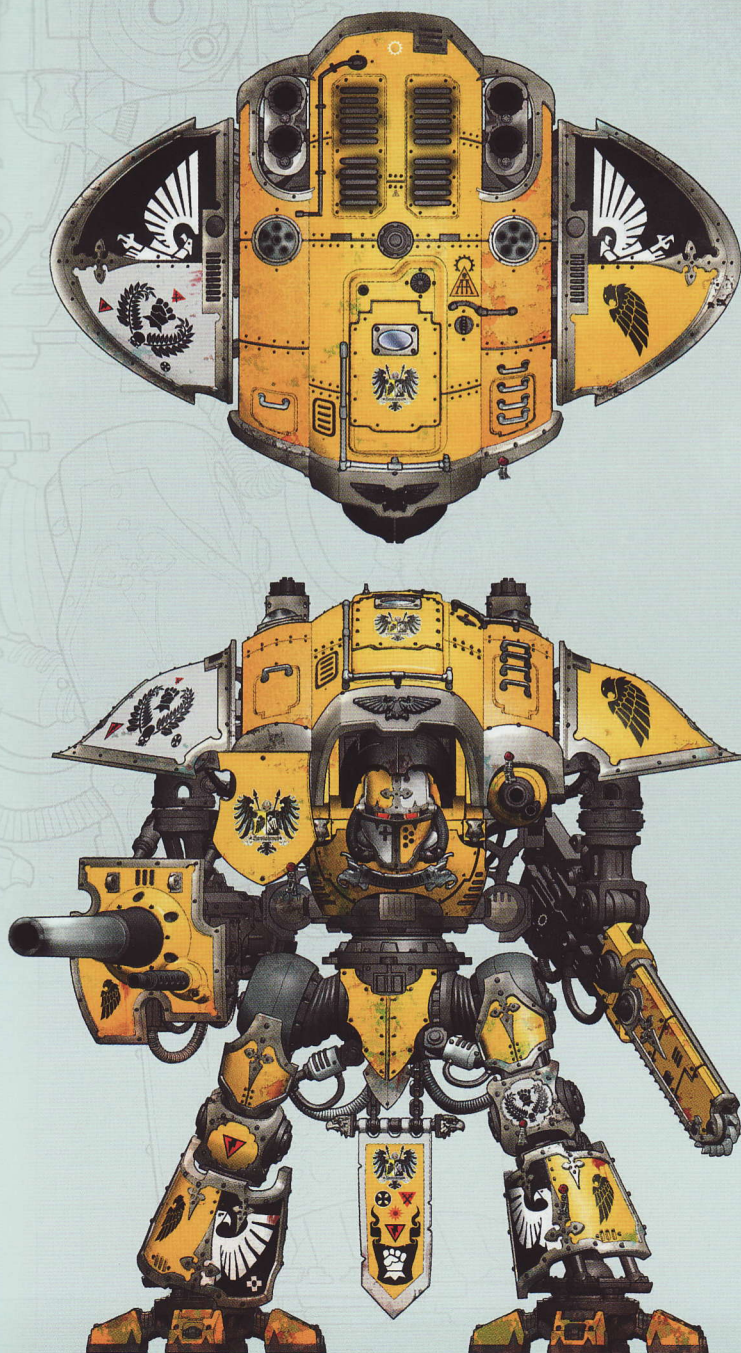
- Personal emblem
- Personal livery





## HERALDRY IN PRACTICE

The livery of Sir Dunhand of House Hawkshroud, below, represents a typical example of an Imperial-aligned knight. Hawkshroud adopted black as the sign of their allegiance and so carry this shade and the associated Aquila on their suits' minor plates. Like many knightly houses, all members of this family have broadly similar personal heraldry – in this case, all include a laurel wreath. Hawkshroud is unusual in that these personal designs feature the insignia of forces they have allied with, and often campaign badges.



The honoured members of a house's Exalted Court each bear a specific design on their tilting plate, on top of which their house's icon is emblazoned.



Herald



Gatekeeper



Master of Justice



Kingsward



Order of the Executioner



Holy Ordos Alliance Icon



Legio Kill Marker



Munitorum Kill Honour



Siege Honour

Battle honours, campaign markers and similar badges of prestige commemorate impressive kills as well as heroic actions performed upon the battlefield.



# HOUSE TERRYN

No knightly house better exemplifies proud martial tradition than House Terryn. The house's motto is 'Glory in Honour!', bywords that their Nobles have lived by since the house was founded in the 25th Millennium. The house derives its name from Maximilian Terryn, first ruler of the tropical world of Voltoris, a planet colonised at the start of the Age of Strife. Over the long millennia, the traditions and martial excellence that Lord Terryn began are still honoured today. Indeed, each generation since has added to those ancient rituals, as they reaped their own battlefield triumphs worthy of remembrance. While much history has been lost over the long ages, the past glories of House Terryn have not been dimmed or been forgotten.

As for the Knights themselves, the unending ceremonies and rituals honouring the house's storied past make the Nobles especially eager to go to war. When House Terryn forged their alliance with the Imperium, they ensured that Voltoris' law was changed so that any Knight under arms in the service of the Emperor was exempt from ceremonial obligations. Since that time, the Knights of House Terryn have sought off-world conflict across the galaxy, pursuing foes with an aggression born of years of unrequited yearning for war. Once a Terryn Noble has completed the Ritual of Becoming he will join one of the Imperium's military campaigns, rarely returning to his home world, save to show fealty and ensure the continuation of his line.



House Terryn's emblem is that of a white stallion's head emblazoned upon a field of azure blue, once the colour of Voltoris' oceans. As members of an Imperial knightly house, Terryn's Knights bear an ebon demi-aquila as part of their crest, emblazoned upon red, representing the blood they have given in honour of the Emperor.

## THE EVOLUTION OF THE TERRYN CREST



In M25, Maximilian Terryn, his house's founder, had visions of a mysterious white stallion which appeared to warn of danger. The horse's head on a blue field was taken as the house's emblem.



In late M30, Lord Brutus Terryn led his house against the Great Krokstar, a beast that had plagued his people for a decade. When it was slain in the Battle of the Six Swords, details were added to the crest in honour of his victory.



It would be his descendent, Seuitionius Thucidides Terryn, who swore an oath of allegiance to the Emperor of Mankind, and amended his house's crest to honour their new status. Under his auspices, Terryn's Knights first fought alongside the Imperium's Ultramarines.



## TYBALT, FURY OF VOLTORIS

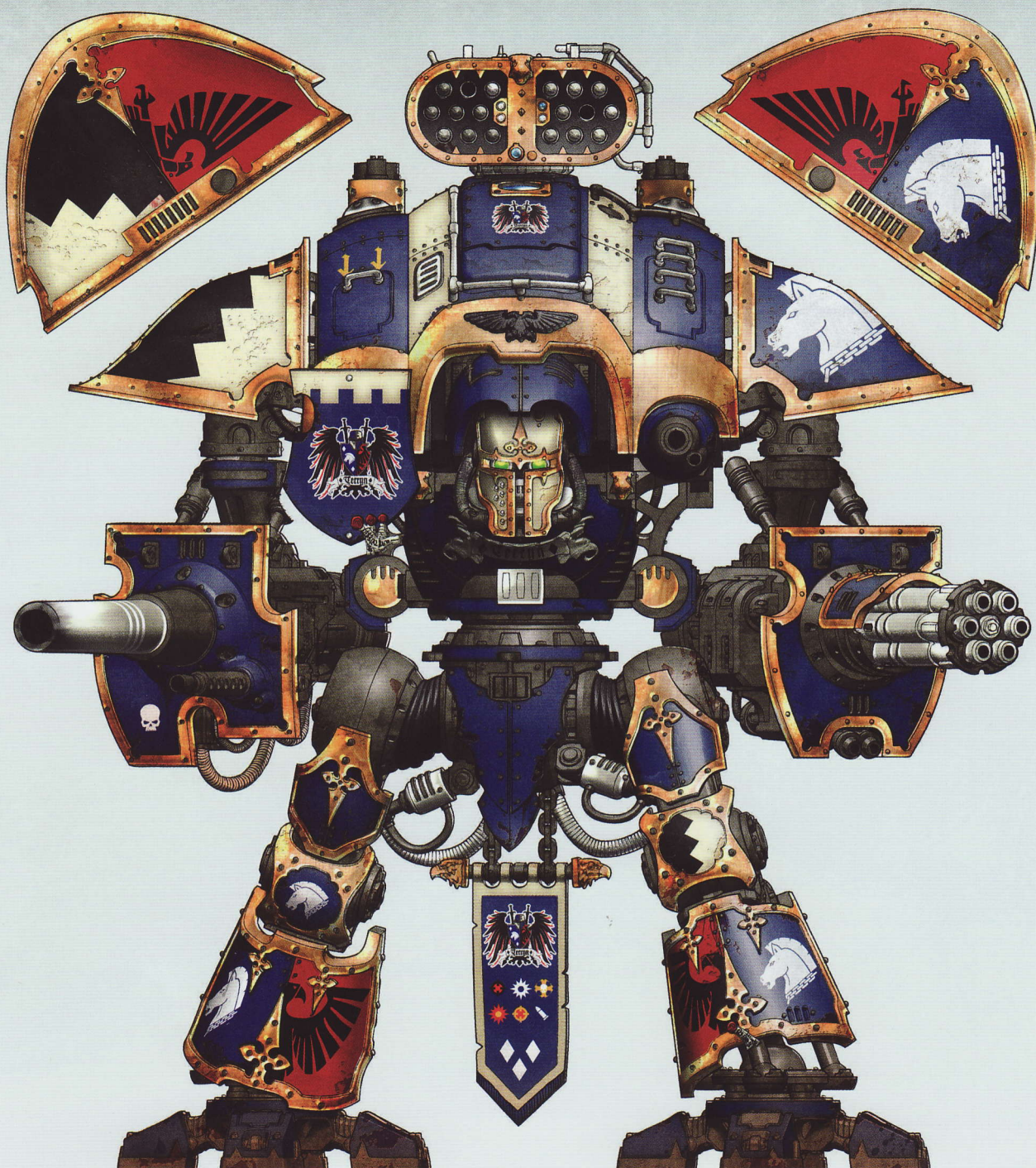


Tybalt is the High King of House Terryn, his esteemed rank denoted by the single cream band upon the carapace of his Knight Warden, the Fury of Voltoris. The crest of House Terryn is proudly displayed upon his tilting plate, and the white horse's head, the preeminent symbol of the house since its founding, is repeated often, including upon the gun shield of his avenger gatling gun. The Fury of Voltoris is further bedecked with battle honours and kill markings.

It is said that the full telling of High King Tybalt's triumphs takes well over twelve days to complete, and it is a tale that is still growing. The High King is ever eager to add whole new chapters to his ongoing glory. Most recently, Tybalt led the defence of his home world, Voltoris, against a Tau invasion. Though the battle was won, the costly xenos attack was an insult to his house's honour, and Tybalt vowed a mighty revenge upon the Tau.



## ARTEMIDORUS, UNBOWED



Baron Artemidorus was chosen by High King Tybalt to join his Exalted Court, and named in long ritual as the Herald, which in House Terryn also carries the titles of the All-hailer and Executor of Orders. The paired stripes upon his Knight Crusader's carapace mark Artemidorus as a Baron, while his further elevated rank can be discerned from the cream-coloured crenelated line atop his tilting plate – the honourable symbol borne only by the Herald.

In House Terryn a Herald's duties are plentiful, but mercifully streamlined upon the battlefield. The Herald ensures the fanfare – trumpet-blasts blared through his vox-grilles – befits each Knight who enters the battlefield. It is the Herald's role to issue first warning of enemy attacks, and the ion shields of the entire Exalted Court pivot upon his alerts. Finally, from a central position, he also relays vox orders and lays down supporting firepower.



## TAURUS, HONOUR INTRACTABLE

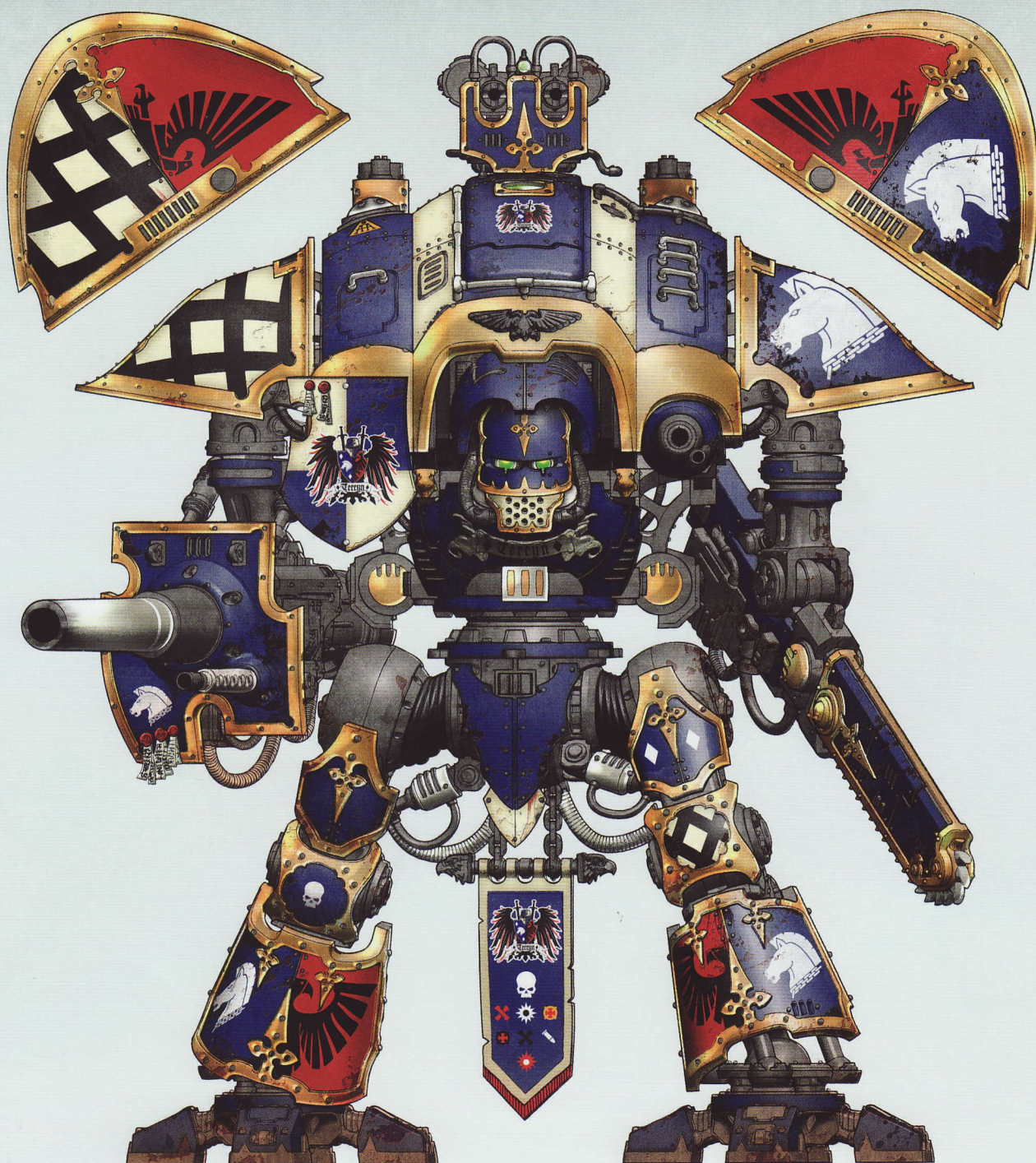


A Baron of the Exalted Court, the Gatekeeper is tasked with the solemn duty of protection. As per time-honoured custom, his tilting shield bears the crossed bars sign of the saltire or 'x' symbol, meaning guardianship or defence. The current Gatekeeper of House Terryn is Taurus, pilot of the Errant suit Honour Intractable. To him falls the sacred honour of defending the strongholds of Voltoris, a tradition that stretches back to the Long Night.

Long ago it was realised that it mattered little if Knights marched out to protect their world only to return to find their strongholds in ruin. Without the irreparable equipment and mechanisms of the Chamber of Echoes and the Sanctuary, no new Rituals of Becoming could take place, nor could Knights be repaired. Taurus was tasked with assuring that the stronghold of Furion Peak would forever welcome back the Knights of House Terryn.



## BALTHAZAR, EVER-STALWART



To be Kingsward is a great honour and burden, given not just to a superlative warrior, but to one whose loyalty is more firm than adamantium. The clear choice for High King Tybalt was that of Baron Balthazar, pilot of the ancient Knight Ever-Stalwart. Balthazar's forefathers have protected the rulers of House Terryn for seven generations. All have done their duty with distinction, honouring the quartered tilting plate that is the symbol of their office.

Ever-Stalwart is a legendary Knight Paladin, outfitted with the twin Icarus autocannon – known as Skydoom – that has brought down aircraft, sail-finned Drakodons, and the winged broods of the Tyranids. In battle, Balthazar matches King Tybalt stride for stride, always angling his Knight and his ion shield to best protect his liege lord. It is also Baron Balthazar's task to guard Tybalt when the High King is in court and not protected by his Knight suit.



## DARIUS, INTOLERANT

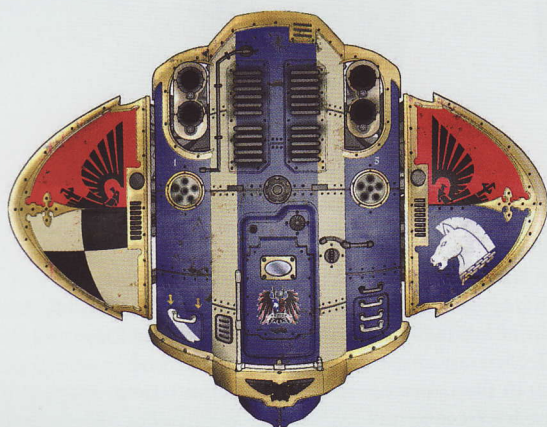


With the death of Lord Grundle, there was no question about who would take up the position of Master of Justice in Tybalt's Exalted Court. Thus was Baron Darius, pilot of the Knight Warden Intolerant, promoted to the lofty rank. None were more deserving to bear that symbol of military strength and fortitude upon their tilting plate, for Darius exemplified the rigorous discipline and military honour that every Noble in House Terryn aspired to emulate.

As Master of Justice, Baron Darius is the High King's Blade, the executor of his military might. He leads his own Baronial Court upon missions at Tybalt's command, bringing justice in his lord's stead. In addition to his role as chief military advisor, Darius is styled the Executioner of Terryn, an unmerciful station that punishes wrongdoing both in the courtrooms and on the battlefield. Ever stern, none have crossed Baron Darius and lived to tell the tale.



## YORAC, SPEAR OF THE RIGHTEOUS



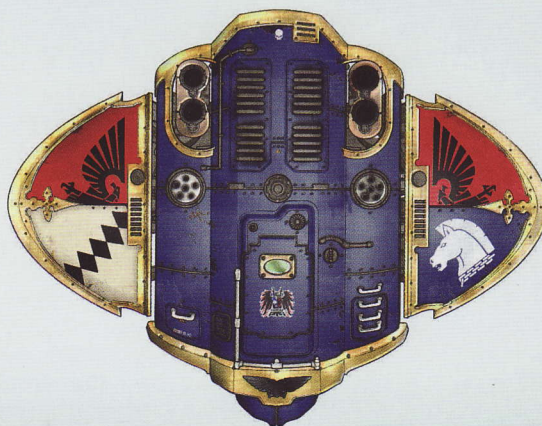
Baron Yorac's Knight, Spear of the Righteous, bears the blue of the house, the white stallion's head and the black demi-Aquila on a red field, but also numerous additions unique to Yorac. The broad check design on its shoulder and left knee guard is drawn from his family lineage. Each family wears differing patterns on their cloaks, a reminder of the clans among the first settlers of Voltoris, before the rise of House Terryn. Over time a Knight's heraldry will change as its pilot is tempered in the fires of war. On Spear of the Righteous, Baron Yorac has added a single white strip over his starboard salvation hatch. This indicates that he escaped after his Knight was crippled, climbing free from its wreckage. Far from a mark of disgrace, this shows both a Noble's tenacity and the skilled repair work of their house's Sacristans.



## ALARBUS, HONOURED VIGILANCE

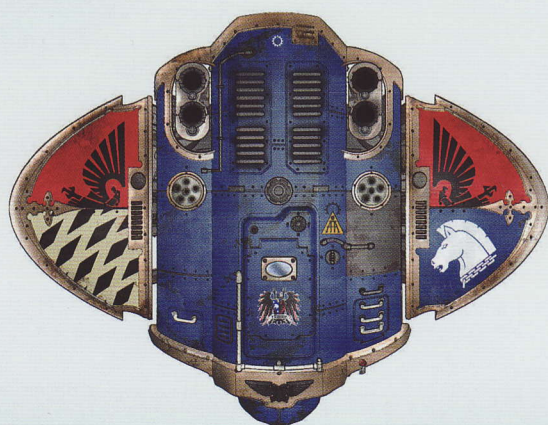


In his Knight Gallant, Honoured Vigilance, Sir Alarbus has already begun to forge a name for himself amongst his house's many heroes and veterans. To earn the blue and red stripes that honour both House Terryn and the Imperium, a Knight must single-handedly slay a Titan-class foe. Although still reckoned young, the Noble Alarbus has already done so twice, earning stripes for both his reaper chainsword and his thunderstrike gauntlet. He earned the first by felling a mountainous Gargant when his lance were sent to halt the rampages of Waaagh! Grazguts. Hard pressed by the Gargant's guns, the intrepid Knight hacked through the Ork machine's protective plates before hoisting himself into the beast's iron belly, carving his way through and out the other side of the behemoth just before the Gargant's damaged engines exploded catastrophically.





