

The cover art depicts a massive, heavily armored Chaos Knight standing amidst a chaotic battlefield. The knight is primarily blue and gold, with a skull-like faceplate. It holds a large, glowing orange and yellow weapon in its right hand. The background is filled with smoke, fire, and the silhouettes of other soldiers in combat. The entire scene is framed by a metallic border with skull motifs at the corners.

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40,000

CODEx

CHAOS KNIGHTS



CHAOS KNIGHTS

HONOUR THROUGH ANNIHILATION

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INTRODUCTION

Greetings, heretic, your warped Throne awaits! You hold in your hands the comprehensive guide to Chaos Knights, dreaded engines of war piloted by the traitorous Nobles of the Fallen households. This tome will help you assemble your collection of Citadel Miniatures into a powerful tabletop army ready to crush their foes and further the will of the Dark Gods.

To field an army of Chaos Knights is to combine vast technological might with the untrammelled power of the warp. Each model in a Chaos Knights collection represents a formidable and storied warrior who has wrought slaughters across countless battlefields. Few factions within Warhammer 40,000 are capable of bringing so much destructive potential to bear with only a handful of units; every Chaos Knight is like a small army unto itself, bearing ranged and close-quarters armaments that can lay waste to whatever enemies they are turned against. The Fallen Nobles who pilot these Knight suits have forsworn their allegiance to the Imperium to pursue their own murderous desires and visions of conquest. Where once they swore oaths to defend Humanity, they now answer calls to battle only from the most powerful Chaos Lords and Daemon Princes, or from the Dark Gods themselves.

There are many reasons to collect and play with an army of Chaos Knights. Aside from the dominating force that these super-heavy war engines comprise on the field of battle, there is also the fact that every Chaos Knight is a rewarding modelling project in its own right. From the incredibly detailed kits, to the wide range of devastating weaponry, to the ample space for personalised heraldry, each Chaos Knight provides a plethora of rewards for a collector who is looking to lavish attention on their miniatures. The payoff for this is that just a few of these towering miniatures make up an impressive and potent tabletop army, providing you with an array of strategic options in battle.

Within this book you will find all the information you need to collect a Chaos Knights army and field it upon the tabletop.

WARRIORS OF THE TRAITOR HOUSES: This section details the history of the Chaos Knights, including their origins, allegiances and the wars of conquest they have fought

HERALDRY OF THE FALLEN: Here you will find a showcase of exquisitely painted miniatures displaying the heraldry and profane iconography of the Chaos Knights, as well as example armies to inspire your own collection.

DREADED HOST: This section includes datasheets and weapon rules for every Chaos Knights unit for you to use in your games.

MIGHT OF THE FALLEN HOUSES: This section provides additional rules – including Warlord Traits, Stratagems, Relics and matched play points – that allow you to transform your collection of miniatures into a terrifying lance of Chaos Knights stampeding onto the battlefield.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit warhammer40000.com.





On the forge world of Nysairene Delta, a lance of Chaos Knights drawn from across the galaxy marched at the fore of a vast heretical army, slaughtering the Imperial warriors who had arrived on-world as part of the Indomitus Crusade. Among those slain by the Traitoris war engines were several Knights of the loyalist House Terryn, whose blasted chassis were trampled ingloriously into the ash and mud.





WARRIORS OF THE TRAITOR HOUSES

Chaos Knights tower over the battlefield, each a god of war wrought in iron. Piloted by Nobles who have forsworn their allegiance to the Imperium, these bipedal engines of destruction are amongst the most fearsome creations in the galaxy.

The roar of tortured engines and warp-infused macro-servos precedes the coming of the Chaos Knights. With vast strides the gargantuan machines draw ever closer to their quarry, their trudging footfalls sending quakes through the shattered earth. Long shadows extend before them, shrouding their enemies in darkness, whilst suffocating plumes of plasmic exhaust pour down from maw-like vents. Those marked for death by the Knights are gripped by the inescapable truth that their doom approaches, and as they open fire upon the towering machines, the last of their hope evaporates. Flickering ion shields absorb the incoming fire, energy blasts dissipating and artillery shells exploding harmlessly before they can strike their targets. Undaunted, the Knights continue their ominous march. Their bristling weapons systems grind into firing positions, and with thunderous cracks they unleash annihilation upon the foe.