## MYRCOR, SCYTHER OF LIGHT



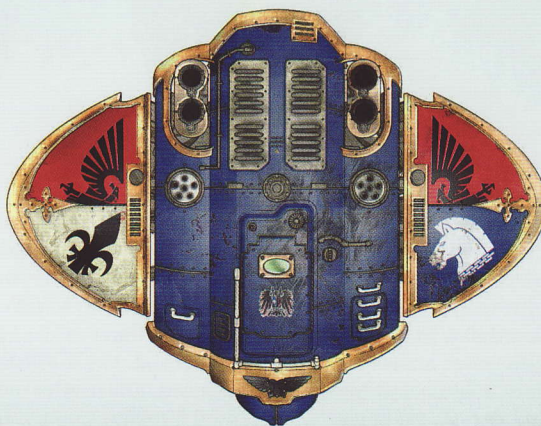
Myrcor's personal heraldry is displayed upon the shoulder and knee of his Knight Paladin, Scythe of Light. The black diamond on the cream coloured field also appears on the banners and pennants of his ancestral home. Although he only recently completed his Ritual of Becoming, Myrcor has already campaigned off-world several times, earning many battle honours and the hard-won esteem of his peers. His greatest success was on Tormark, where he pushed ahead of his fellows to undertake the daring rescue of the Tormarkian governor from out of the jaws of an oncoming Tyranid invasion. The Hive Mind unleashed a torrent of foul creatures against the Knights, and only Myrcor, his reaper covered in gore and both heavy stubbers out of ammunition, made it back to his lander, the terrified governor still clinging to the undercarriage of his Knight.



## HORTENSIO, UNDENIABLE



Before the time of the Great Crusade, the Knight Undeniable was so battle damaged that only desperation kept it in commission. The Crusader pattern Knight had lost both of its primary weapons, and was using makeshift guns fashioned by the armourers, for the ability to remake such weapons had been lost upon Voltoris. After contact was re-established with Mankind, and the full technological capabilities of the Imperium were at the disposal of House Terryn, many needed repairs were undertaken. Once its new weapons were in place, the Undeniable's livery was changed to reflect that bond – the gun shields of the new weapons bore the same blazing red background upon which the Aquila appeared. After a great many pilots, Sir Hortensio has now bonded with Undeniable, taking that venerable suit once more into battle.





## MONTERYN, VOLTORIS UNDAUNTED

---



Monteryn has long been the pilot of Voltoris Undaunted; his personal heraldry appears in numerous places on the Knight, including its left knee plate. So agile is Monteryn with his reaper that other Knights halt in battle to watch his swordplay. At the battle of Durgan IV Monteryn swung the enormous blade so deftly that he decapitated the Ork Warlord Zaglutz and his entire bodyguard, effectively ending that Waaagh! with a single sword stroke.

Because of his prowess, Tybalt selected Monteryn to accompany him to Agrellan. Monteryn and his lance-brothers, Yorac and Capulan, soon became known as Tybalt's Triumvirate, for they fought ever at their High King's side. Monteryn's moment came when saving Tybalt from the attack run of a Razorshark Strike Fighter. With a scything blow, Monteryn hacked the aircraft's tail off in midair, sending it spinning downwards to an explosive end.



## CAPULAN, VERMILION SHIELD



The pilot of Vermilion Shield, Capulan, has won acclaim and glory for his household. In addition to commendations of valour given to him personally by Ultramarines Chapter Master Marneus Calgar, Capulan won the Golden Arrow – the highest knightly honour of Voltoris – for his fighting prowess in the Ghoul Wars. On the world of Oranos, Capulan even made alliance with the Eldar to defeat a near endless tide of recently awoken Necrons.

Because of his many feats of honour, Lord Capulan was selected by High King Tybalt to join the household for their revenge attack upon the Tau invading Agrellan. After losing his Baron, he joined his lance brothers to become one of Tybalt's Triumvirate. There, with deadly thermal cannon blasts, Lord Capulan earned further renown until unusually accurate fire from a Hammerhead tank damaged his weapon systems and forced an honourable retreat.



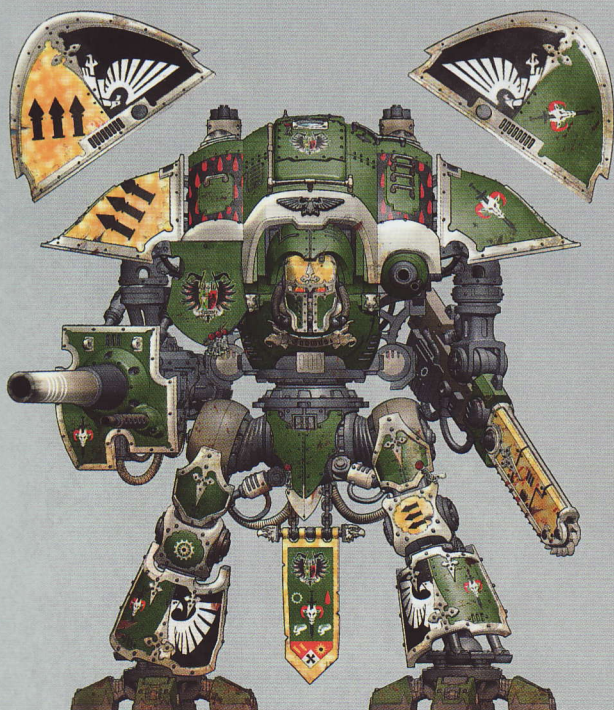
# HOUSE CADMUS

Since first settling on the planet Raisa, the Nobles of House Cadmus were always fiercely independent, showing great pride in their autonomous nature. They were peerless hunters, and their Knights soon cleared their forested world of monstrous beasts. When reunited with Mankind during the Great Crusade, the feudal lord that ruled the planet of Raisa signed a concordat swearing fealty to the nearby forge world of Gryphonnie IV. In return, House Cadmus received skilled Sacristans and the secret technologies of the Mechanicum, although many Nobles balked as their traditional house crest was altered to accommodate the cog symbol of the Adeptus Mechanicus.

Despite the enduring independence of its Nobles, House Cadmus always honoured the wider Imperium's call to arms, vigorously fighting its foes for millennia. In recent times, the fighting strength of House Cadmus has suffered greatly in defence of Gryphonnie IV, supporting its Titan Legion, the Legio Gryphonicus, after it was overwhelmed by Hive Fleet Leviathan in 997.M41. The forge world's destruction has, in turn, freed House Cadmus from their obligations to the Tech-Priests. The current High King, known to all on Raisa as Baron Roland of Swinford Hall, has embraced this change of allegiance, and his Knights now go to war whenever their lord wishes it.



It is rare indeed for the crest of a knightly house to change; however, after the recent demise of Gryphonnie IV Baron Roland has reinstated the original heraldry of House Cadmus, replete with wings and the crest of a slain mutant.



## WILLIAM, BLOODY BROADSWORD

Bold to the point of recklessness, Sir William is the latest Noble to pilot the Knight Paladin Bloody Broadsword.



## MALCOLM, THE BEAST KILLER

Hero of the Battle of Thunderhead, Malcolm slew a Bio-titan and was one of the few survivors from Gryphonnie IV.



## ORLANDO, COWARD'S BANE



Orlando is next in line to become one of the Twelve Barons of Raisa, and would likely be considered a rival to the ruler of House Cadmus. However, his disregard for the Cull – the yearly event in which Raisa's Nobles hunt their planet's mutants – ensures that he could never claim lordship of his house. For Orlando, slaying the beasts is an everyday task, not a sporting event. Thus, Orlando is content as ruler of Patton Hall, a keep in the most isolated province of Raisa.

When called to war, Orlando pilots Coward's Bane, his Knight Crusader. One of the eldest of Raisa's Knight suits, Coward's Bane still flashes emerald when its ancient ion shield repels a powerful incoming shot. Orlando's Nobles all know well the thunderclap roar emitted when his Knight's gauntleted fist strikes home. It is a sound heard often enough, for Orlando is tasked with leading many campaigns – a tribute to his fighting prowess.



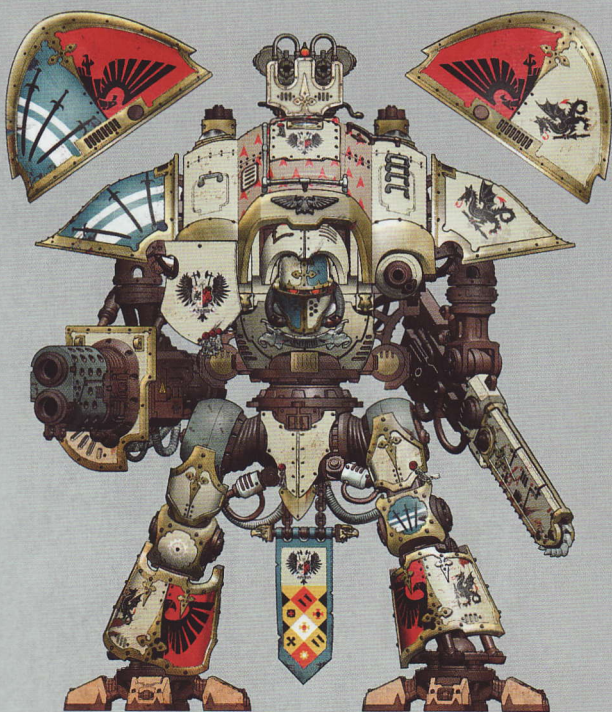
# HOUSE GRIFFITH

The Knights of House Griffith are consummate warriors, having earned their bloody reputation across battlefields uncounted. Deadly with blade and cannon, they are amongst the boldest ever to sit the Throne Mechanicum, each striving to maintain their legacy of martial excellence.

The ancient forefathers of House Griffith were the colonists that founded their home world, the volcanic planet of Dragon's End. The planet was named for its apex predator – winged drakes. As the legends go, before the STC Knight suits could be completed, the settlers were forced to fight the scaly beasts from horseback, clad in baroque armour crafted from locally-quarried obsidian. Against such terrible creatures, the colonists were forced to become great warriors or die. The mightiest of their number was Nathaniel Griffith. Using a dragonbone lance, Nathaniel slew three dragons, eventually becoming the inaugural ruler of the newfound knightly house. The Knight suits enabled the Nobles to overcome the dragons at last, and eventually to eradicate them altogether. They never forgot the skills they had mastered, passing them down to each successive generation. No knightly house has more stringent training, and some rare surviving Thrones Mechanicum still hold memories from that time, filled with the ghostly whispers of long dead dragon slayers.

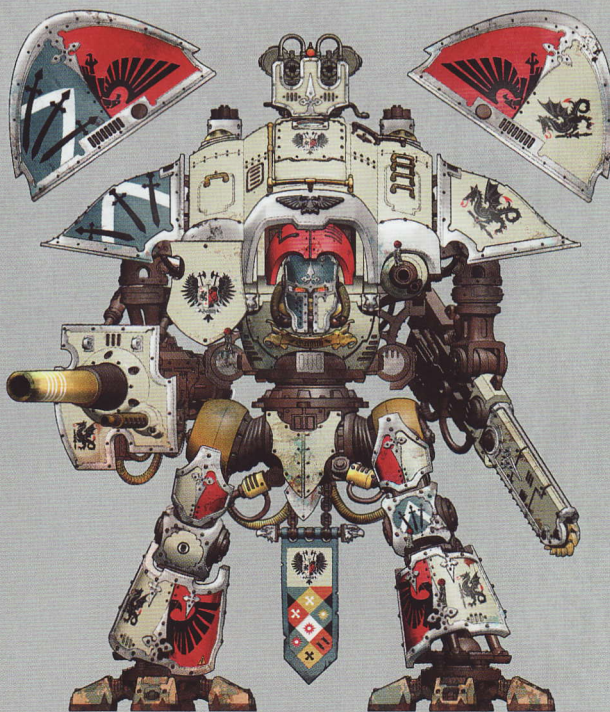


House Griffith's crest depicts the great dragon Alvirax holding the broken lance with which house founder Nathaniel slew him. The other side features a demi-Aquila displayed on a field of black, symbolising the Imperium.



## RARTHANIS, DRAGON'S LAMENT

Like most of House Griffith, Sir Rarthanis pilots a Knight Errant, for close combat is deemed most honourable.

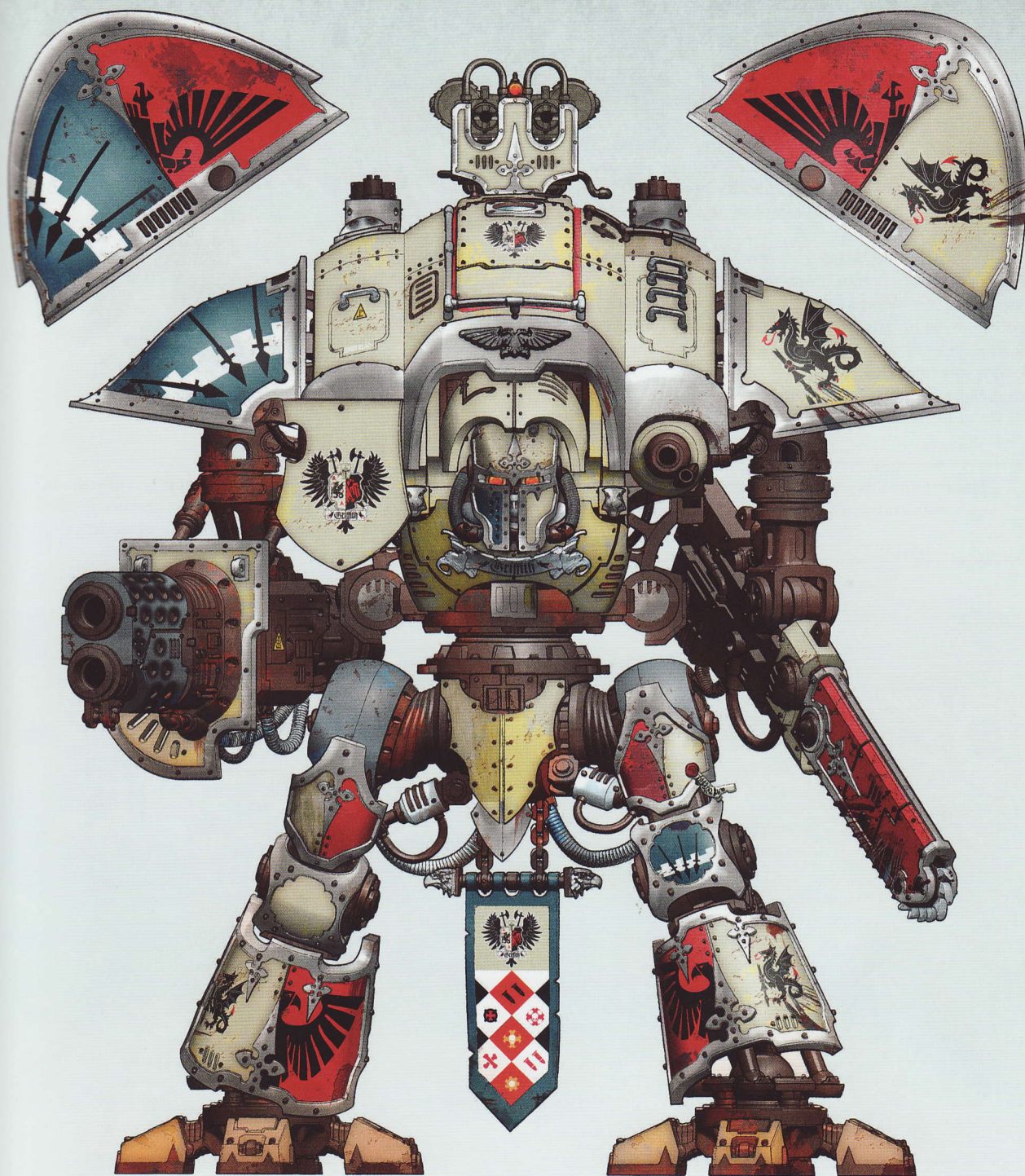


## TRISTOR, LANCE OF FLAME

The markings on the barrel of Sir Tristor's rapid-fire battle cannon track Titan kills: no other targets are so worthy.



## BRYCE, FIRES OF VALOUR



The ruler of House Griffith bears the honorific of Grand Master of the Lance, a title the current ruler, Bryce Griffith, has proven worthy of many times over. House Griffith is unusual in that its High King is not marked out by the traditional band upon his carapace, but Bryce's personal heraldry is instantly recognisable to all of his house's Knights regardless.

As has been the tradition upon Dragon's End for centuries, only a Knight who has slain an enemy High King can bear a red blade, gauntlet or lance. Exactly what qualifies a foe as a High King is a matter of conjecture amongst the Nobles, but all agree Lord Bryce earned the honour fairly when he carved Warlord Grazzgha's Gargant to pieces, and again when he felled a Lord of Skulls with his thermal cannon.



# HOUSE HAWKSHROUD

There is no knightly house more loyal to the Imperium than House Hawkshroud. Regardless of the cost, and without paying any heed to the odds stacked against them, the Knights of House Hawkshroud always honour their debts. This is the strict code of honour upon the Knight world of Krastellan, and it results in many of its Knights being spread far and wide across the galaxy in support of those that have earned their respect. Valiant and steadfast, these mighty Nobles willingly march out to war and even lay down their own lives to uphold past alliances.

Unlike many of the other knightly houses, Hawkshroud's Knights often bear campaign markings, army badges and other such emblems as a sign of loyalty to those they have sworn to aid in battle. These serve as a sign of dedication to the cause of their allies, and also act to strengthen the bonds of brotherhood between the Knights and those that they fight alongside. After all, House Hawkshroud is proud to stand by those that have stood by them in the past.

---

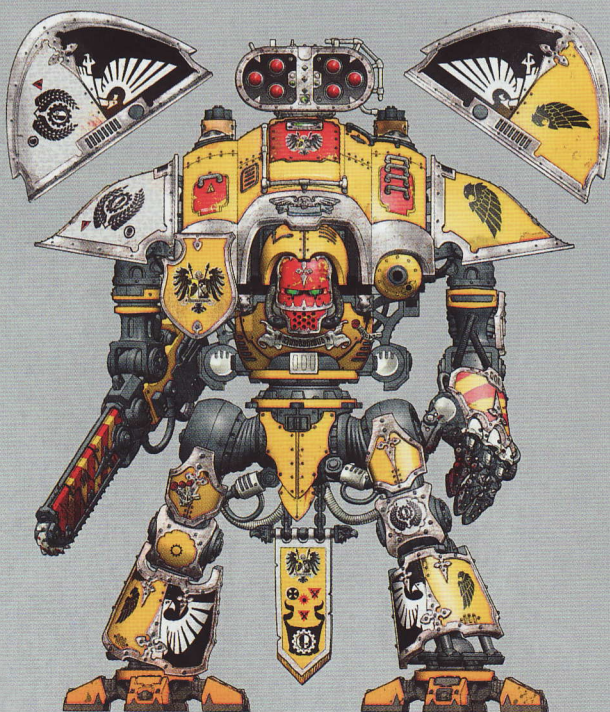
**'HONOUR THY WORD AND HONOUR THY DEBT, AND YOU SHALL  
BRING HONOUR BACK TO HOUSE HAWKSHROUD.'**

*- Krastellan motto*

---

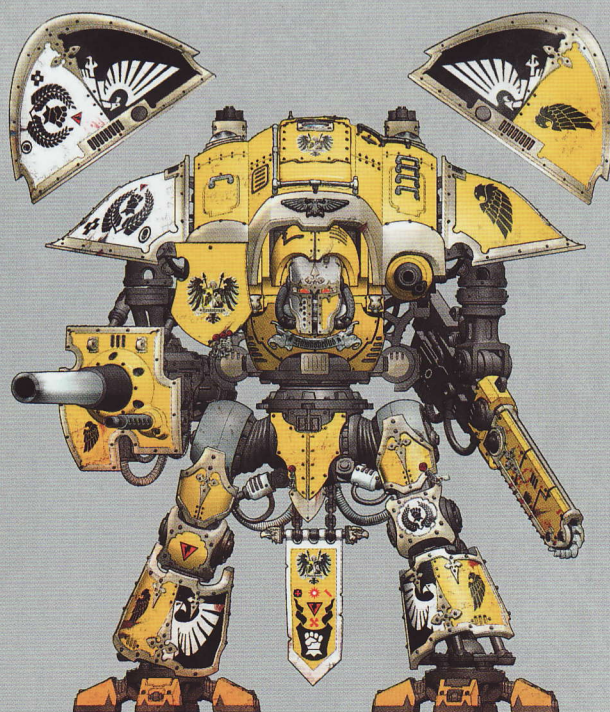


The revered crest of House Hawkshroud proudly shows the dual allegiance of its Nobles to both the house and the Imperium. The sable raptor atop the white stripe symbolises great loyalty and protection.



## GARROCK, FORSWORN WRATH

Garrock serves as knightly vassal to Baron Raptallious, and has proudly answered his liege's call to war many times.



## TORMUND, COVENANT OF WAR

Crippled in body, Tormund's spirit bond with the Throne Mechanicum of his Knight Paladin is exceptionally strong.



## BARTHANNEL, THE REVERED FURY

---



The living example of House Hawkshroud's motto, 'no request for aid shall be denied,' is Sir Barthannel. A well-voyaged Baron, he has honoured requests from across the galaxy, and fought alongside Astra Militarum regiments raised from over one hundred different planets, and no fewer than twelve Chapters of Space Marines.

Barthannel's Knight Crusader is the Revered Fury. It bears regalia from only the most memorable of his many campaigns, most notably the Brotherhood Honours presented to him by the Great Wolf Logan Grimnar of the Space Wolves himself. Because of his dedication to his duty, it has been many decades since Sir Barthannel has returned to House Hawkshroud's home world, Krastellan.



# HOUSE MORTAN

During the early stages of the Age of Strife, Kimdaria, the Black Planet, was not a place any sane human would have chosen to settle. Yet that was where the antecedents of House Mortan had been sent. Against that world of darkness and fell creatures they strove, the power of their Knights alone holding back the tides of beasts that stalked that nightmare landscape, and they eventually colonised the planet. For millennia after the Great Crusade the Black Pall lingered over Kimdaria and its star system – not until late M35 did the mysterious black nebula partially dissipate, letting in a few slanting rays of sunshine and also allowing the long lost planet to be rediscovered by Mankind.

What they found was a stern and ritualistically ordered world, a place where only towering walls held off the monster-haunted darkness. From out of heavy gates strode the Knights of House Mortan, for only constant patrols kept the twisted forests clear of hulking, predatory behemoths. In response to the thick cover and eternal twilight, the Knights of House Mortan placed a premium upon close combat – a tendency that holds to this day. The grim, angst-ridden Nobles expect all battles will eventually come down to murderous work with their roaring reaper chainswords and pulsating thunderstrike gauntlets; indeed, this is just how the fierce and taciturn warriors want it.