Enormous melta weapons shoot beams of searing heat that erupt into fiery novas, immolating infantry and reducing armoured vehicles to bubbling slag. Monstrous battle-cannons rain hails of explosive shells upon the foe, detonating with enough force to crack open a ferrocrete bunker. Rockets and missiles streak through the skies towards the most threatening opponents, annihilating these priority targets with punishing swiftness. Those enemies not instantly obliterated by the opening barrage are cut down by blinding bursts of laser weaponry, or atomised by the Knights' plasma-fuelled armaments. As the survivors desperately seek to hold the line, the Knights fire streams of solid shot that tear through flesh and armour, leaving only shredded corpses and a thick crimson mist where soldiers once rallied. Those who do not flee as the titanic machines approach are blasted apart at close range, immolated by jets of burning promethium or simply ground to pulp beneath slab-like feet. Looming over their enemies, the Knights swing their colossal chainswords in reaping arcs. Jagged adamantine teeth saw through tank hulls with contemptuous ease and liquefy the hapless crews inside. Other Knights use thunderstrike

gauntlets to pulverise their foes, crushing war machines to scrap within their obliterating grip or using the energy-wreathed fists like wrecking balls to batter aside all resistance.

Each Chaos Knight is an unhallowed relic of Humanity's ancient past. They are twisted reflections of the Imperial Knights, corrupted in form and spirit by fell sorceries, dark worship and malefic re-engineering. The Knight suits were first created using Standard Template Constructs during the Dark Age of Technology, and many have survived through the innumerable wars that have characterised the long millennia since. For generations uncounted, the colossal war machines have been piloted by Nobles – aristocratic warriors possessed of enough physical, mental and spiritual fortitude to survive the Ritual of Becoming, commune with the Throne Mechanicum at each construction's heart and thus bond with their Knight suit. In the case of Chaos Knights, such rituals are tainted by warp entities, malefic sorceries and the perversions of the Nobles themselves. At first, the Knight may appear unchanged, but in its core the irrevocable process of rot has already begun. Over years or even centuries, Chaos energies seep into the war engine, torturing its machine spirit and mutating its mechanical form. Where once the suit and its pilot were a gleaming beacon of Imperial honour, the Chaos Knight and its Fallen Noble comprise a symbiotic beast of unfettered wrath and base hatred.

A Noble is enabled to pilot their war machine by being wired into an arcane contraption that is implanted into their Knight's cockpit – a Throne Mechanicum in the larger Knights, or a Helm Mechanicum in the smaller classes. Neural jacks and cerebral uplinks connect the pilot's nervous tissue to the device, allowing them to directly interface with the machinery of their steed. Actuators and omni-motivators are driven by streams of hateful thoughts, whilst sensory information and multi-spectrum auspex relays feed back into the Noble's mind with burning clarity. Within each Throne Mechanicum are the

'OPEN YOUR HEART
TO HATRED. OPEN
YOUR MIND TO FURY.
OPEN YOUR SOUL TO
THE DARK ONES. LET
NOT YOUR FOREBEARS
STAND BETWEEN YOU
AND THE POWER THAT
IS OFFERED. THE SUN
HAS SET ON THE AGE
OF CHIVALRY, AND THE
NIGHT THAT IS TO COME
BELONGS TO THOSE
WITH THE STRENGTH TO
ASSERT THEIR RULE.'

- *Canticle of the Warped
Becoming, from the
Liber Idolator*

spectral echoes of its previous pilots, screaming techno-gheists whose suffering increases exponentially as the Knight to which they are bonded grows ever more warped. Only the most indomitable Fallen Nobles are able to commune with a Throne Mechanicum. Those that do are able to spur their Chaos Knight into action by inimical will alone. Nobles who are wired into a Helm Mechanicum are similarly twisted by Chaos energies that have been absorbed by their war engine. The Helms also yoke these pilots mind and soul to the will of their Knightly overlords.

Since the Horus Heresy, thousands of individual Knights and even whole Knight households have fallen to Chaos. Each instance of treachery is a monumental blow to the Imperium. The Nobles and their Knight suits are not only crucial cogs in Humanity's war machine, they are considered to be among the most unshakeably loyal servants of the Emperor. The mere suggestion that a Noble could forswear their vows and fight against the Imperium's servants is tantamount to blasphemy. It is whispered that the Departmento Munitorum has had Imperial officers executed for heresy rather than acknowledge their claims that they have done battle with turncoat Nobles. Yet the terrifying reality is that Chaos Knights bent

on anarchy and slaughter march upon the Emperor's realm in ever-greater numbers.

Fallen Nobles embark on campaigns of destruction for many reasons. Some do so to conquer territory in the name of the baleful deities they worship. Others have sworn fealty to the Dark Mechanicum, the Heretic Astartes or powerful daemoniac entities, and answer the dread summons of war whenever they are called upon. Others still are driven by insanity and profane visions, launching quests to upend the very fabric of existence and transform the galaxy into a twisted hellscape.