Darksome like the house it represents, the House Mortan crest bears a stylised tusk-boar, one of the fierce creatures of Kimdaria, and a half-Aquila representing the Imperium.



## DIRKWALD, BLACK HEART

Sir Dirkwald recently completed his thousandth watch-patrol on Kimdaria, allowing the Noble to serve off-planet.



## LUDWIG, WAR STRIDER

The sign of a long-serving House Mortan war hero is the banded weapon, denoting a dozen Titan-class kills.



## GERROLT, PRIDE OF BLACKCRAG



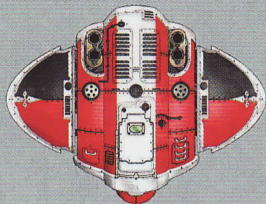
In House Mortan, the ranks of the Exalted Court are marked in yellow bands; the lone stripe upon Gerrolt's Knight proclaims him as the High King. Despite his bold heraldry, Sir Gerrolt is dour, even by the standards of his house. Perhaps part of the reason can be traced to the Throne Mechanicum Gerrolt bonded with centuries ago – tragedy and loss haunt this ancient artefact the way fell beasts lurk within the dark forests of Kimdaria.

The motto of House Mortan has long been 'In war, show no mercy', a grim phrase for a grim warrior people, and whatever dark whispers might fill Sir Gerrolt's mind, such things are forgotten in the savage joys of battle. Blasting rockets into the distance, blazing away with his avenger gatling cannon and smiting foes with his thunderstrike gauntlet, Gerrolt steers the Pride of Blackcrag into the thick of the fighting, slaughtering all that fall in its shadow.

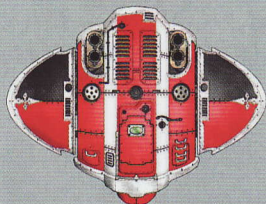


# MECHANICUS-ALIGNED HERALDRY

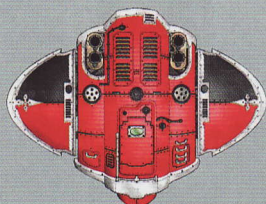
Like Imperial-aligned knightly houses, the members of a Mechanicus-aligned Exalted Court bear a specific design on their carapace to signify rank.



Princeps



Baron



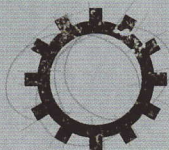
Knight



Skitarii  
Alliance Icon



Duelling  
Medal

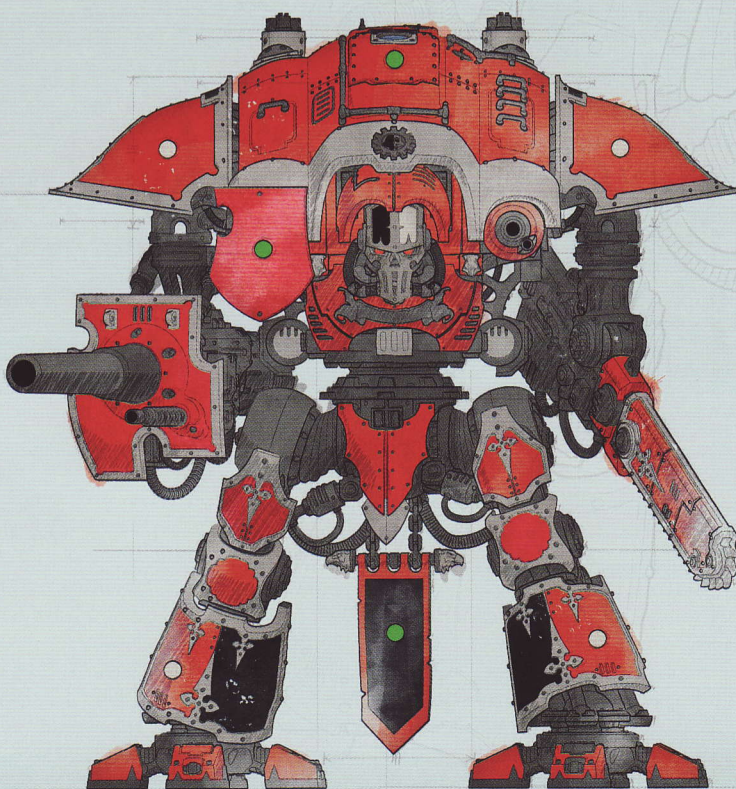
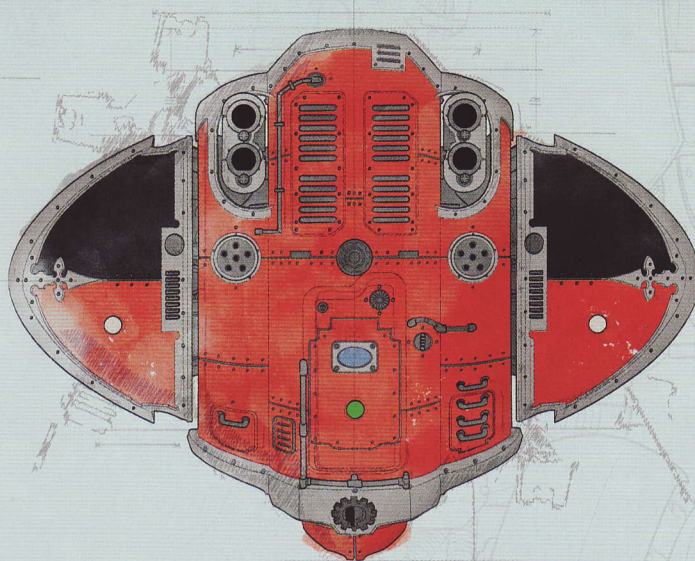


Blessed Laurel-cog

Badges and symbols, normally displayed upon the tabard, acknowledge the wearer's battle honours and celebrate his role in famous campaigns or alliances.

## HERALDIC PRINCIPLES

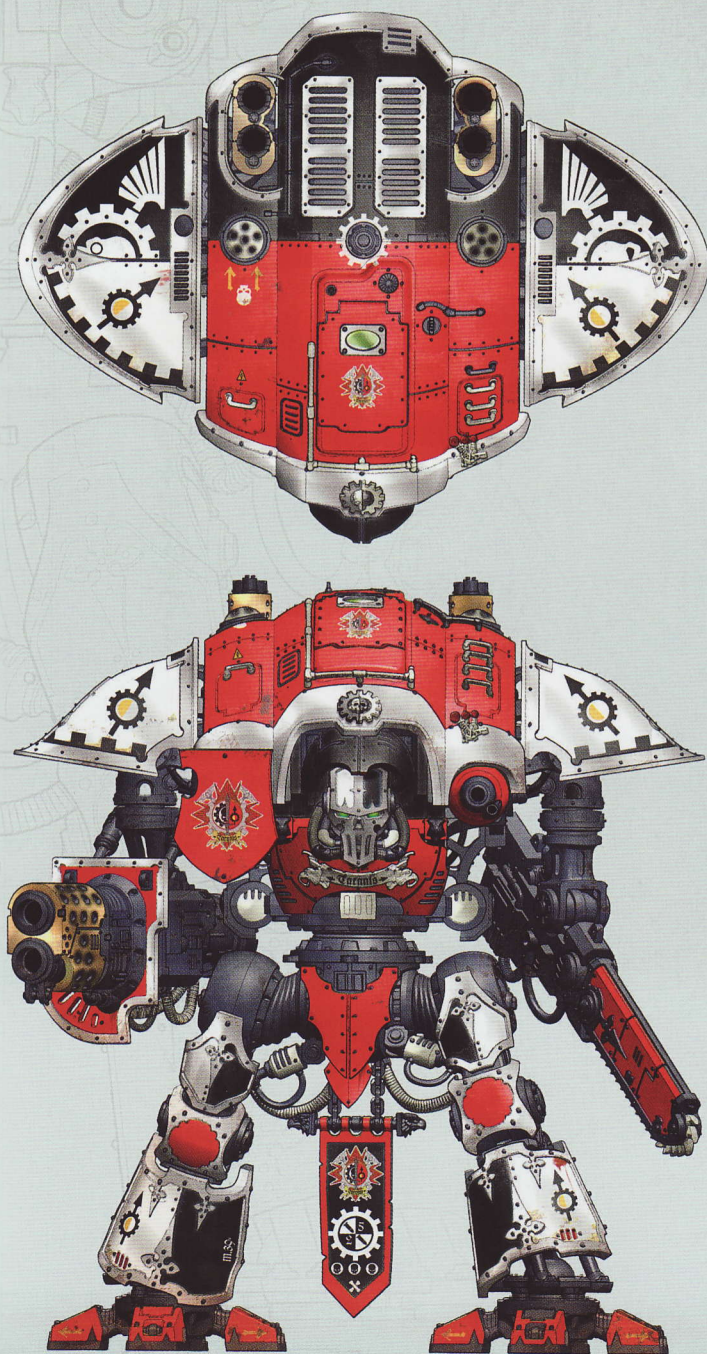
- Identical for all members of the house
- Full house crest
  - House emblem
  - Major Adeptus Mechanicus livery (typically red, silver or white)
  - Minor Adeptus Mechanicus livery (typically yellow, or black)





## HERALDRY IN PRACTICE

The suit belonging to Sir Xantek of House Taranis, below, serves as an example of an Adeptus Mechanicus-aligned knight. Although houses dedicated to the Machine God are less predisposed to tolerate personal heraldry, this does not, however, preclude individual differences. Here, Sir Xantek has chosen to paint the back half of his Knight's main carapace black. The diagram on the left is, therefore, overly simplistic. Also of note is the common black-and-white half toning of the Knight's faceplate.



A house's Barons Prime each sport a specific design commensurate with their rank on their tilting plate, displayed behind their house's icon.



Master of Vox



Forge Master



Master of Lore



Master Tactician



Adeptus Mechanicus-aligned knightly houses follow several conventions in the markings on their banners; usually, these designs are black and white, and display the cog symbol of their allies above their battle honours.



# HOUSE RAVEN

Like an endless wall of red metal, the Knights of House Raven march forward. A lone Knight might shake the ground with its metallic stride; however, when House Raven deploys in force the sound of that advance is far more ominous, a thundering tramp that sends even the most fearless of foes over the edge. It is said that when House Raven sets forth its strength, a power that rivals that of a Titan Legion, then victory is sure to follow.

The great arsenal of Knights held by House Raven is unmatched by any other knightly house. Deep within the Keep Inviolate, a stronghold so vast and well defended it can be compared to the Emperor's Palace on Terra, lies the Vault Transcendent. Dug deep into the bedrock of the planet Kolossi, its heavily shielded halls house hundreds of suits, each one ready to stride out to answer the clarion call of battle. Yet they would not be alone if they did so. Dozens of other households owe fealty to House Raven, swelling their might still further.

House Raven first allied itself with the nearby forge world of Metalica during the Great Crusade. Lord Gregor, Raven's ruler at the time, struck a deal with Metalica's Tech Adepts to ensure that his house had sufficient Sacristans to service his full host of Knights; these specialists became known as the Iron Brotherhood. In return, Gregor swore eternal fealty to Metalica – a pact that remains to this day.



The crest of House Raven depicts on one side their colossal adamantium-clad stronghold, the Keep Inviolate, greatest fortress of their home world of Kolossi. On the other side is displayed the cog of the Adeptus Mechanicus, for it was to them, and specifically to the forge world of Metalica, that House Raven pledged allegiance.

## THE EVOLUTION OF THE RAVEN CREST



In M24 Alistar Raven laid the first mighty foundations of the Keep Inviolate. For millennia each ruler added to this massive edifice, and it would one day rival the Emperor's Palace on Terra.



Four millennia later, Lord Grunwald introduced the honourable institution of the Companions. The crossed blades symbol of these veterans was incorporated into the crest of House Raven.



In M31 Lord Gregor met the first emissaries from Metalica and swore enduring oaths of alliance with the Mechanicum. In exchange for skilled Sacristans the Knights of House Raven would take their place beside the Legio Metalica.



## GREVAN, FERROUS MAXIMUS



Lord Grevan Raven, fourth of his name, is the Princeps of House Raven, the Iron Duke of Kolossi and he who sits upon the Adamantium Throne of the Keep Inviolate. A single white stripe on his Knight suit, Ferrous Maximus, denotes him as Princeps. As a young pilot he joined the Order of Companions – the fighting elite of the house – where all noted his martial prowess. His meteoric rise continued to the highest level, as befitted his noble ancestry.

Despite the many Knight suits available to House Raven, the majority of them are Errant and Paladin patterns. Ferrous Maximus, however, is a Knight Warden. As the legend goes, its avenger gatling cannon was triply blessed by the Omnissiah himself. Whenever the Knight's need is greatest, the pilot of Ferrous Maximus can recall that ancient stored memory, bringing forth a rapid burst of fire that is impossibly accurate, shredding even the largest foe.



## RANDUL, IMPENETRABLE

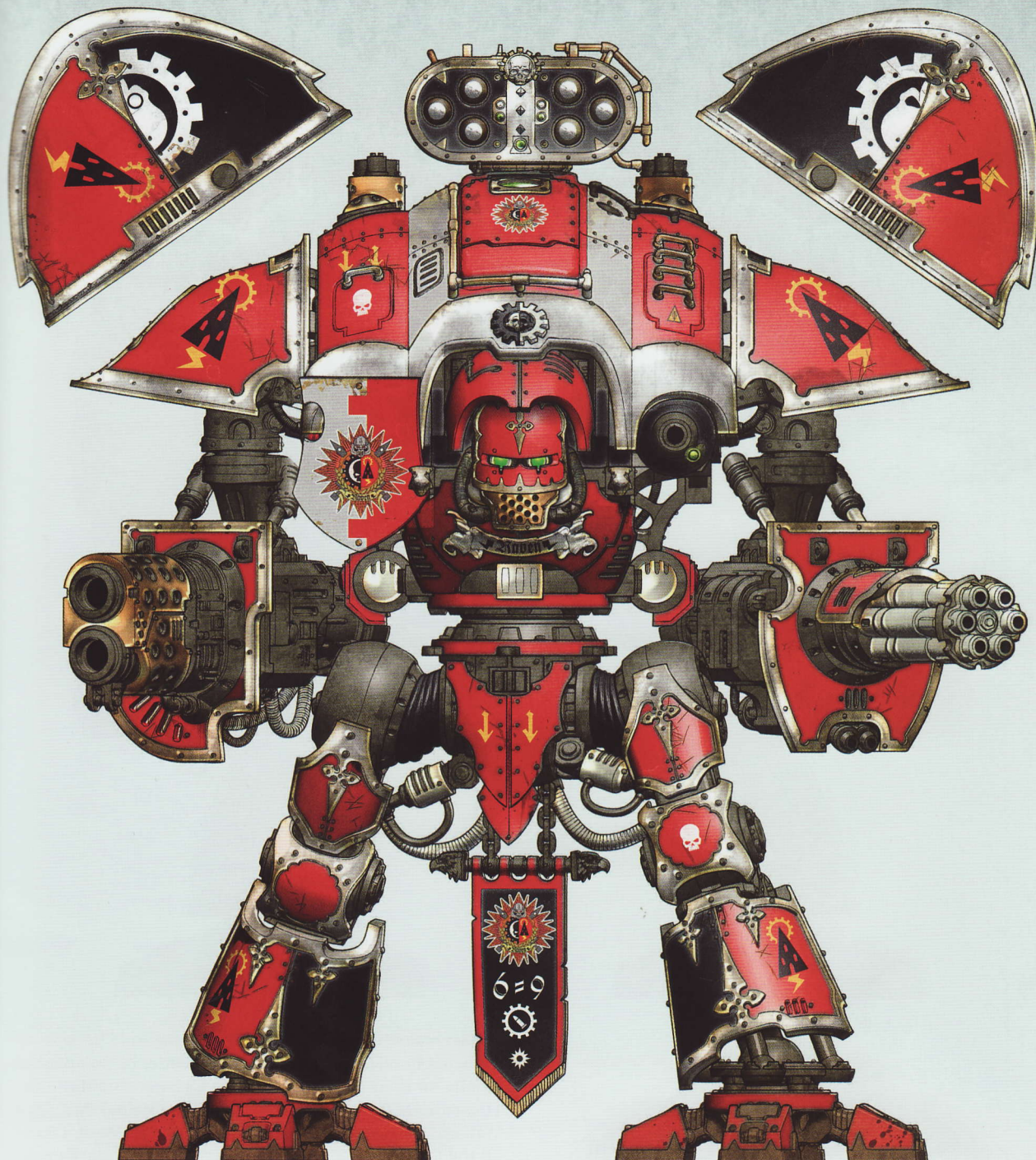


Randul is one of the many Barons that serve beneath Princesps Grevan. His rank can be distinguished by twin white stripes down his carapace. Baron Randul has been under a black cloud for the last decade, for his peers know him as 'the cursed Baron', an epithet he has only been too eager to shake. Each time he has gone to battle, his Knight Gallant – Impenetrable – has been so badly damaged that it has tested even the skill of the Sacristans to repair it.

Yet each mission assigned to Baron Randul, no matter how severe the odds against him, has been successfully completed. These triumphs are most often linked to the bold and impetuous heroics of the hard-driving Knight Gallant himself. The Baron's closest kin, those who serve as his court, know of their leader's curse, but are proud to serve beneath him. In the end, they know Baron Randul will make any sacrifice to achieve victory.



## DAKLORN, TEMPERED FURY

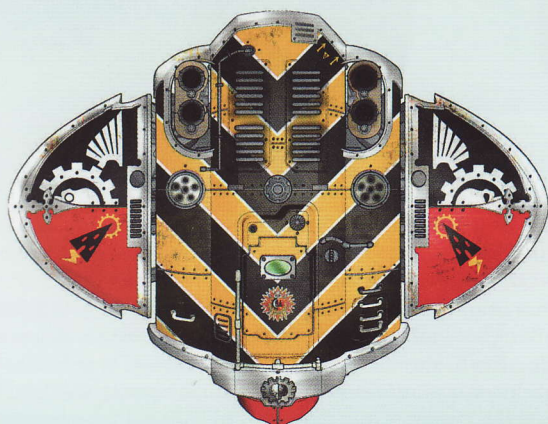


Baron Daklorn serves as Forge Master in the Exalted Court of Princeps Grevan. The only external sign of this honour is the crenelated marking upon the tilting plate of Tempered Fury. To the Forge Master falls the defence of the Keep Inviolate, one of the largest strongholds in the Imperium. Amongst his duties are the protection of entire armies of Sacristans and the mustering of the household Knights should the Iron Duke of Kollossi call.

Only those Barons with proven loyalty and the highest battlefield honours are asked to join the Exalted Court, and Daklorn had proven himself in both regards many times over. His Knight Crusader, Tempered Fury, is a walking arsenal, allowing the Forge Master to lay down withering firepower with unerring accuracy. When not fighting as part of his Princeps' Exalted Court, Daklorn leads the Gateguard of the Keep Inviolate.



## WALKORN, UNYIELDING IRON



Walkorn and his Knight, Unyielding Iron, have been inducted into House Raven's revered Order of Companions, chiefly for their actions against the Ork worlds of the Heloeum Drift. During the battle for the Wilted Bastion, Walkorn personally destroyed the Rok Eye of Mork. Like all the Companions, Unyielding Iron bears no mark to distinguish its elite status, for House Raven holds that such iconography only benefits their enemies.

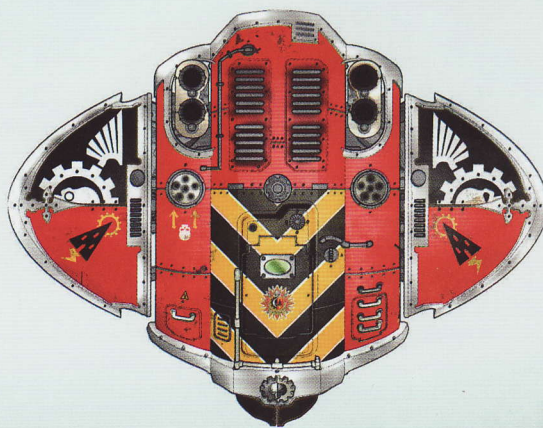
Despite this, Raven are proud adherents of the chevron designs that mark many Knights. Originally chevrons were used to mark the age of a Knight suit; those with the largest and widest marks were ancient pieces of archeotech. In time, the chevrons took on another meaning for House Raven, identifying the age and experience of its Nobles.



## KREWALD, GLORY UNBLEMISHED



Krewald and his Knight, Glory Unblemished, served with distinction in the ranks of Metalica's Legio Titanicus. Fighting alongside the Emperor-class Titan, *Hand of Judgement*, Krewald protected the towering machine from lesser threats while its gargantuan guns hammered apart city walls and enemy fortifications in a storm of fire. It is not uncommon for a Titan Princeps or Tech Adept of Metalica to be so impressed by the deeds of a Knight or household detachment that they petition House Raven for them to be permanently seconded to the Titan Legion. It is deemed a great honour to serve the forge world, yet no matter how far a Knight travels, he will always maintain the keep as a symbol upon his armour. This is a declaration of House Raven's might and a reminder for its Nobles to never forget their origins of Kolossi and the Keep Inviolate.





# HOUSE VULKER

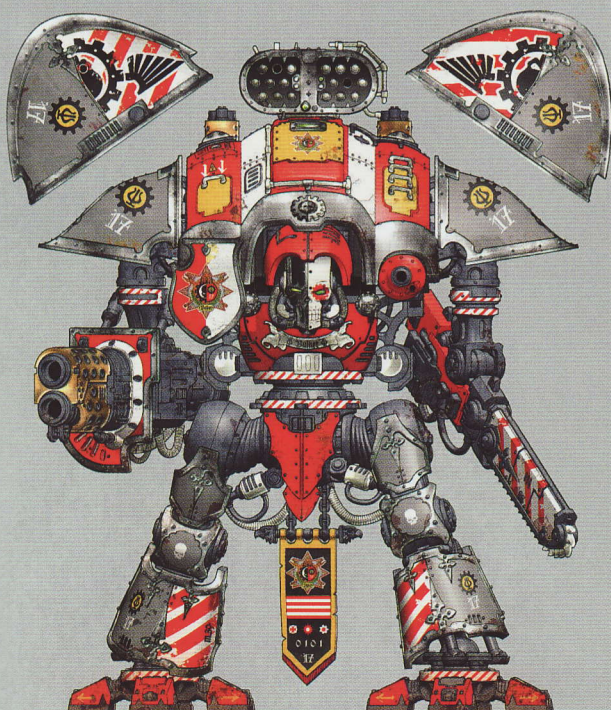
Despite being one of the greater houses amongst those aligned to the Adeptus Mechanicus, House Vulker is reckoned especially reclusive and mysterious. Their home world is Aurous IV, a mineral-rich planet nestled in a crowded star system. It was to exploit the planets of this system, and surrounding asteroid belts, that the forge world Bellus Prime was established nearby. The bonds between Aurous IV and Bellus Prime remain tight, with the same golden-plated servitor creatures working upon both worlds.

The courts of House Vulker are singular places, full of Tech-Priests and servitors that speak in coded machine language and number sequences. They enact mechanical ceremonies that are, for the uninitiated, disturbing to look upon, their meanings unclear and vaguely sinister. The Nobles of House Vulker hide every inch of their flesh with robes, sometimes even wearing masks of gold. Outsiders are not welcome within their steel-clad fortresses.

When called to war, the Knights of House Vulker leave behind their curious trappings, striding out to do battle with all the surety of their peers. They place a premium upon firepower and well-coordinated plans for both attack and defence. It was they who first developed the Tripartite Lance, a formation later adopted by all other houses.

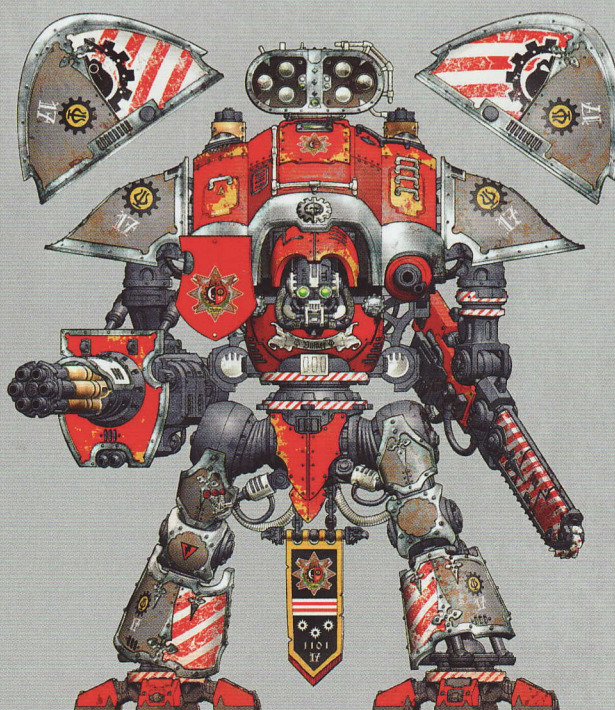


The gilded House Vulker crest proclaims their wealth. Beyond the central diadem with the cog-skull motif, none of the mysterious symbols are decipherable to any outside the learned, yet secretive servants of the Cult Mechanicus.



## BARON GOLPHYTES, STRIDENT

Marked by his halved tilting plate, Golphytes is the Master of Lore, the keeper of sacred data, the Cogitator Prime.

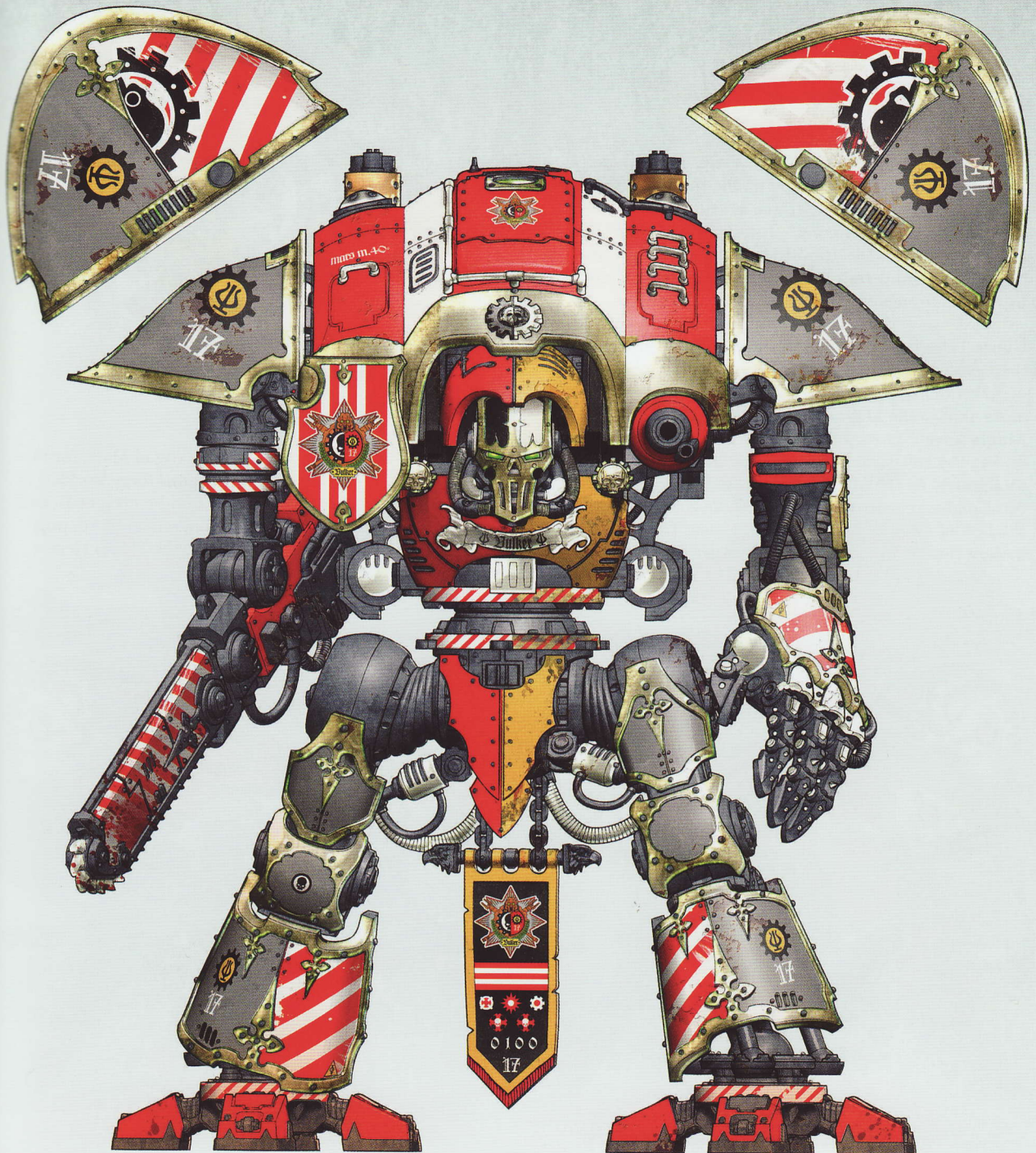


## LUXIOUS, UNALLOYED VICTORY

The display of bare adamantium armour plates is considered a deeply significant tribute by House Vulker.



## BARON VROTH, GILDED CONQUEROR



The twin stripes upon his Knight's carapace mark Vroth as a Baron, and the pattern upon his tilting plate denotes his rank within the Exalted Court as the Master of Vox. The Master of Vox, sometimes known as a Broadhailer, bears the internal comms equipment that can network together all the fighting detachments of House Vulker's Knights as well as broadcast vox hails to distant allies. In many Exalted Courts the Master of Vox commands a rearguard

position, focussing upon communications and lending supporting fire. Not so for Baron Vroth. In typical Knight Gallant fashion, Baron Vroth wades into the thickest of the fighting, crushing all before him. His Knight, the Gilded Conqueror, is one of House Vulker's eldest and most richly decorated suits. Only the most ancient of machines bear gilded armour burnished to a sheen, and the Gilded Conqueror sports a full helm-plate made of precious metal.



# HOUSE TARANIS

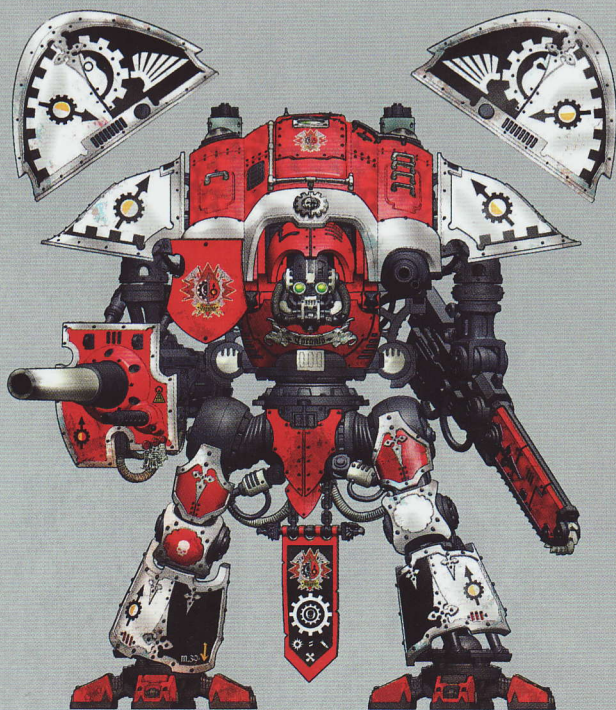
Due to its legacy and its home world, House Taranis stands apart from the other knightly houses, even from those in sacred alliance with the Adeptus Mechanicus. The Knights of House Taranis are integral to the military might of Mars, and are true servants of the Machine God.

It was on Mars that the first Knight suit was ever created, just one of the many wonders of the Age of Technology. Taranis bears the honour of being the first knightly house, formed on Mars in that forgotten age and furnished with the most archaic and earliest prototypes of Knight suit. Uniquely amongst the armouries of the knightly houses, however, the subtle mind-altering technology was absent from the Thrones Mechanicum used in Taranis' Knights.

House Taranis was the first of the knightly houses to join the nascent Imperium. Having never been forced to survive on a frontier or build keeps against the dark void, they were more akin to the Legio Titanicus than their peers from the Knight worlds. However, the civil war that erupted on Mars during the Horus Heresy saw House Taranis suffer near total losses. As the internecine conflict drew to a close, only two Knights remained. Only incredible commitment, and the skill of Mars' Tech-Priests, saw House Taranis survive its darkest hour, and rebuild to be stronger than ever before.

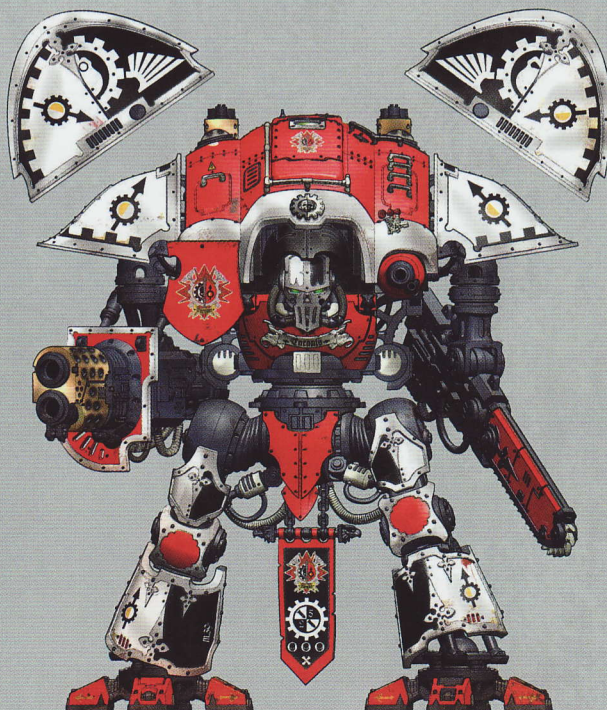


The crest of House Taranis bears the cog of Mars, for the Red Planet – the first and foremost of all forge worlds – is its home world. The sword that divides the crest of House Taranis from the demi-cog of the newly named Adeptus Mechanicus was added in the wake of the Horus Heresy.



**SOBERAN, OMNISSIAH'S FURY**

Soberan, like many Knights of House Taranis, accompanies explorer fleets, providing protection amongst alien stars.

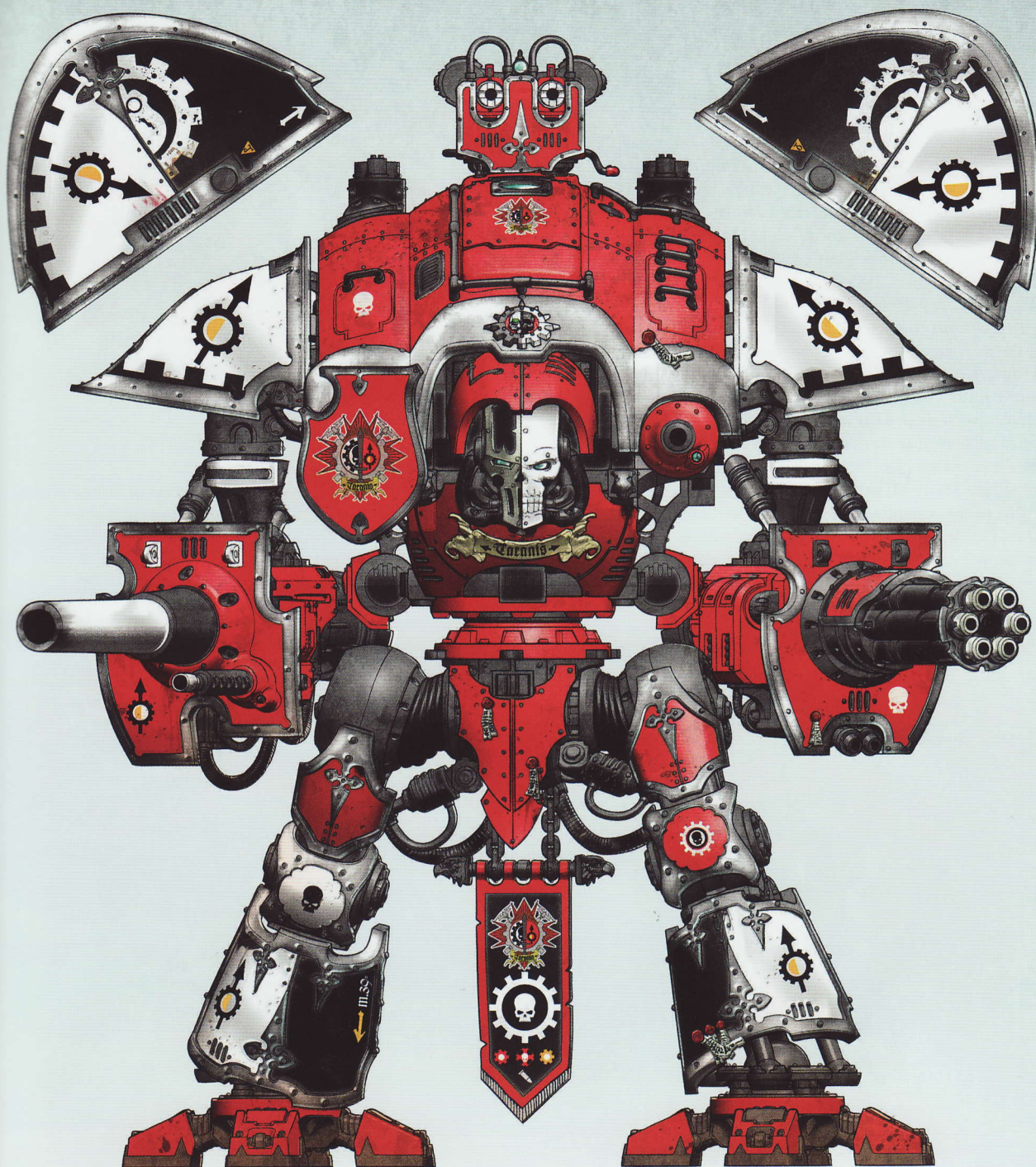


**XANTEK, BLADE OF MARS**

Terrribly wounded by a Chaos Titan, Xantek is one of the few Nobles who have survived the Ritual of Becoming twice.



## DRANTAR, RED MIGHT



Drantar and his Knight Crusader, Red Might, have been assigned as support to the Skitarii of Mars. Throughout a decade-long search for archeotech, Drantar has travelled to distant stars and fought alongside his Adeptus Mechanicus allies, according to their demands. Under Drantar's guidance, Red Might has ploughed through greenskins, fended off Eldar raiders and provided both covering fire and anti-armour support for Mars' Skitarii Legion.

Drantar's secondment to the Skitarii has been lengthy, but is not considered permanent. The Red Might bears campaign markers from the Skitarii's battles, but as of yet there is no marking upon the Knight's armour to denote the alliance. Should this military appointment become a permanent assignment, House Taranis' livery and markings would remain, but the Cohort numeral and Maniple sigils of Red Might's new comrades might also be shown.



# HOUSE KRAST

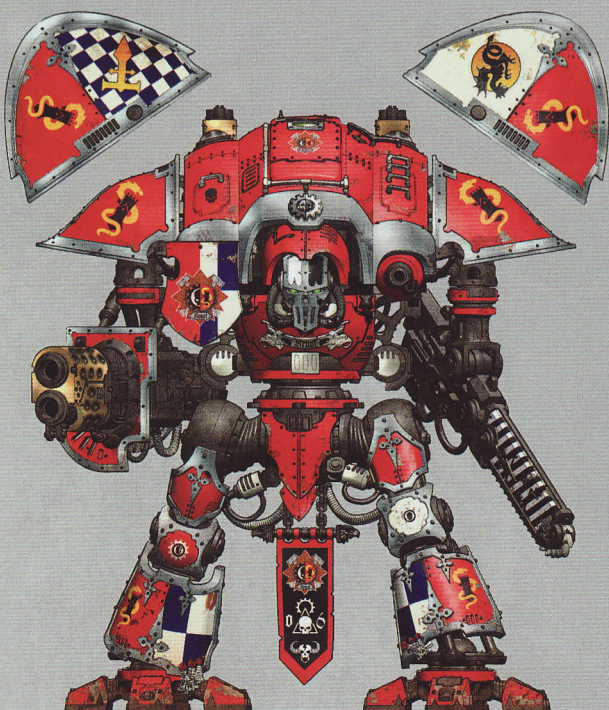
Ten thousand years has not been long enough to heal the bitterness that pervades House Krast. Still they burn, thirsting for vengeance upon those that betrayed them during the Horus Heresy.

House Krast hails from the first Knight world to be rediscovered by the Great Crusade, a planet named Chrysis. The nobles of Chrysis showed no hesitation in joining the Emperor, making them amongst the longest-serving allies of the Imperium, a fact of which House Krast remains rightfully proud. Since those days, House Krast has ever borne the red of the Adeptus Mechanicus in its livery.

The treachery of the Horus Heresy took a fearsome toll on Chrysis, with the traitor Titans of Legio Mortis the chief culprits behind the utter ruination of their home world. House Krast was the only knightly house on Chrysis to survive the calamitous events. So great were their losses that only their proximity to Mars, and the great support of the Fabricator General, allowed House Krast to recover. Since that time, the Nobles of House Krast seek the forces of Chaos above all others, hoping to settle old scores and fulfil oaths sworn by every one of their ancestors. Despite this, House Krast still honours Mars, and never shirks its responsibilities to its Adeptus Mechanicus allies.

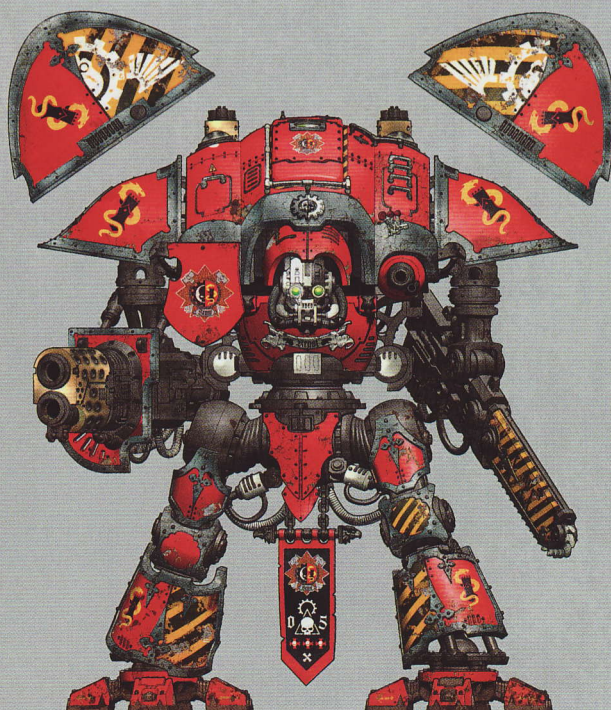


In the wake of the Horus Heresy, the crest of House Krast was changed by the unanimous consent of its Nobles. Instead of the lion rampant, the crest now depicts an iron fist squeezing the life from the serpent of Chaos.



**FORILLUS, HEADTAKER**

Forillus was seconded to the Cockatrices Titan Legion and now bears their colours as part of his livery.



**TEROS, HEXENHAMMER**

Teros has displayed a special gift for finding psykers on the battlefield, and also a keen desire to destroy them.



## LAGOS, REDEMPTION OF ADAMANT



Baron Lagos is the pilot of the Knight Crusader, the Redemption of Adamant. In house Krast, the rank of Baron is signified by the twin yellow stripes atop the carapace. Over long years of service, the Redemption of Adamant has weathered the worst firepower and battle damage the enemies of Mankind could manage, yet always, the Sacristans have repaired its adamantium armour, and, if anything, Lagos and the myriad memory-figments

within his Throne Mechanicum come back stronger, eager to exact revenge. As a Baron, Lagos' duties are to maintain his stronghold, to lead the Knights under his service, and to answer the call of the Princes should he summon members of House Krast to war. Depending upon his liege's needs, Baron Lagos might send a household detachment of his Knights, go into battle himself, or lead his own favoured escort – a Baronial Court – into battle.