Chaos Knights are able to cover enormous distances when battling across a planet, marching unhindered through toxic atmospheres and across irradiated continents to reach their enemies. When their wars stretch beyond a single world, many of their kind use corrupted Explorator craft and mass conveyance barges to transport themselves to the front lines. On the most warp-drenched battlefields, the horrific war engines have even been known to storm forth from empyric tears in reality.

A single Chaos Knight has as much resilience and firepower as a small army. Those that have turned upon or even butchered the rest of their Knightly

household are termed Dreadblades by the Ordo Hereticus. They typically operate as lone wolves and mercenaries, lending their immense might to heretical warlords in exchange for powerful relics, arcane knowledge or fief planets upon which they can enact their cruelties. Dreadblades are often followed into battle by hordes of warriors, Chaos Space Marines who revere the Knights' destructive potential, and throngs of cultists who worship the machines as manifestations of the Dark Gods' will. At other times, multiple Dreadblades will gather together, focusing their disparate fury towards a single malefic purpose.

But even more terrifying than the individualistic Dreadblades are the Knight houses that have fallen in their entirety to Chaos. Those that have sided with Traitor Titan Legions and the Dark Mechanicum are known as Infernal houses, and use techno-sorcery and summoned daemoniac entities to bolster the already formidable capabilities of their Knight suits. Other Knightly courts, known as Iconoclast houses, have more varied heretical allegiances; some have maintained oaths of fealty to Heretic Astartes Legions or the Dark Gods themselves, whereas others have renounced their allegiance to the Imperium to carve out their own dread empires.



A pair of Abhorrent-class Knights stride through an inferno of their own making, firing reaping salvos into the flames to cut down the last surviving enemies scrambling through the wrecked manufactorum.

A LEGACY OF BETRAYAL

The history of the Chaos Knights stretches back into the dark recesses of Humanity's past. Long before the Emperor arose on Terra and forged the Imperium of Man, the Knights had established their bastions on worlds across the galaxy. Through countless horrors and long millennia they endured – but even they were not immune to the corruptions of the warp.

The first Knight houses were established shortly after Humanity began expanding its domain into the stars. Groups of colonists struck out from Terra aboard Long March ships, travelling for decades or even centuries through the cold void of space to reach their destination worlds. Countless colonists were lost to empyric disasters and navigational errors, while those who arrived successfully upon their new planets were faced with all manner of extreme hardships.

Some worlds were battered by savage electrical storms or burned with unrelenting volcanic activity. Others were bathed in exotic radiation, covered in carnivorous flora or infested with strange pathogens that decimated the new arrivals. Many planets played host to sentient indigenous species who violently resisted human encroachment, leading to bloody wars for supremacy. Yet the hardest groups of colonists not only endured, but thrived in their new environments.

Using standard template construct technology, the pioneers were able to fabricate the structures and machines they needed to assert their dominance over their new planet. Each STC could replicate a specific creation, repeatedly and without fail. In this way the colonists built vast habitats to shield them from the ravages of their planet's atmosphere and devices to reconstitute life-giving essentials such as food, water and breathable air. In many cases, the vessels that had transported the colonists through space were transformed into fortified enclaves that in time formed the basis for mighty fastnesses. This allowed for the creation of heavy mining tools, refineries and processing plants with which the wealth of the new worlds could be rapidly exploited. STCs were used to create devastating machines capable of annihilating hostile races that offered resistance or invaded the burgeoning domains. The first Knight suits were both tools of settlement and weapons of war,

equally as capable of sawing down towering trees and crossing inimical environments as they were of gunning down hostile xenos.

Only the most skilled and forceful individuals were equal to the task of operating the Knights suits, and it was to these warriors that the other colonists turned to for protection and, eventually, leadership. Long bloodlines of pilots emerged, and they were subtly mentally conditioned by the systems of their Thrones Mechanicum to become ever-more stringent and authoritarian. These were the Nobles of the first Knightly houses.

The planets over which they ruled grew insular, rejecting new advancements in technology in favour of the traditions established and enforced by the Nobles. Due to their isolationist cultures, the Knight worlds diverged from the path taken by the rest of Humanity, and in doing so were saved from the nightmares that followed.



A Knight Despoiler issues a mortal challenge to its Imperial counterpart, its vox horns projecting the words of the Fallen Noble above the roar of the surrounding battle.