# FREEBLADES

Some Nobles forsake their houses to wander alone amongst the stars. With blade or cannon, these Freeblades, as they are called, must carve out their own path to glory.

The overwhelming majority of Nobles that pilot Imperial Knights belong to knightly houses. Some, however, are unable to maintain their place. Nobles can be dishonoured, wronged, or shunned by their peers, while others simply can no longer abide the drudgery of courtly life. Most commonly, a Freeblade Knight loses his lance brothers and is stranded far from his home world, unable to return. In some cases, entire knightly houses are destroyed, leaving a forsaken Noble without a liege lord.

So do lone Knights set off into the vast blackness, daring to journey out into the utter void of space. Some quest for a worthy cause to uphold, others search out an impossible wrong that they might set right through might of arms. Rare Freeblades become reclusive, seeking desperate isolation, willing to fight only to protect their hermitage. Other Freeblades are more practical; they are simply searching out a new master – a new house to join – and they will wander until they find one, or die in the attempt. During such long journeys, Nobles become even more bonded to their Knight, the man and machine living as one. Eventually, most Freeblades are known only by the name of their Knight suit, as though the man inside is no longer a separate entity.

Freeblade Knights tend to travel alone, or with only a small group of retainers or Sacristans. Drawn to the same war zones during campaigns, small groups of Freeblades band together for a time, fighting in much the same manner as a household detachment, but with a bond forged in battle rather than inherited through blood ties. After achieving victory, such Freeblade groups disperse once more, although a few have been known to travel in formation for a time.

Ultimately, most Freeblade Knights are doomed to die solitary deaths on desperate battlefields many light years from their home world, their past deeds buried along with them. Rare Freeblades, however, have followed their wanderlusting path to fame and distinction. Through martial skill and bold battle deeds, the exploits of these Freeblades become legend, their stories recounted by countless Imperial citizens across the galaxy. Justice, Bane of House Drakon, was one such Knight; the Obsidian Knight of the Damocles Crusade was another. Retribution Incarnate was a seemingly invincible hero of the Macharian Conquests.

Perhaps some Nobles are driven to become Freeblades by a flaw in their conditioning. Certainly, Freeblades still place great significance on acts of honour and duty, perhaps even more so than in their previous lives. Thus, wherever his travels may take him, a Freeblade will protect the weak and punish the foes of Mankind.









# AMARANTHINE



As most Freeblades maintain no house markings, and few show any sign of Imperial or Adeptus Mechanicus alignment, it can be difficult to ascertain their past. The lone Freeblade known as Amaranthine earned his name from the beleaguered Imperial defenders of Romaric VII. Most believe the name is a reference to the Knight's distinctive purple-red hull, but others claim it honours an Imperial saint. Silent and purposeful, the Knight never

responds to the name Amaranthine, or to any hails, vox transmissions or other efforts to contact him. However, during the Tiberius Wars it was observed that the Knight heeded the voxed tactics of those he fought alongside, avoiding firing lines and vanquishing foes as per incoming requests. It led the defenders to believe that though he did not speak, he was always listening. Only invitations to stay once the battle was won seemed to go unheard.



# THE CRIMSON REAPER

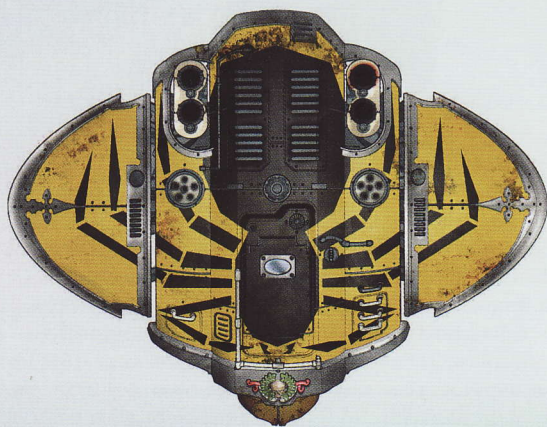
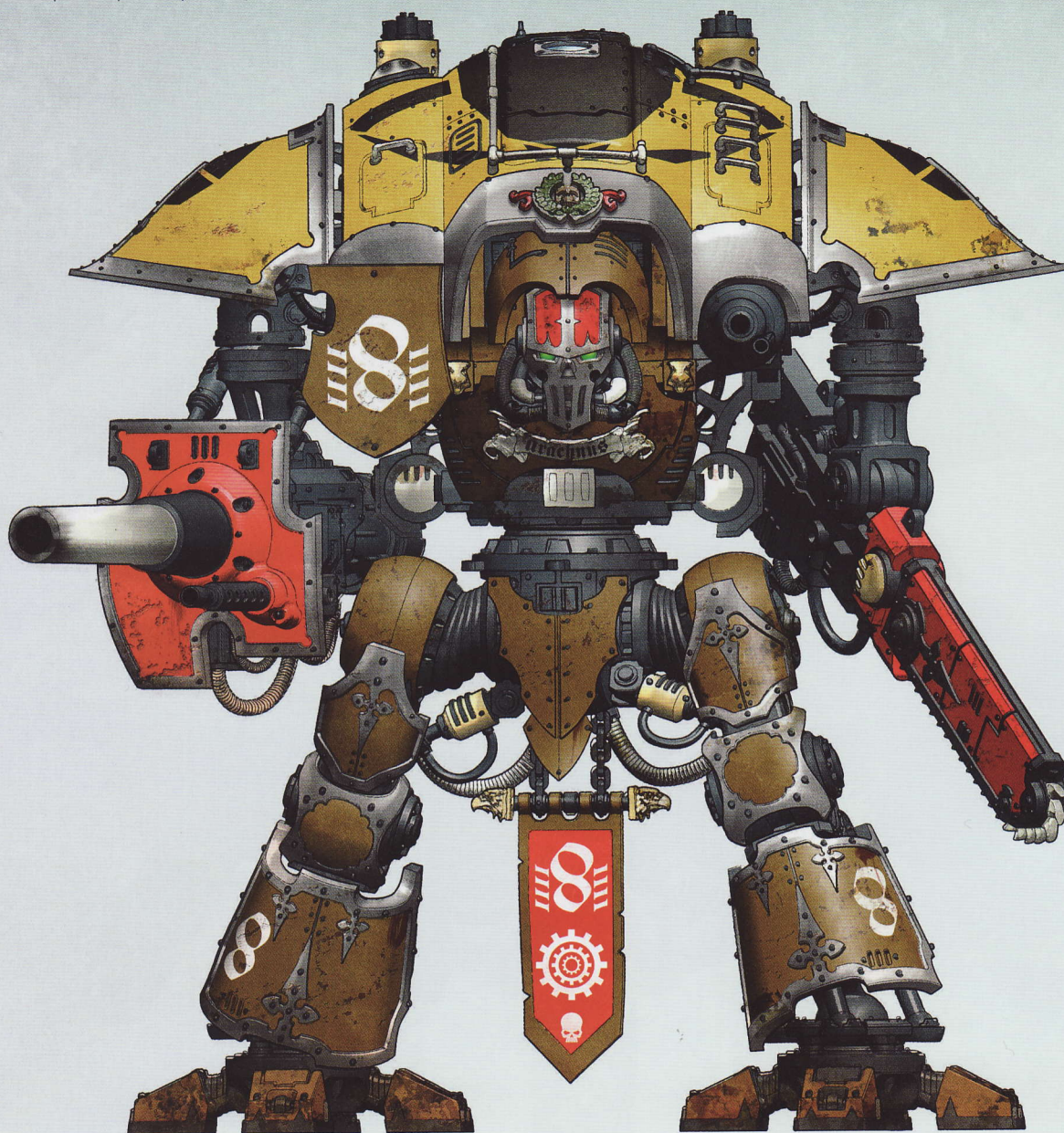


First sighted during the Rithguard Crusade, the Crimson Reaper has come to signify death itself. Relentless and devoid of mercy, the grim Knight Errant bears no other markings but those associated with death. Where house livery would be is black, and his personal heraldry is only the symbol of the reaper's scythe. The Knight is a single-minded destroyer, sending forth volleys of thermal blasts to melt tanks, crushing infantry underfoot and ripping apart

anything within range of his roaring reaper chainsword. In the early stages of a campaign, Imperial forces cheer to see this deathly-marked avenging Knight laying waste to their foe. It is never long, however, before the Crimson Reaper's obvious disregard for those who fight beside him stifles this enthusiasm. His allies are forced to look away from his callous deeds, as their own soldiers are trampled underfoot or are caught too close to thermal cannon blasts.



# AURIC ARACHNUS



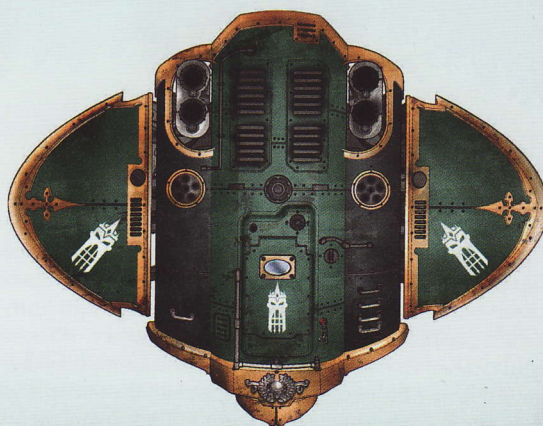
With blade and battle cannon, the Knight known as Auric Arachnus wades into battle against the Imperium's foes. With its distinctive bright yellow livery and contrasting stylised arachnid symbol, the bold Freeblade is designed to draw attention and the enemy's fire. From whence the Knight came there is no clue, nor does its pilot ever emerge. When the shadow of Hive Fleet Behemoth fell across the Ultima Segmentum, however, the legend of Auric Arachnus began. As Imperial armies rallied to repel the foe, the Knight Paladin was a tower of firepower, and when eventually overrun, its reaper blade scythed down swarms of foes. As the Tyranids pressed in upon the Ultramarines, the Chapter was forced back to its home world and Auric Arachnus travelled with them. There, the Freeblade earned great renown by slaying a Dominatrix.



# GERANTIUS, THE GREEN KNIGHT



Known as the Forgotten or Green Knight, Gerantius resides at the centre of Sacred Mountain, a blessed peak that rises from the heart of Alaric Prime's largest island. There is rumoured to be a vault of archeotech and lost lore there, over which he stands guard. Ancient and mysterious, Gerantius has defended the vault, and his world, since time immemorial. Whenever the planet is threatened the Forgotten Knight will rise from his slumber and march upon the enemies of Alaric Prime. Rumours abound about the enigmatic figure, but the truth is that none know who or what the Green Knight is, as no one has ever spoken with the Noble that pilots it, if indeed there is anything inside to reply to their hails. All that is certain is that in times of need, the Green Knight arises to drive back the enemies of Alaric Prime with reaper and thermal cannon.





# IMPERVIOUS REX

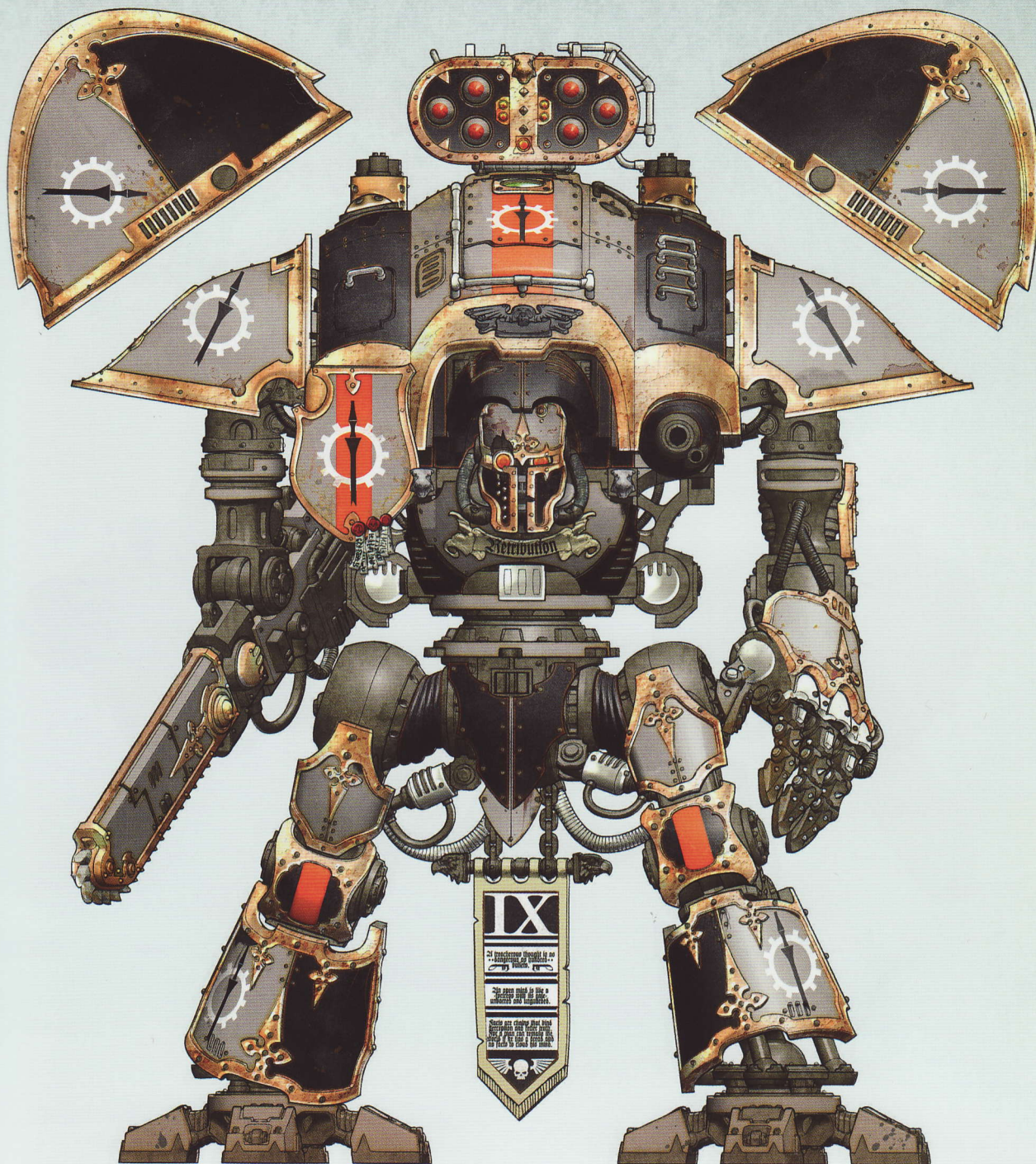


Trusting in its superlative ion shield, the Knight Warden known as Impervious Rex strides straight into the thick of the enemy's firepower. With shells flashing and ricocheting in all directions, the bright red Freeblade lifts high both weapons, clashing them together in ritual salute. Whatever knightly house this battle ceremony came from, they are forgotten now – only Impervious Rex remains to continue the tradition. In its wake, the Knight has left many to

speculate the mysterious Freeblade's origins. The red livery and numerals perhaps associate Impervious Rex with a Mechanicus-aligned house, but if there is a connection, neither the Freeblade nor any member of the Adeptus Mechanicus ever makes mention. All that is known is that, with its sweeping gatling cannon fire and the relentless fury with which the Freeblade swings its reaper, Impervious Rex ensures no enemies escape alive.



# THE LIVING LITANY

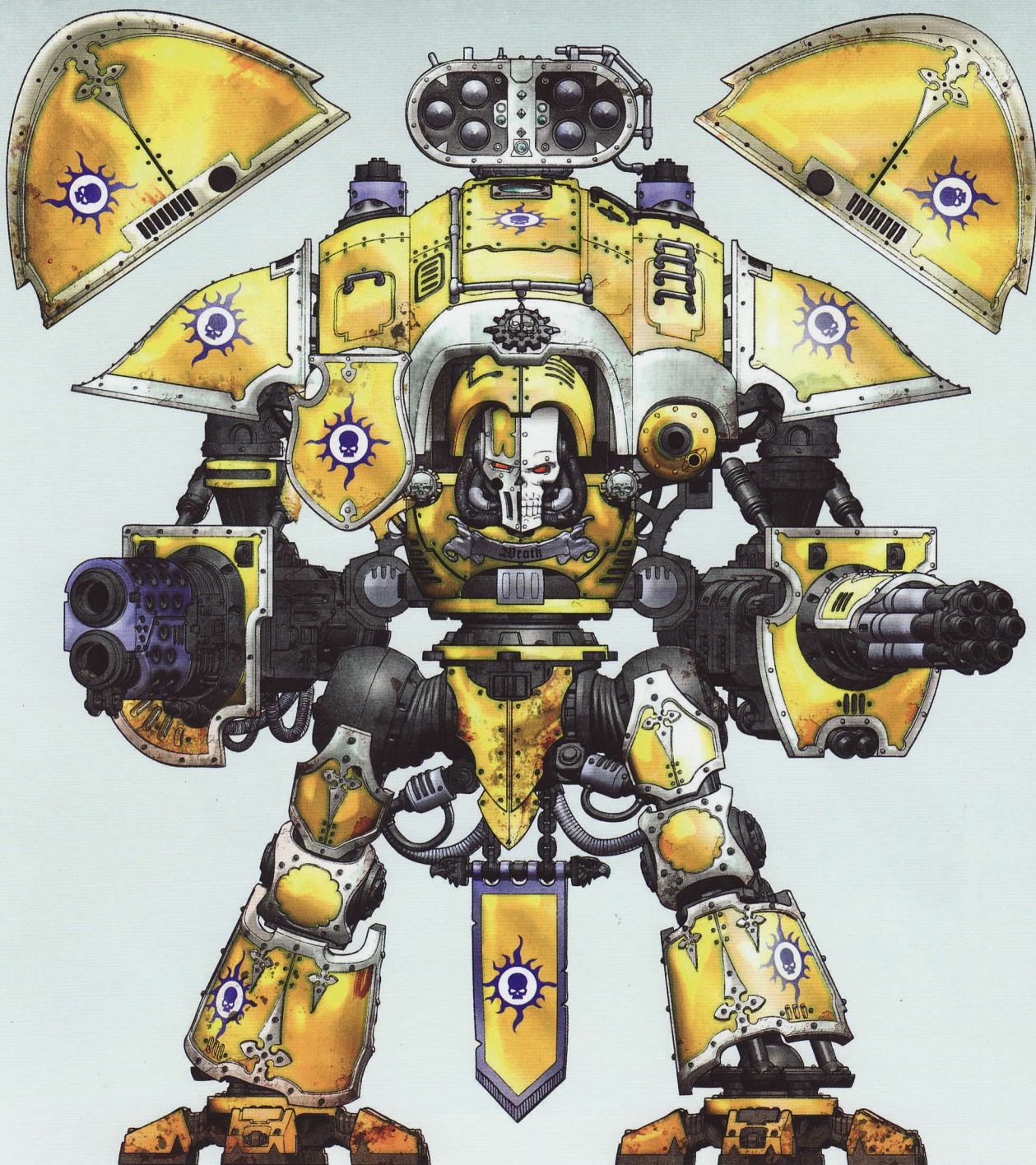


Something has gone wrong with the Knight Gallant that is known only as the Living Litany. All vox hails receive in answer only a droning sermon in High Gothic. The words are garbled, unfamiliar even to those that know that archaic language. On and on the phrases are murmured, almost as if the voice were struggling to master human speech. The little that can be understood beseeches the Emperor, while damning the woes of the universe.

Only when the Knight, whose markings reveal little about its past, reaches close combat does the voice change – rising in tone and inflection until it bellows its verses like a war cry. The forces of the Imperium might not tolerate such obvious madness, yet there is nothing amiss with the Freeblade's combat prowess. The Knight Gallant is a whirling, stomping force of purest destruction, chanting its hate with every swing of its mighty weapons.



## MYDOS ALMIGHTY



The Knight world of Mydos was fabulously wealthy – one of the reasons that the forge world of Antax was founded nearby. It was not xenos invaders that brought about the ruin of Mydos, however, but the greed of Mankind itself. As the knightly houses of the world tore themselves apart in vicious civil wars to control that wealth, one Knight alone left Mydos, taking with him transport and retainers. Soon afterwards catastrophic explosions blew the world apart.

Renaming himself after his lost home world, and replacing his house's iconography with a skull symbol, Mydos set out into the stars. The Freeblade joined any battle where Mankind was beset. There, with his two cannons, Mydos sought to redeem his own kind with acts of valour. However, it was never long before he was forced to move on – the gold plating of his archaic armour always brought forth the same old weakness of greed in his fellow man.



# RETRIBUTION INCARNATE

---

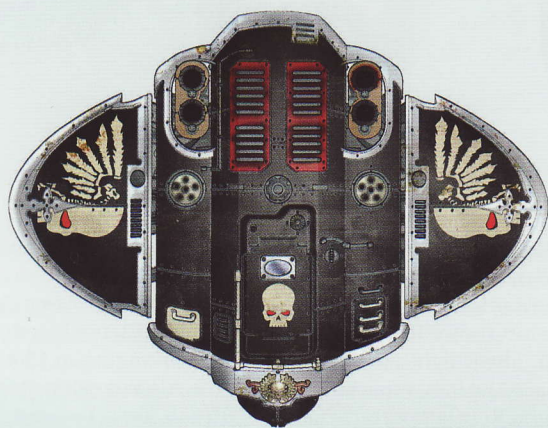


Chaosbane and hammer of heretics, the Knight Errant known as Retribution Incarnate has aided the Imperium in battle since the days of the Macharian Crusade. Although the pilot is rumoured to be the last of House Reinharn's Nobles, the Knight bears no trace of that house's livery or heraldry. Only the markings of a Freeblade remain, with the vow 'Death or Glory' prominently displayed upon its armour. And thus far, Retribution Incarnate has reaped

much glory. Since the Knight was first pict-captured on the planet Synn Secundus, the red colossus has appeared in six different war zones, always allying itself to Imperial forces. Retribution Incarnate seems especially drawn to campaigns against traitor forces, battles in which he exacts a bloody toll. The Knight stamps over cultists, hunting down Chaos Space Marines, especially those of the Alpha Legion, for whom Retribution Incarnate's wrath can never be sated.