CONSUMED BY STRIFE

As rapidly as Humanity expanded into the stars, the collapse of this galactic domain was even swifter. Vast distances between settled worlds led to the emergence of divergent cultures, and with these came rapid genetic evolution and mutation. Individuals emerged with the ability to sense and manipulate the tumultuous warp that existed parallel to realspace. On some worlds these psykers were mercilessly persecuted, being hunted down and slaughtered wherever they were found, but on many they were revered and allowed to rule over their mundane kin. Alongside psykers came other sub-species of Mankind – abhumans whose genetic pool had been irrevocably tainted by the environments in which they dwelt. Interstellar wars broke out as the ideologies of neighbouring systems grew ever-more incompatible. Sentient machines turned violently on the masters they had been built to serve, entire planets were overrun by xenos armies, and as worlds burned, many of the wonders of the Age of Technologies were lost forever. With the seething tumult came warp storms that tore through the void of space. Routes of contact between Humanity's manifold domains were severed, leaving distant regions cut off from one another. Their denizens were forced to face the horrors that befell them in isolation.

The Knight worlds fared better than most in this time of terror and darkness. The Noble houses had swiftly purged mutations that had developed amongst their subjects, and had strangled branches of their own family trees where genetic deviance had appeared. From the first they had rejected thinking machines, trusting instead to hard work and personal sacrifice to make their planets strong, and so were largely spared from the rampages of the Men of Iron. Armed with their Knight suits, they repelled xenos incursions into their domains, and crushed the savage mobs of mutated humans that came flooding in from nearby planets. The Knight houses fortified their holdings, kept watch over their worlds and endured as the galaxy was overtaken by strife. Over long centuries the cultures of these Knight worlds regressed even further. Superstitions about the enemies of Old Night became enshrined in codes of Noble conduct. The technologies that had allowed their colonist forebears to survive became worn, the knowledge of their functions lost. But the Knights themselves survived, as did their traditions and the peoples whom they had sworn oaths to defend.

THE COMING OF THE EMPEROR

When the Great Crusade spread across the galaxy, a great number of Knight worlds were reunited with the rest of Humanity. Vast fleets set out from Terra to find the remnants of Mankind that were scattered amongst the stars, and to bring them under the aegis of the Emperor. Many of the worlds to which the Great Crusade came were ruled over by obstinate tyrants – warlords and despots who had risen to power during the anarchy of the Age of Strife, and who refused to humble themselves before the Emperor's might. These regimes were ended with brutal swiftness, crushed by the armies of the burgeoning Imperium.

The first account of a Knight world being rediscovered came from a Rogue Trader named Jeffers. His reports to the Administratum noted both the formidable technology of the Knight suits as well as the loyalty and staunchness of the Nobles who piloted them. In the years that followed, hundreds of other Knight worlds were encountered and brought into the fold. Most Noble houses were quick to swear fealty to the leaders of the Great Crusade, for in the Imperium they saw their own values of order and duty implemented on an incomparably grand scale.



Amongst the myriad organisations that made up the Great Crusade, it was the Mechanicum of Mars that was most successful in securing oaths of fealty from the Knight houses. The Martian Tech-Priests coveted the ancient archeotech that existed on these planets, and were eager to exploit the rich mineral wealth of the various Knight worlds. Many Noble families swore their service to the Mechanicum, though others gave their loyalty directly to Terra and the Emperor. Regardless of who they pledged themselves to, the Knights loyally answered the call to war whenever it came. In return, the sacristan orders who tended to the Knights were inducted into the secrets of the Omnissiah, regaining many lost secrets of mechanical artifice that allowed them to better serve their masters.

DAWN OF HERESY

The Great Crusade saw worlds across the length and breadth of the galaxy brought under the Emperor's almighty rule. But at its zenith the Imperium was shattered by treachery. Warmaster Horus and fully half of the Space Marine Legions succumbed to the corruptions of the Dark Gods, and in the name of Chaos launched an apocalyptic campaign against the Imperium. The galaxy was riven by civil war – the Legios Astartes slaughtered their erstwhile allies, worlds were incinerated by teeming armies of heretics, and the light of hope carried forth by the Emperor was replaced by bitter darkness. It was during this time that the first Knights fell to Chaos.

Many amongst the Imperium had thought it impossible for the Noble houses to be corrupted. The Thrones Mechanicum to which they were bonded altered the Nobles' psyche and synaptic makeup, conditioning them against harbouring thoughts of betrayal or sedition. Indeed, the majority of the Knight worlds fought aggressively to stem the tide of heresy, putting down any rebellious elements within their own societies before joining in the battle alongside the loyalist Space Marine Legions. Due to their sheer power and unflagging loyalty, the Knights were crucial to the Imperial war effort on countless bloody battlefields. Yet it was this same loyalty that led some to side with the Enemy.