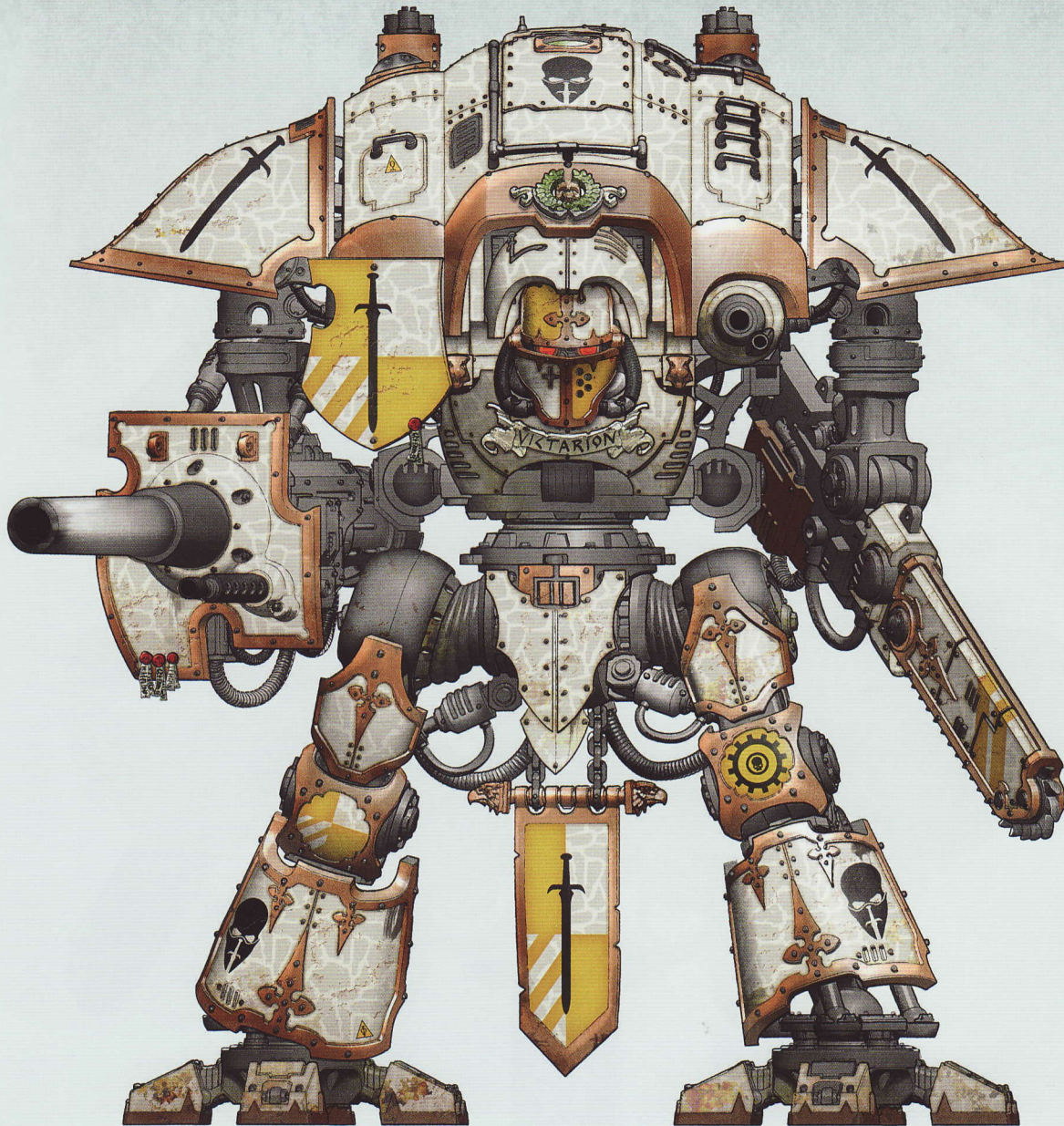
# THE OBSIDIAN KNIGHT



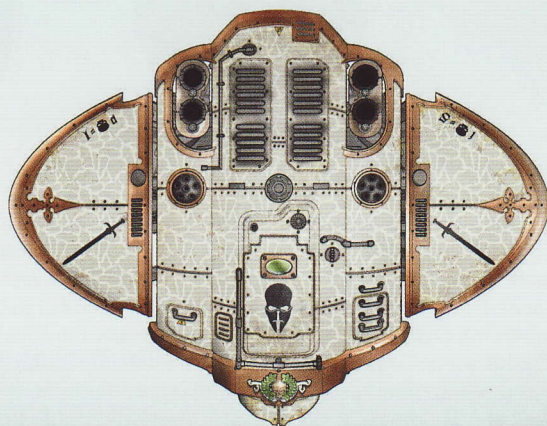
Little is known about the Freeblade that some of the Astra Militarum call the Obsidian Knight. The first recorded sighting came during the Damocles Gulf Crusade over two hundred years ago. Out of nowhere strode the dark behemoth, covered in fell symbols. He single-handedly halted a Tau river crossing, and appeared in dozens of battles. The Knight disappeared by campaign's end, remembered only in legend. Two centuries later, when the Tau general Commander Shadowsun launched her invasion of Agrellan, the Obsidian Knight appeared once again. Whether or not it was the same Knight is unknown, but it fought with the same zeal, leaving behind a wake of crushed and blasted Tau. Although the xenos eventually triumphed on Agrellan, the Obsidian Knight has since been sighted elsewhere, fighting alongside the Imperium.



# THE WHITE WARDEN



Once, the Noble Neru Degallio was the ruler of House Degallio. His Knight, the White Warden, was a symbol of the power and influence of his extended family. All of that was lost when the Red Waaagh! descended upon his planet. As the most powerful knightly house on Alaric Prime, it fell to Degallio to weather the brunt of the fighting, and of all the house's Knights and Nobles, Neru alone survived the fierce fighting. In the wake of this pyrrhic victory, the lord of House Degallio found himself made a scapegoat by lesser houses seeking political gains. After the mysterious disappearance of his consort, Neru turned Freeblade, taking the name of his Knight and leaving Alaric Prime far behind. Since that time, the White Warden has fought countless enemies of the Imperium, each time proving himself a lethal warrior and a canny tactician.





## DYROS KAMATA, THE SCORCHED KNIGHT

---



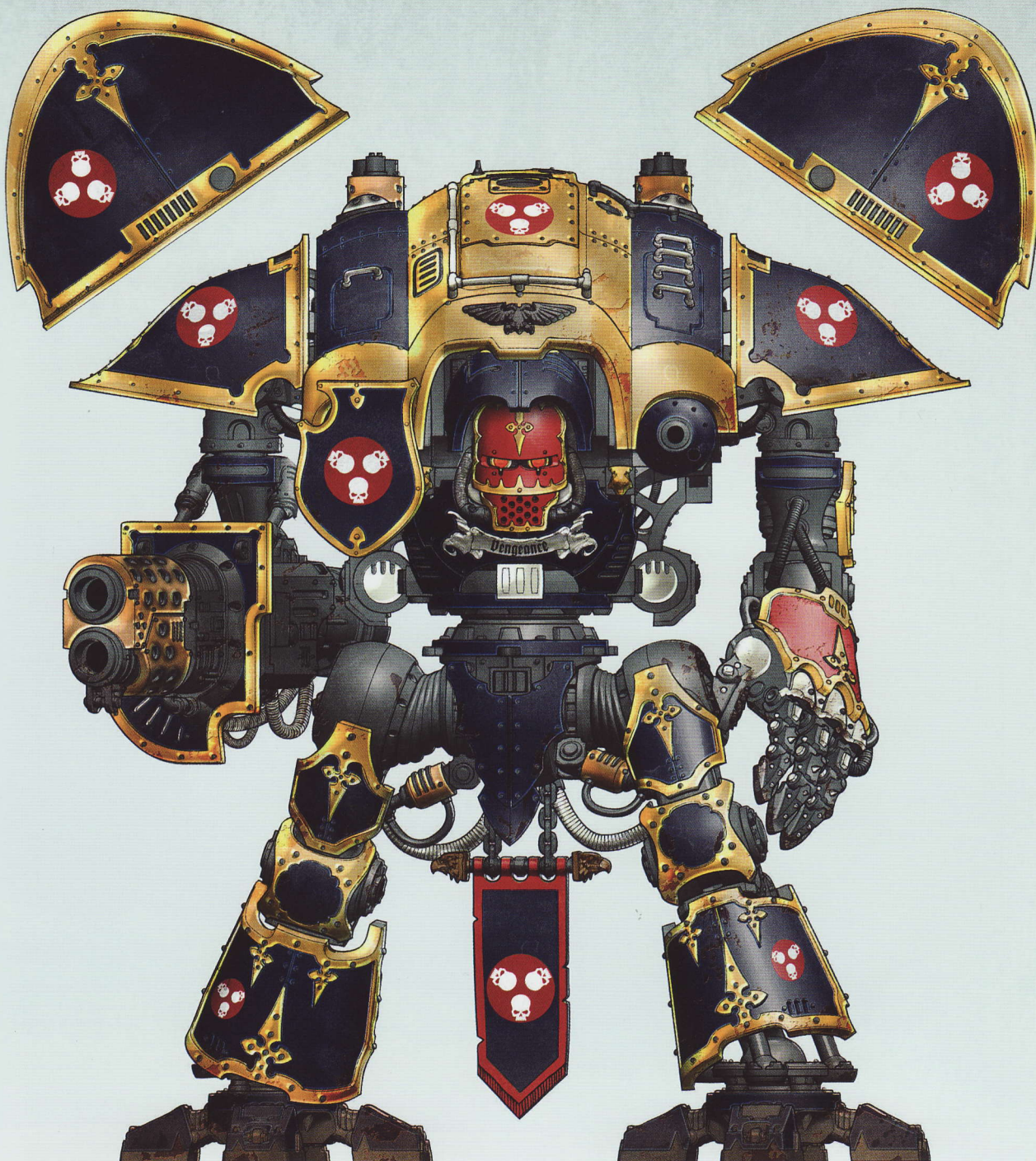
When the young Noble Dyros rejected his family and became a Freeblade, he scorched off the symbols of House Kamata in a volcano. In the face of the Red Waaagh! the Scorched Knight accounted for hundreds of kills, slaughtering Orks as he vented his rage. Already the fire-marked Knight was a legend amongst the defenders, the troops praying that the avenger would arrive to aid them once again. Unknown to the Cadians, Dyros did not fight

for them. He fought to keep his world free, to purge the alien and to maintain his honour, but mostly he fought for revenge. Part of Dyros' slain brother's spirit remained within the Throne Mechanicum. It alerted Dyros to the madness in his family, showing him visions of the crimes his own father had committed. Eventually the Scorched Knight delivered his own justice, afterwards becoming a lone outcast.



## DOMEENITO OHASHI, THE UNERRING

---



Stranded across the galaxy from his home and forge world, the Noble Domeenito Ohashi began seeking ways to return. During the journey he became waylaid and trapped on the backwater planet of Traxon. There, Ohashi performed the ritual of the Freeblade, changing the armour of his Knight Errant, the Unerring. Although he had failed in his vow to return home, the local population worshipped the Noble as a hero, for he kept their settlements safe from rapacious

Ork raiders. When elements of the Cadian 727th arrived on the planet, seeking to entrench before the oncoming might of an Ork Waaagh!, they were surprised to find an Imperial Knight striding amongst the nomadic people. After aiding the Imperial forces in victory, Domeenito Ohashi hitched a ride off-planet, the first stage of a long journey towards his ancestral home. Thus far, he has staved off Eldar pirates and helped destroy a spur of a Tyranid invasion.








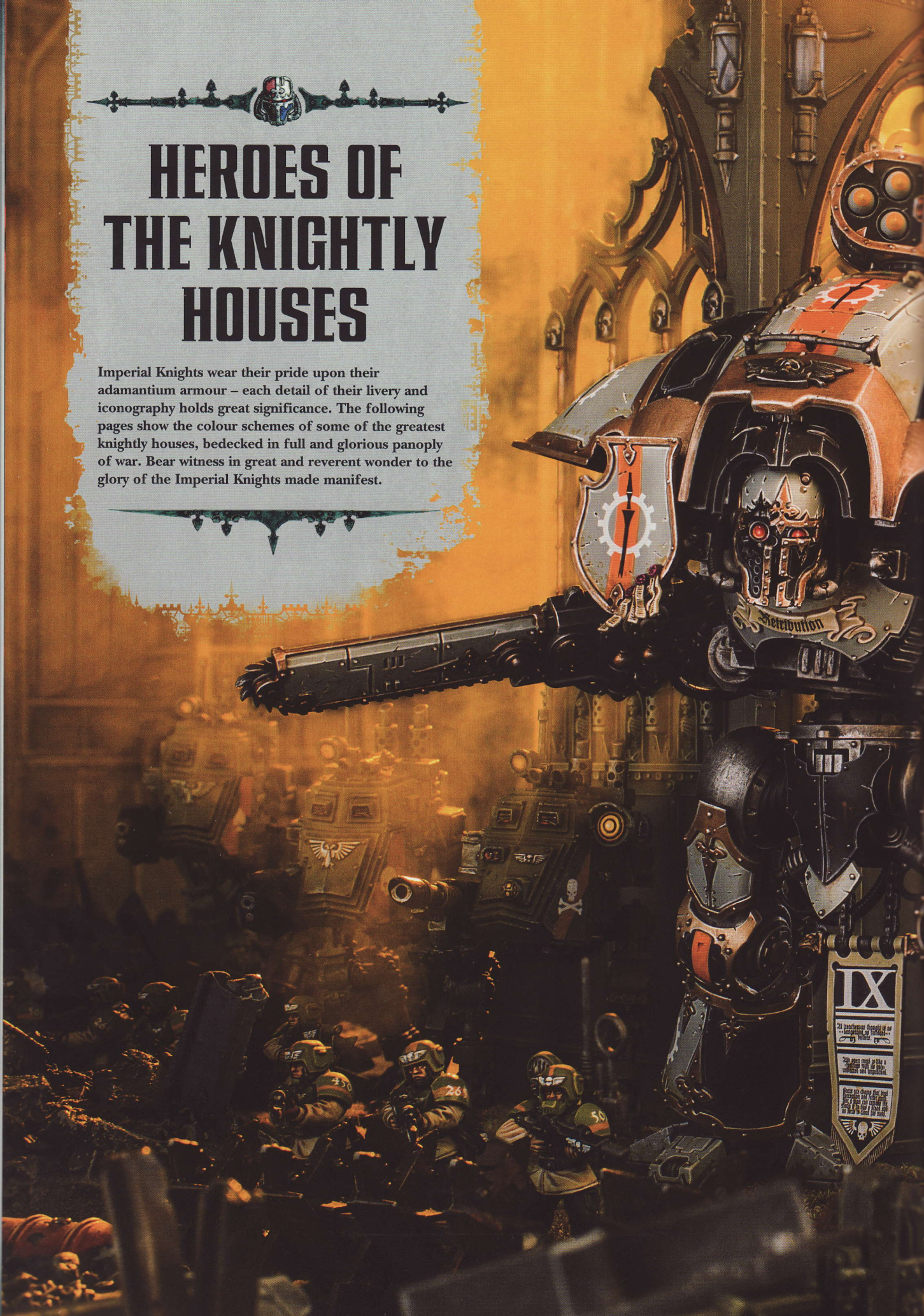







# HEROES OF THE KNIGHTLY HOUSES

Imperial Knights wear their pride upon their adamantium armour – each detail of their livery and iconography holds great significance. The following pages show the colour schemes of some of the greatest knightly houses, bedecked in full and glorious panoply of war. Bear witness in great and reverent wonder to the glory of the Imperial Knights made manifest.



















































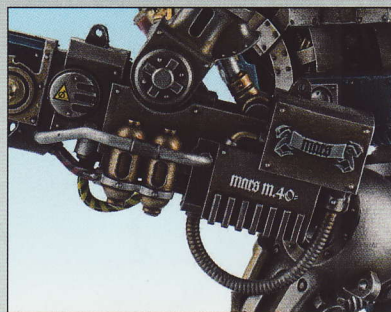






'EAVY METAL

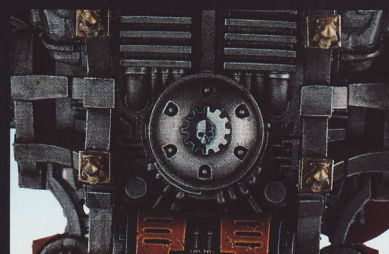
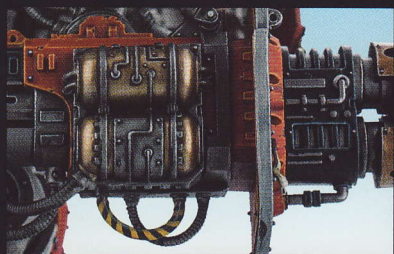
# KNIGHT PALADIN





HEAVY METAL

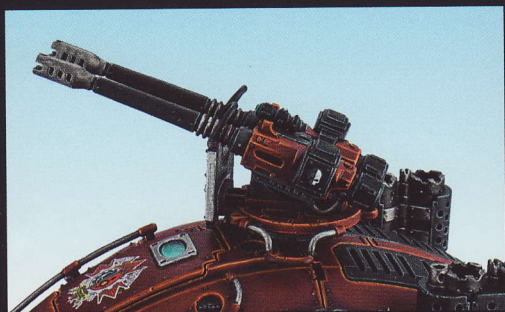
# KNIGHT ERRANT





'EAVY METAL

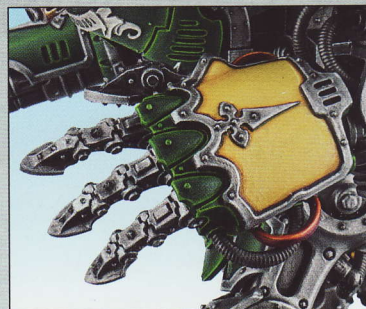
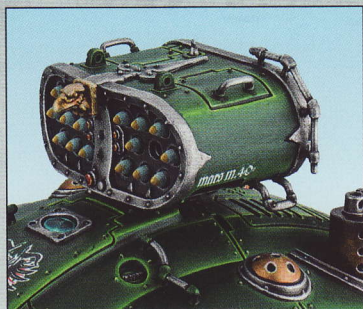
# KNIGHT CRUSADER





HEAVY METAL

# KNIGHT WARDEN













# FORCES OF THE IMPERIAL KNIGHTS

*Codex: Imperial Knights* details two unique Detachments – the Household Detachment and the Oathsworn Detachment – that reflect how the Nobles of the Knight worlds wage war in defence of the Imperium. These follow all the Detachment rules presented in *Warhammer 40,000: The Rules*.

## CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the Imperial Knight models in your collection. If you are using the Battle-forged method, you will instead need to organise the Imperial Knight models in your collection into Detachments such as the Household Detachment and the Oathsworn Detachment shown here. This is a fun process in its own right.

Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.



## HOUSEHOLD DETACHMENT



LORDS OF WAR



LORDS OF WAR



LORDS OF WAR



LORDS OF WAR



LORDS OF WAR

**Compulsory**  
3 Lords of War

**Optional**  
2 Lords of War

### RESTRICTIONS:

All units in this Detachment must have the Imperial Knights Faction.

### COMMAND BENEFITS:

**Knight Commander:** If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Imperial Knights*. Furthermore, when fighting in a challenge your Warlord re-rolls failed To Hit rolls.

**Lord Baron:** If this Detachment is your Primary Detachment, Your Warlord has the Vehicle (Super-heavy Walker, Character) unit type, and can choose to select one item from the **Heirlooms of the Knightly Houses** list (pg 101) at the points cost shown. Furthermore, add 1 to the Weapon Skill and Ballistic Skill characteristics of your Warlord.

**Objective Secured:** All units from this Detachment have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.



## OATHSWORN DETACHMENT



### RESTRICTIONS:

This Detachment cannot be taken as your Primary Detachment. All units in this Detachment must have the Imperial Knights Faction.

### COMMAND BENEFITS:

None.

**Compulsory**  
1 Lord of War

**Optional**  
2 Lords of War





# DATASHEETS

The following section details background and rules information that describe the forces used by the Imperial Knights. This section will enable you to forge your collection of Imperial Knight miniatures into an army ready to fight battles in your games of Warhammer 40,000.

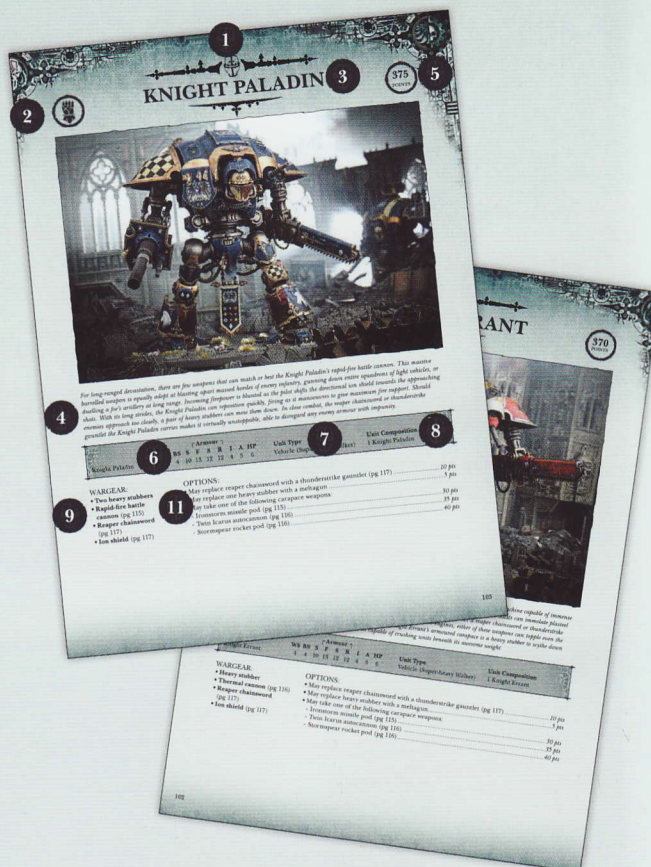
## DATASHEETS

Each Imperial Knight unit in this book has a datasheet. Each datasheet contains a detailed description of the unit along with all the rules information that you will need to use that unit in your games of Warhammer 40,000.

## ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- 1 **Faction:** The unit's Faction will be shown here by a symbol. All of the units described in this book have the Imperial Knights Faction.
- 2 **Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. The symbols for these battlefield roles are defined in Warhammer 40,000: The Rules. All the units in this book have the Lords of War Battlefield Role.
- 3 **Unit Name:** Here you will find the name of the unit.
- 4 **Unit Description:** This section provides a description of the unit, detailing their particular strengths along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- 5 **Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6 **Unit Profile:** This section will show the profile of any models the unit can include.
- 7 **Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry, Beasts or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 8 **Unit Composition:** This section will show the number and type of models that make up the basic unit, before any upgrades have been taken.
- 9 **Wargear:** This section details the weapons and wargear the models in the unit are armed with, many of which are described in more detail in the Wargear of the Knightly Houses section of this book. The cost for all the unit's basic equipment is included in its points cost.
- 10 **Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix section of this book (pg 114) or in the Special Rules section of Warhammer 40,000: The Rules.
- 11 **Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'.



## FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.





## IMPERIAL KNIGHTS WARGEAR LIST

This list details the points values of Heirlooms of the Knightly Houses, which may be taken by Imperial Knight characters. Many of the Formations and Detachments in this section of the book include an option (in bold text) to select an item from this list. Only one of each Heirloom of the Knightly Houses may be chosen per army.

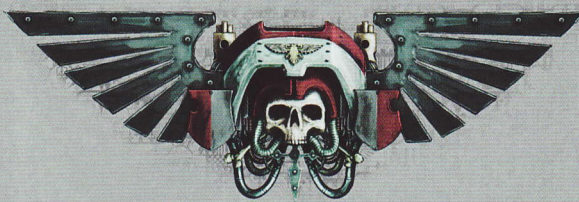
### Heirlooms of the Knightly Houses ..... pg 118

A model may take one of the following:

- Banner of Macharius Triumphant ..... 10 pts
- The Paragon Gauntlet <sup>1</sup> ..... 15 pts
- Sanctuary ..... 15 pts
- Ravager <sup>2</sup> ..... 25 pts
- Helm of the Nameless Warrior ..... 30 pts
- Mark of the Ommissiah ..... 30 pts

<sup>1</sup> May not be taken by a Knight Crusader. Replaces reaper chainsword. If taken by a Knight Gallant, replaces thunderstrike gauntlet.

<sup>2</sup> May not be taken by a Knight Crusader. Replaces reaper chainsword.





# KNIGHT ERRANT

370  
POINTS



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.

	[ Armour ]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Knight Errant	4	4	10	13	12	12	4	3	6	Vehicle (Super-heavy Walker)	1 Knight Errant

## WARGEAR:

- **Heavy stubber**
- **Thermal cannon** (pg 116)
- **Reaper chainsword** (pg 117)
- **Ion shield** (pg 117)

## OPTIONS:

- May replace reaper chainsword with a thunderstrike gauntlet (pg 117) ..... 10 pts
- May replace heavy stubber with a meltagun..... 5 pts
- May take one of the following carapace weapons:
  - Ironstorm missile pod (pg 115) ..... 30 pts
  - Twin Icarus autocannon (pg 116) ..... 35 pts
  - Stormspear rocket pod (pg 116) ..... 40 pts



# KNIGHT PALADIN

375  
POINTS



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.

	[ Armour ]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Knight Paladin	4	4	10	13	12	12	4	3	6	Vehicle (Super-heavy Walker)	1 Knight Paladin

## WARGEAR:

- Two heavy stubbers
- Rapid-fire battle cannon (pg 115)
- Reaper chainsword (pg 117)
- Ion shield (pg 117)

## OPTIONS:

- May replace reaper chainsword with a thunderstrike gauntlet (pg 117) ..... 10 pts
- May replace one heavy stubber with a meltagun ..... 5 pts
- May take one of the following carapace weapons:
  - Ironstorm missile pod (pg 115) ..... 30 pts
  - Twin Icarus autocannon (pg 116) ..... 35 pts
  - Stormspear rocket pod (pg 116) ..... 40 pts



# KNIGHT WARDEN

375  
POINTS



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.

	[ Armour ]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Knight Warden	4	4	10	13	12	12	4	3	6	Vehicle (Super-heavy Walker)	1 Knight Warden

## WARGEAR:

- Avenger gatling cannon (pg 115)
- Heavy flamer
- Heavy stubber
- Reaper chainsword (pg 117)
- Ion shield (pg 117)

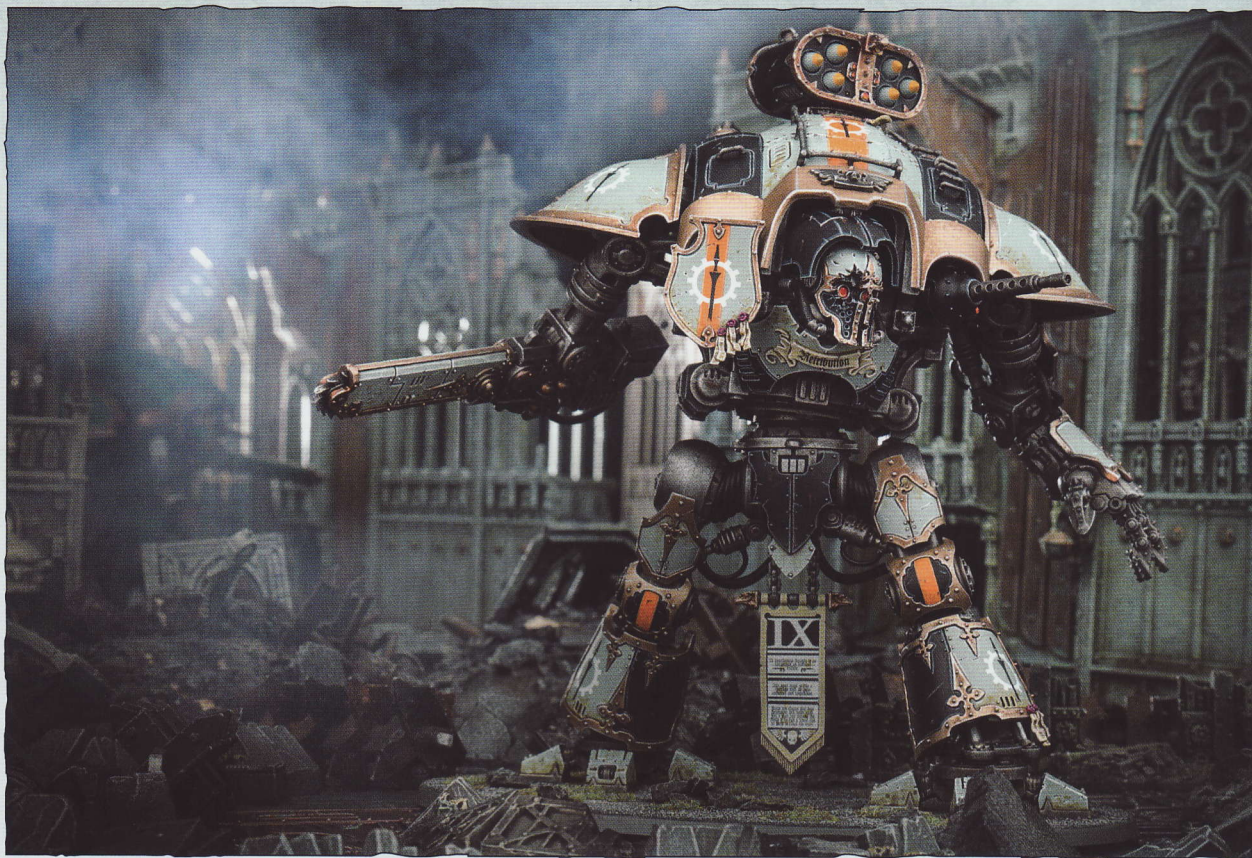
## OPTIONS:

- May replace reaper chainsword with a thunderstrike gauntlet (pg 117) ..... 10 pts
- May replace heavy stubber with a meltagun..... 5 pts
- May take one of the following carapace weapons:
  - Ironstorm missile pod (pg 115) ..... 30 pts
  - Twin Icarus autocannon (pg 116) ..... 35 pts
  - Stormspear rocket pod (pg 116) ..... 40 pts



# KNIGHT GALLANT

325  
POINTS



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.

	[ Armour ]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Knight Gallant	4	4	10	13	12	12	4	3	6	Vehicle (Super-heavy Walker)	1 Knight Gallant

## WARGEAR:

- Heavy stubber
- Reaper chainsword (pg 117)
- Thunderstrike gauntlet (pg 117)
- Ion shield (pg 117)

## OPTIONS:

- May replace heavy stubber with a meltagun.....5 pts
- May take one of the following carapace weapons:
  - Ironstorm missile pod (pg 115) .....30 pts
  - Twin Icarus autocannon (pg 116) .....35 pts
  - Stormspear rocket pod (pg 116) .....40 pts



# KNIGHT CRUSADER

425  
POINTS



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.

	[ Armour ]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Knight Crusader	4	4	10	13	12	12	4	3	6	Vehicle (Super-heavy Walker)	1 Knight Crusader

## WARGEAR:

- Avenger gatling cannon (pg 115)
- Heavy flamer
- Heavy stubber
- Thermal cannon (pg 116)
- Ion shield (pg 117)

## OPTIONS:

- May replace heavy stubber with a meltagun.....5 pts
- May replace thermal cannon with a rapid-fire battle cannon (pg 115) and heavy stubber.....5 pts
- May take one of the following carapace weapons:
  - Ironstorm missile pod (pg 115) .....30 pts
  - Twin Icarus autocannon (pg 116) .....35 pts
  - Stormspear rocket pod (pg 116) .....40 pts



# EXALTED COURT



The Exalted Court is nothing less than the ruler of the knightly house and his hand-selected entourage of officers. Beyond doubt, this is the most powerful formation a house can field, representing the pinnacle of its leadership and martial prowess. When the Exalted Court marches out to war, it does so with full fanfare – trumpets blare and the ground shakes. Striding forth in the full panoply of war, they have power enough to level cities or smash entire armies to ruin. The titles of each member in the Exalted Court vary between Mechanicus- and Imperium-aligned houses, and the hierarchy and subsidiary roles of each position are different for every knightly house. However, one fact remains the same – when the Exalted Court takes to the battlefield, they carry with them the full pride and might of their house.

## FORMATION:

- 5 Imperial Knights (of any type)

## RESTRICTIONS:

None.

## SPECIAL RULES:

**Council of Lords:** All models in this Formation have the Vehicle (Super-heavy Walker, Character) unit type, and they can each choose to select from the **Heirlooms of the Knightly Houses** list (pg 101) at the points cost shown. Furthermore, before deployment, nominate one model in this Formation to be High King or Princeps of the knightly house; add 2 to this model's Weapon Skill and Ballistic Skill characteristics and add 1 to any invulnerable saving throw this model makes for its ion shield. Add 1 to the Weapon Skill and Ballistic Skill characteristics of all other models in this Formation.

**Knight Commander:** If this Formation is your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Imperial Knights*. Furthermore, when fighting in a challenge, your Warlord re-rolls failed To Hit rolls.



# BARONIAL COURT



A Baronial Court is an army-crushing formation that crosses battlefields like an adamantine avalanche, a ground-churning charge of near titanic proportions. On his own initiative, or at the summons of his High King or Princeps, a Baron will muster a bodyguard from those household Knights who are pledged to aid his fief. This formation is classified as a Baronial Court, although some knightly houses refer to it as a Baronial Escort or Cavalier Spearhead. Forming a nigh-impenetrable ionic shieldwall, the Knights march abreast, closing with the foe while their own massed firepower rains down death. Here strides the unbridled power of the Knights, a force that has defeated Mankind's enemies since before the birth of the Imperium.

## FORMATION:

- 3-5 Imperial Knights (of any type)

## RESTRICTIONS:

None.

**Knight Commander:** If this Detachment is your Primary detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Imperial Knights*. Furthermore, when fighting in a challenge, your Warlord re-rolls failed to hit rolls.

**Knightly Vassals:** The Formation's Baron (see below) and all Imperial Knights in the Formation within 12" of him have the Counter-attack special rule and can fire Overwatch, even though they are Super-heavy Walkers.

## SPECIAL RULES:

**Ionic Shieldwall:** As long as an Imperial Knight from this Formation is within 6" of one or more other Imperial Knights from this Formation, it adds 1 to any invulnerable saving throw it makes for its ion shield on the front arc.

**Lord Baron:** Before deployment, nominate one model from this Formation to be the Formation's Baron. This model has the Vehicle (Super-heavy Walker, Character) unit type, and can choose to select from the Heirlooms of the Knightly Houses list (pg 101) at the points cost shown. Furthermore, add 1 to the Weapon Skill and Ballistic Skill characteristics of this model.



# TRIPARTITE LANCE



*Three Knights – one each of the Warden, Gallant, and Crusader classes – fighting together as one is called a Tripartite Lance. Co-ordinating these huge machines to fight as a single unit, however, requires not only relentless combat drills, but an ability to predict the actions of the other Knights that borders on prescience. Through their Thrones Mechanicum, each towering Knight anticipates the movement of its lance-brothers, triangulating their firepower and close combat actions as a single unit. Thanks to their thrones' bond, the Knights of the lance also move with a grace and ease of motion that belie their massive size and crushing weight, allowing the adamantite giants to work in close formation. Fighting thus, the whole is greater than the sum of its parts, as many foes have found out to their cost.*

## FORMATION:

- 1 Knight Warden (pg 104)
- 1 Knight Gallant (pg 105)
- 1 Knight Crusader (pg 106)

## RESTRICTIONS:

All models in this Formation must be fielded as a single unit, even though this is not normally allowed. When each Knight is destroyed, they count as a separate unit for Victory points purposes.

## SPECIAL RULES:

**War Triad:** Each Knight in this Formation has an effect on the other models in this Formation, as described below. These effects last until the associated model is completely destroyed.

- **Knight Warden – Withering Fire:** Enemy units count their cover save as being one point lower than normal against shooting attacks from models from this Formation.
- **Knight Gallant – Wrathful Onslaught:** All models in this Formation inflict D3 Hammer of Wrath hits instead of 1.
- **Knight Crusader – Precision Bombardment:** Blast weapons fired by models in this Formation gain the Twin-linked special rule.



# GALLANT LANCE



*With more momentum than a runaway mag-train, a Gallant Lance hits with such ground-shaking impact that shockwaves can be felt miles away. Even a Battle Titan must fear such a collision, for each of the three Knights Gallant that make up the Gallant Lance formation is, in its own right, a formidable killing machine. Given enough time, such a tsunami of hurtling adamantine armour, swinging reaper blades and lightning-wreathed thunderstrike gauntlets could completely stave in an Imperial Navy battleship. Gallant Lances charging full tilt have even been known to crack open the reinforced ferrocrete walls of traitorous hive cities – once within, their murderous prowess is such that the previously confident foe will flee their stronghold rather than face the Knights in combat.*

## FORMATION:

- 3 Knights Gallant (pg 105)

## RESTRICTIONS:

None.

## SPECIAL RULES:

- Crusader
- Rage

**Full Tilt:** Knights from this Formation can re-roll failed charge distances.



# SKYREAPER LANCE



*When Sacristans fit a twin Icarus autocannon atop a Knight's carapace they give that enormous walker the ability to command the sky, bringing down winged creatures or turning swooping aircraft into hurtling fireballs that spin crazily into the ground. When a formation of three Imperial Knights so armed work in concert they can crisscross the sky with stitched patterns of tracer fire, casting a deadly net of anti-air fire into the heavens. Known as a Skyreaper Lance, such a formation can bring down entire flying squadrons, making it rain with exploded aircraft parts or the bloody chunks of flying beasts. It is always possible to tell where a Skyreaper Lance was stationed on a battlefield, for the surrounding ground is littered with furrowed wrecks and spattered gore.*

## FORMATION:

- 3 Imperial Knights (of any type)

## RESTRICTIONS:

All units must take the twin Icarus autocannon carapace weapon option.

## SPECIAL RULES:

**Skyreapers:** When targeting enemy Flyers, Knights from this Formation re-roll failed armour penetration rolls and can choose to re-roll glancing hits in an attempt to instead get a penetrating hit, but the second result must be kept. Furthermore, when targeting enemy Flying Monstrous Creatures, Knights from this Formation re-roll failed To Wound rolls.











# APPENDIX

This section of the book details many of the rules for using an army of Imperial Knights in your games of Warhammer 40,000, including their unique Warlord Traits, wargear and Tactical Objectives. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

## IMPERIAL KNIGHTS SPECIAL RULES

Special rules that are unique to particular Formations are presented on their datasheets. Other, more common, rules are simply listed by name – these are described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

## WARLORD TRAITS

When generating his Warlord Trait, an Imperial Knights Warlord can only roll on the table below.

### WARLORD TRAITS TABLE

#### D6 WARLORD TRAIT

- |   |  |
|---|--|
| <p><b>1 Landstrider:</b> <i>This Warlord has fought across hundreds of battlefields, and always ensures that the Knights of his house are the first into the fray.</i><br/>Your Warlord, and all friendly Imperial Knights within 12" of your Warlord, add 1 to the result when rolling the distance they Run or their charge distances.</p> <p><b>2 Favoured of the Omnissiah:</b> <i>This Warlord bears a token of the favour of the Adeptus Mechanicus in the form of an artificer weapon of unrivalled quality.</i><br/>Nominate one weapon carried by your Warlord. That weapon has the Master-crafted special rule. Note, however, that this cannot be applied to an Heirloom of the Knightly Houses.</p> <p><b>3 Exemplar of the Joust:</b> <i>This Warlord can land a precise blow against his target even when charging at full tilt.</i><br/>Your Warlord re-rolls failed To Hit rolls in any Assault phase in which he successfully charges into close combat.</p> | <p><b>4 Cunning Commander:</b> <i>This Warlord is a master tactician, and instinctively knows how best to use the landscape to shield his advance and attack the enemy's forces where they are weakest.</i><br/>Your Warlord and up to D3 other friendly Imperial Knights have the Outflank special rule.</p> <p><b>5 Ion Bulwark:</b> <i>A survivor of countless battles, this Warlord has learnt to use his Knight suit's ion shield with exceptional deftness.</i><br/>Your Warlord can re-roll any failed invulnerable saving throws of a 1.</p> <p><b>6 Knight Seneschal:</b> <i>Veteran warriors who have proved themselves worthy time and again in the fires of battle are awarded the rank of Knight Seneschal. To be named so is an honour beyond measure. Either through countless martial triumphs or by one truly heroic act, this Warlord has distinguished himself above and beyond his peers and is a true paragon of his house.</i><br/>Add 1 to your Warlord's Attacks characteristic.</p> |
|---|--|





# WARGEAR OF THE KNIGHTLY HOUSES

This section of *Codex: Imperial Knights* lists the weapons and equipment fitted to the various suits of Knight armour utilised by the Nobles of the Knight worlds, along with rules for using them in your games of Warhammer 40,000.

## RANGED WEAPONS

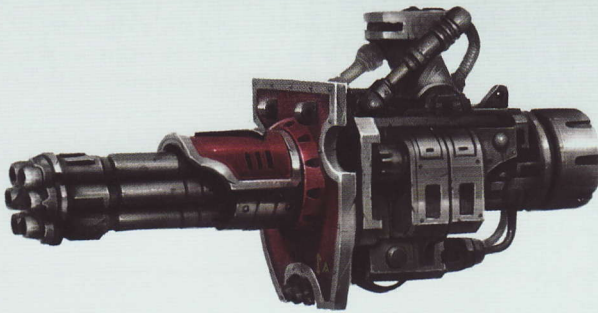
Profiles for the weapons in this section are also listed on the profiles page (pg 120). Rules for the following ranged weapons can be found in *Warhammer 40,000: The Rules*:

Heavy flamer  
Heavy stubber  
Meltagun

### AVENGER GATLING CANNON

With six cyclic barrels, the avenger gatling cannon can fire large calibre shells at a prodigious rate. These high velocity shots mow down enemy infantry or rip easily through light armour. Well-placed shots can tear through even thicker plating, blasting apart the heaviest armoured infantry or battle tanks. When firing at maximum rate, the avenger stitches deadly patterns of death across the enemy's front lines while making a whirring hiss as the barrels spin faster than the eye can follow.

Range	S	AP	Type
36"	6	3	Heavy 12, Rending



### IRONSTORM MISSILE POD

The ironstorm missile pod is a carapace mounted delivery system for explosive warheads. It can engage targets at long range and fires missiles that explode and saturate a sizable blast radius. The ironstorm missile pod is ideal for blowing bloody holes in massed infantry assaults and is most effective against light- to medium-armoured foes.

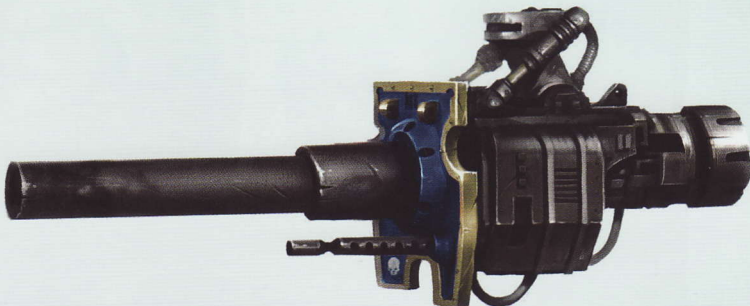
Range	S	AP	Type
72"	5	4	Heavy 1, Large Blast, Barrage



### RAPID-FIRE BATTLE CANNON

This long range cannon is the equivalent of a large calibre artillery piece affixed to the arm of an Imperial Knight. Its rapid self-loading allows for accurate fire to be poured out at a tremendous rate and the blast of its explosive shot can rack up horrific casualties. It is often employed against infantry hordes, medium tanks and squadrons of light vehicles.

Range	S	AP	Type
72"	8	3	Ordnance 2, Large Blast

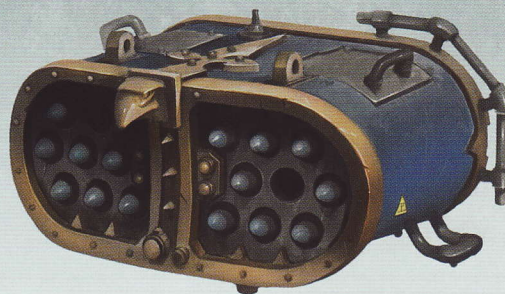




### STORMSPEAR ROCKET POD

The stormspear rocket pod is a carapace mounted weapon that fires self-propelled projectiles tipped with armour penetrating warheads. Only accurate to medium range, stormspear rockets streak out in a series of sharp flashes to destroy their target. They are best employed versus heavily armoured infantry or moderately armoured vehicles. The stormspear rocket pod can launch up to three of these rockets in rapid succession, emitting a high pitched whooshing shortly followed by the crack of explosions in the distance.

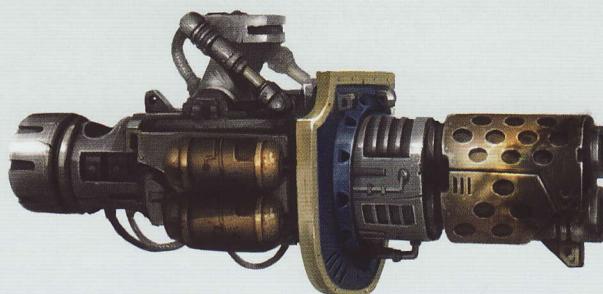
Range	S	AP	Type
48"	8	3	Heavy 3



### THERMAL CANNON

Even the mightiest foes must fear such a weapon as the thermal cannon, for it is an incredibly large and powerful melta device. Its hissing blast can immolate everything in a wide radius, melting through a fortress wall or turning a battle tank into nothing more than a pile of bubbling slag. There is no armour that offers any proof against its super-heated shot, and the thermal cannon only becomes even more effective at closer ranges.

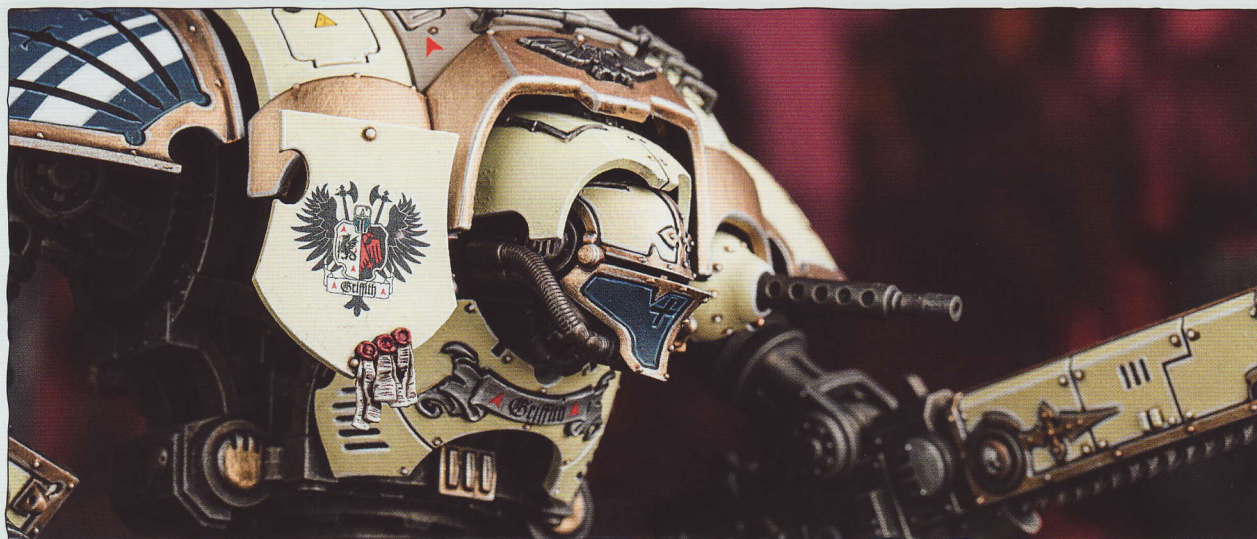
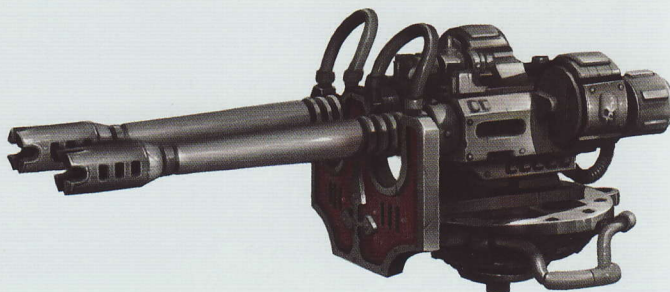
Range	S	AP	Type
36"	9	1	Heavy 1, Large Blast, Melta



### TWIN ICARUS AUTOCANNON

The twin Icarus autocannon is a ballistic anti-aircraft array that can be mounted to the carapace of an Imperial Knight. It is linked to the Throne Mechanicum and aided by a servo-mind conclave. With the merest thought from the Knight's pilot, the twin autocannons pivot, tracking incoming flyers impossibly fast and letting loose a stream of deadly fire. The steady chug-chugging of the guns can scythe off wings or rip enemy aircraft out of the skies, turning them into naught but hurtling fireballs.

Range	S	AP	Type
48"	7	4	Heavy 2, Interceptor, Skyfire, Twin-linked





## MELEE WEAPONS

### REAPER CHAINWORD

Three times the height of a man, this adamantium-toothed chainsword is powered by mighty servo-motors and backed by the strong swing of an Imperial Knight. Many have fled from the sound of its revving roar alone. Nothing can stop the grinding cut of its enormous blades – not armour or the thickest ferrocrete.

Range	S	AP	Type
-	D	2	Melee



### THUNDERSTRIKE GAUNTLET

Crackling with a barely contained nimbus of energy, the thunderstrike gauntlet is a super-charged power weapon. Merely clenching the fist causes shockwaves to emanate outwards while sparks of incandescent fury fall in sizzling arcs. When the gauntlet smites a foe it releases a deafening thunderclap that crumples protective armour and pulverises its target. When an Imperial Knight swings its thunderstrike gauntlet against an enemy vehicle or towering monster, the sheer force delivered by its powerful blows can even lift and fling the crushed remnants of the Knight's victim onto nearby infantry, their horrified screams drowned by the crash as their own armoured support obliterates them.

Range	S	AP	Type
-	D	2	Melee, Colossal, Hurl

**Colossal:** A model fighting with this weapon Piles In and fights at Initiative step 1.

**Hurl:** If an Imperial Knight fighting with a Thunderstrike Gauntlet destroys an enemy Monstrous Creature or vehicle in the Fight sub-phase, it can choose to hurl it (Gargantuan Creatures, Super-heavy vehicles and buildings cannot be hurled). If a vehicle was destroyed as a result of suffering an Explodes! result on the Vehicle Damage table, resolve any damage before hurling it. Any passengers must make an emergency disembarkation (see *Warhammer 40,000: The Rules*) before their transport vehicle is hurled. To hurl an enemy model, immediately resolve a shooting attack against an enemy unit within 12" that is not locked in combat using the profile below. A hurled model is removed from the battlefield after the attack has been resolved.

Range	S	AP	Type
12"	*	-	Heavy 1, Large Blast, The Bigger They Are...

**The Bigger They Are...:** The Strength of this attack is always equal to the Toughness value of the Monstrous Creature, or half the front Armour Value of the vehicle, being hurled (rounding fractions up).



## SPECIAL ISSUE WARGEAR

### ION SHIELD

Knights carry potent field generators called ion shields. These devices use ancient technology to project an energy field across a narrow arc. By moving the position of the shield so that it intercepts enemy attacks, a Knight is able to survive even the heaviest fire, whilst still being able to fire its own weapons in return. The exact setting and positioning of the shield is essential, as the ion shield is only designed to deflect and slow shots, rather than absorb them in the manner of the void shields used on Imperial Titans. This means the effectiveness of the shield is dependent on the skill and experience of its operator.

When an Imperial Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases before any attacks are carried out, the controlling player must declare which facing each Imperial Knight's ion shield is covering. The choices are: front, left side, right side or rear. The Knight has a 4+ invulnerable save against all hits on that facing until the start of your opponent's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase. Ion shields cannot be used to make saving throws against close combat attacks.



## HEIRLOOMS OF THE KNIGHTLY HOUSES

Heirlooms of the Knightly Houses are unique and incredibly powerful relics of the Imperial Knights, and many have served their greatest champions for over fifteen millennia. Only one of each of the following relics can be chosen per army – there is only one of each of these items in the entire galaxy!

### BANNER OF MACHARIUS TRIUMPHANT

A gift from Lord Solar Macharius himself to honour the knightly houses that accompanied his crusade, this banner was borne to battle by a Knight Seneschal in every engagement in which the Knights fought alongside the Warmaster. Legend has it that the Banner of Macharius Triumphant has never seen defeat, for every time a Knight has carried it to war, a great victory has been won for the Imperium. To see its majestic form fluttering in the wind instils the Emperor's warriors with great courage, for to fight in its shadow is to all but assure victory.

All friendly units with the Armies of the Imperium Faction (see *Warhammer 40,000: The Rules*) within 12" of the bearer of this banner must re-roll failed Morale and Pinning checks and Fear tests.

### HELM OF THE NAMELESS WARRIOR

Though many great heroes through the ages have mounted this fabled faceplate upon their Knight suits, the names of both the suit and the valiant pilot who first bore this helm have been lost to history. Regardless of its origins, the Helm of the Nameless Warrior has become synonymous with murderous ferocity in battle. Whether this reputation stems from some mysterious essence intrinsically bound within the helm, or because those who bore the helm were merely roused to terrible fury by the weight of bearing such an infamous relic remains unclear.

A model wearing the Helm of the Nameless Warrior has the Rampage special rule.



### MARK OF THE OMNISSIAH

An unassuming device that takes the shape of the Cog Mechanicum, the Mark of the Ommissiah is actually an incredibly potent self-repair hub. If the Knight suit upon which it is affixed takes battle damage, reconstruction protocols automatically engage to heal rents and restore lost power.

The bearer of the Mark of the Ommissiah has the It Will Not Die special rule.

### THE PARAGON GAUNTLET

It is believed that this masterwork weapon was the prototype for the thunderstrike gauntlet – the first, perfect copy fabricated by a long-lost STC system that was developed on Mars during the Age of Technology. It was that same STC that was integral to the founding of the Knight worlds themselves, by equipping Mankind's first exploration fleets with the knowledge to build the mighty armoured suits. If true, it would certainly explain the incredible level of artifice that went into the gauntlet's creation.

Range	S	AP	Type
-	D	2	Melee, Colossal (pg 117) Hurl (pg 117), Master-crafted

### RAVAGER

This storied reaper chainblade has claimed millions of lives during its long service to the knightly houses. The chainblade's razor-sharp teeth were harvested from the canines of a long-extinct species of bio-horror called Balethrox. What makes this fact so startling is that dozens of the fell creatures must have been hunted down and slain by brave Knights in order to secure enough fangs to line Ravager's cutting blade. However, witnessing the murderous wrath of this chainblade's touch in battle more than justifies the dedication of those long-dead Knights who fought to secure the rare components for its forging, and its bearer will fight all the harder to honour their sacrifice.

Range	S	AP	Type
-	D	1	Melee, Honour the Fallen

**Honour the Fallen:** The bearer of Ravager re-rolls failed To Hit rolls of a 1 in close combat.

### SANCTUARY

This potent ion shield was created by a Jokaero weaponsmith that accompanied his Inquisitor master on a routine inspection to the Knight World of Silverdawn. After tinkering with a burned out ion shield generator, the techno-savant was able to repair and upgrade the device so that it emitted a stronger and more stable power field that could shelter a Knight suit from every angle, though at slightly reduced effectiveness.

Sanctuary counts as an ion shield (pg 117). In addition, a Knight equipped with Sanctuary has a 6+ invulnerable save against each facing that is not covered by its ion shield. Sanctuary cannot be used to make saving throws against close combat attacks.



# TACTICAL OBJECTIVES

**Codex:** *Imperial Knights* describes six Tactical Objectives to use in your games that are exclusive to Imperial Knight players and demonstrate how the knightly houses engage and destroy their foes on the battlefield.

If your Warlord has the Imperial Knights Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*. If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives (see *Warhammer 40,000: The Rules*) with the following exception: when an Imperial Knight player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), he instead generates the corresponding Imperial Knight Tactical Objective, as shown in the table opposite. Other Tactical Objectives (numbers 21-66) are generated normally, as described in *Warhammer 40,000: The Rules*.

D66 RESULT

11	Yield No Ground
12	Duel of Honour
13	Assail the Foe
14	Titan Killer
15	Honour of the House
16	A Grudge to Settle

## 11 YIELD NO GROUND

TYPE: IMPERIAL KNIGHTS

*Stubborn and indomitable, the time has come to plant your feet and make a stand. Take not one step back!*

Score 1 Victory Point at the end of your turn if there are no enemy units within 12" of your own table edge at the end of your turn.

## 12 DUEL OF HONOUR

TYPE: IMPERIAL KNIGHTS

*The foe is a dastardly coward; a cur such as that shall not be allowed to besmirch your honour much longer. Slay them with impunity.*

Score 1 Victory Point at the end of your turn if at least one of your Imperial Knights characters issued or fought in a challenge during your turn.

## 13 ASSAIL THE FOE

TYPE: IMPERIAL KNIGHTS

*The savage joys of battle are upon you, surging through your systems, firing your blood. Attack! Attack!*

Score 1 Victory Point at the end of your turn if you made at least one successful charge during your turn. If you made 3 or 4 successful charges during your turn, score D3 Victory Points instead. If you made 5 or more successful charges during your turn, score D3+3 Victory Points instead.

## 14 TITAN KILLER

TYPE: IMPERIAL KNIGHTS

*The worthiest of foes is the mightiest! Only against such can you test your true mettle. Only the enemy's most fearsome weapons are worth your blade.*

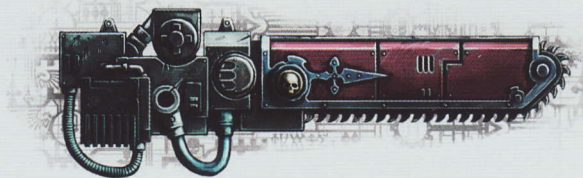
Score D3 Victory Points at the end of your turn if at least one enemy Super-heavy vehicle or Gargantuan Creature was completely destroyed during your turn.

## 15 HONOUR OF THE HOUSE

TYPE: IMPERIAL KNIGHTS

*Duty. Honour. Fealty. The bond of a lance-brother is stronger than adamantium.*

Score 1 Victory Point at the end of your turn if at least one friendly Imperial Knight is controlling an objective marker. If friendly Imperial Knights are controlling two or more different objective markers at the end of your turn, score D3 Victory Points instead.



## 16 A GRUDGE TO SETTLE

TYPE: IMPERIAL KNIGHTS

*Your vengeance can only be tempered in the blood of your hated foes.*

When this Tactical Objective is generated, your opponent must nominate one of his units. Score 1 Victory Point at the end of your turn if the chosen unit has been completely destroyed during any turn.

### DESIGNER'S NOTE – TACTICAL OBJECTIVES CARD DECK

*If you own a deck of Imperial Knights Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.*



# PROFILES

## LORDS OF WAR

	Armour							HP	Unit Type	Pg
	WS	BS	S	F	S	R	I			
Knight Crusader	4	4	10	13	12	12	4	3	6	ShW 106
Knight Errant	4	4	10	13	12	12	4	3	6	ShW 102
Knight Gallant	4	4	10	13	12	12	4	3	6	ShW 105
Knight Paladin	4	4	10	13	12	12	4	3	6	ShW 103
Knight Warden	4	4	10	13	12	12	4	3	6	ShW 104

## UNIT TYPES

Super-heavy Walker = ShW

## MELEE WEAPONS

Weapon	Range	S	AP	Type
Reaper chainsword	-	D	2	Melee
Thunderstrike gauntlet	-	D	2	Melee, Colossal, Hurl

## RANGED WEAPONS

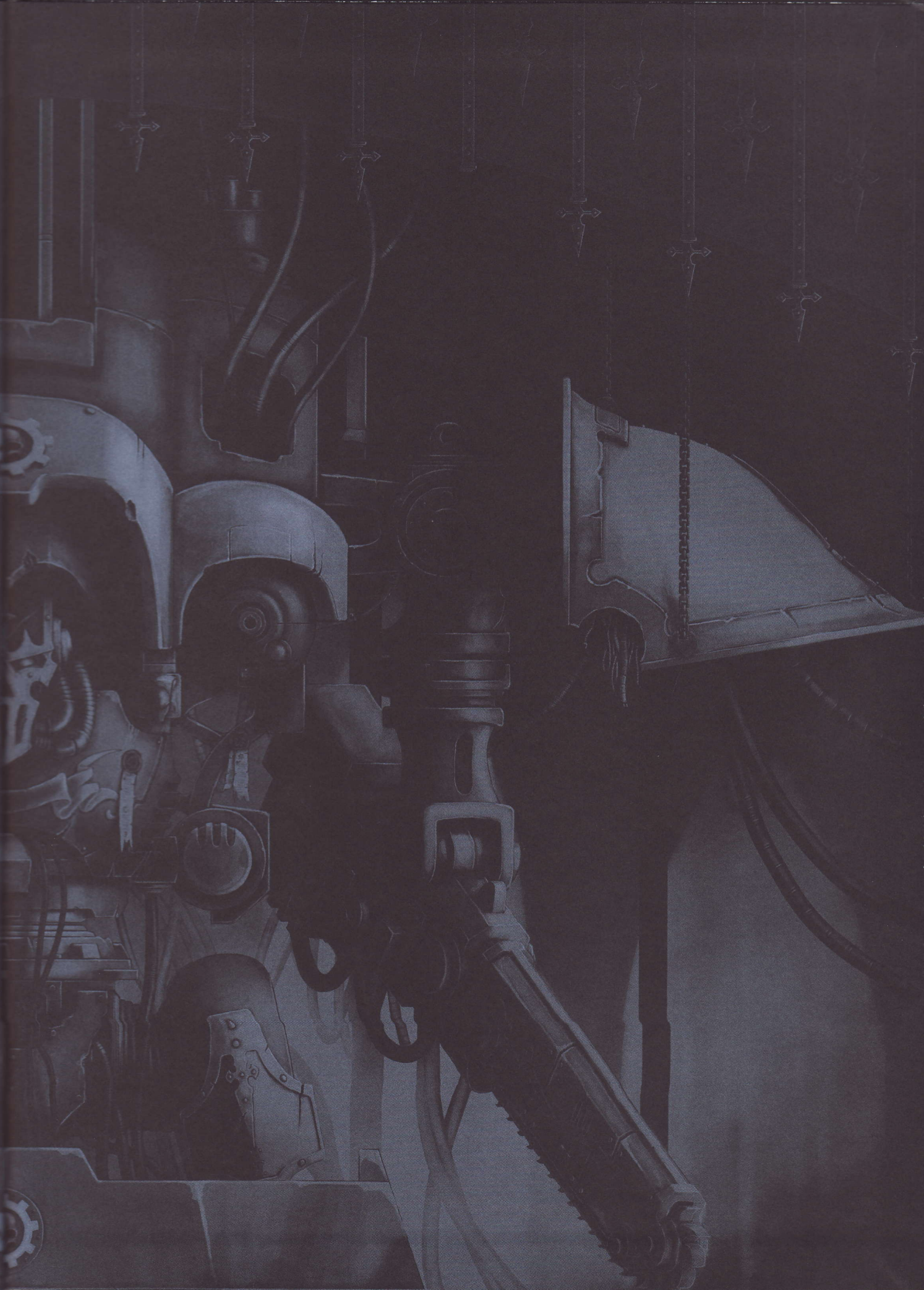
Weapon	Range	S	AP	Type
Avenger gatling cannon	36"	6	3	Heavy 12, Rending
Heavy flamer	Template	5	4	Assault 1
Heavy stubber	36"	4	6	Heavy 3
Ironstorm missile pod	72"	5	4	Heavy 1, Large Blast, Barrage
Meltagun	19"	8	1	Assault 1, Melta
Rapid-fire battle cannon	72"	8	3	Ordnance 2, Large Blast
Stormspear rocket pod	48"	8	3	Heavy 3
Thermal cannon	36"	9	1	Heavy 1, Large Blast, Melta
Twin Icarus autocannon	48"	7	4	Heavy 2, Interceptor, Skyfire, Twin-linked













# WARHAMMER<sup>®</sup>

## 40,000



### HONOUR AND FEALTY

Knights are towering war engines, tank-crushing giants that dominate the battlefield. These powerful bipedal battle suits were developed in the Dark Age of Technology. Each one of the adamantium-armoured giants stands thirty to forty feet tall and bears massive weapons capable of unleashing immense destruction. A single Knight is more than a match for a tank squadron, while an entire formation of Knights wields enough power to level a hive city. To witness an army of Knights is to see first-hand the glory and might of the Imperium: they stride forward, hulking and resplendent, their heraldic devices and banners proclaiming both their proud heritage and their countless triumphs.

*Inside you will find:*

**LEGACY OF HONOUR:** The history of the Imperial Knights, the founding and rediscovery of the Knight worlds and how they came to join the Imperium.

**HEROES OF THE IMPERIAL KNIGHTS:** A showcase of Citadel Miniatures, including collections showing colour schemes worn by the Imperial Knights and expertly painted examples from the 'Eavy Metal team.

**FORCES OF THE IMPERIAL KNIGHTS:** A comprehensive army list that allows you to turn your Imperial Knight collection into an unstoppable army or a feared allied contingent on the Warhammer 40,000 battlefield.

**APPENDIX:** Rules for the glorious Imperial Knights and the prodigiously powerful wargear that they wield to obliterate any enemies that dare stand before them.

ISBN 978-1782537342



PRINTED  
ON MARS

01010011  
01101111  
01010010

A supplement for

**WARHAMMER<sup>®</sup>**  
**40,000**

You will need a copy of Warhammer 40,000:  
The Rules in order to use the contents  
of this book



CITADEL



**GAMES  
WORKSHOP<sup>®</sup>**

games-workshop.com