Innumerable Mechanicum forge worlds sided with Horus, as did many of the Knight houses that had sworn undying fealty to the Tech-Priests of those worlds. As the Dark Mechanicum delved deeper into the arts of profane techno-sorcery, so too were the Knights in their service tainted by Chaos. Rune-marked Knights marched to war alongside Traitor Titan Legions, unleashing devastation upon the defenders of the Imperium. Other Fallen households upheld their oaths to Space Marine Legions that turned traitor. The Nobles of these houses followed their own codes of conduct to the letter – serving without question and answering all calls to war – and in doing so placed themselves on the path to damnation. Still other Knights turned upon their own houses and renounced all ties to their bloodlines. Some were swayed by the whispering of malefic entities in their dreams, whereas others were bound to the will of the Dark Gods through sorcerous rituals. Thus were the Chaos Knights born, and in the hundred centuries since they have continued to spread death and terror throughout the stars.

PATH TO DAMNATION

Where each loyalist Knight represents a long history of honour and self-sacrifice, the Chaos Knights come from a lineage of horror and depravity. Only through unspeakable atrocities and malefic rituals were these Knightly lines able to be corrupted, and the tally of slaughter has only been added to since their fall.

For a Noble to bond with their Throne Mechanicum is a harrowing process. Only the most worthy individuals – women and men possessed of formidable physical, mental and spiritual strength – are able to survive the Ritual of Becoming. Those who do are forever changed. In the fastness of each Noble house there is a sacred room known as the Chamber of Echoes. Within the Chamber of Echoes the would-be pilot is wired into a Throne Mechanicum and left in isolation so that their worth may be judged.

Residing inside the Throne Mechanicum are the gheist-like remnants of each of its former occupants. Every one of these electro-spirits was once a Noble, and it is they who assess the new supplicant's worth. Coursing through the neural sockets directly into the Noble's mind, they are able to pry open the supplicant's innermost thoughts and closely guarded secrets. The ritual lasts long and terrible hours, and those Nobles who are found wanting are utterly consumed by the process. But those who are deemed worthy are bonded eternally with the Throne Mechanicum, and with their forebears who dwell inside it.

The Ritual of Becoming is not only the means by which a Noble becomes a pilot, it is a necessary defence against corruption. A Throne Mechanicum is a shield to prevent the awesome power of a Knight being wielded by one capable of treachery. From the moment they Become, a pilot's thoughts are influenced by their throne, even when they do not sit it. Notions of fealty, obligation and hierarchy are emblazoned at the forefront of the pilot's mind, as is a deep and undivided respect for the Noble's ancestors and their household traditions. Such conditioning should make treachery impossible, but the will of the Dark Gods is strong, and their corruptions truly insidious.

ICONOCLAST HOUSES

The pilots of the first Iconoclast households had already Become before the Horus Heresy. The enormity of the Imperium's fracturing had devastating effects on those

Knight households whose allegiances lay with the traitors. As the heretical war spread across the galaxy, the ghosts within hundreds of Thrones Mechanicum howled in anguish, their imprinted spirits tortured by the impossibility of upholding their honour in the face of their traitor masters' deeds of betrayal whilst maintaining their loyalty. The neural outcry was such that some Nobles were driven insane by it, while others suffered gruesome cranial haemorrhages. Others still followed blindly into damnation, claimed by that most insidious trap of believing honestly that those to whom they had sworn their oaths fought for a just cause.



The vast majority of turncoat Nobles, however, were subjected to immense torments. They were ceaselessly assaulted by feelings of shame and hatred, their every negative emotion amplified and echoed by the ancestral spirits of their Thrones Mechanicum. According to the Code Chivalric, failure to perform one's duty is a transgression that can only be absolved through selfless service. As such, these Knights fought all the harder for their treacherous lieges. At the commands of their heretical lords, lances of Chaos Knights tore bloody paths through the Imperium's armies. Once-honourable Nobles led attacks to desecrate cities and enslave the populations of entire planets. Miles-high statues dedicated to the Emperor were toppled by Knights' ceaseless bombardments, and in their place profane monuments were erected to glorify the cruelties of the Dark Gods. These attempts to quell their self-loathing through unquestioning service only added further fuel to the fire. The Knights were compelled towards greater extremes of brutality and further depths of depravity, and with their every debased action the screams of their Throne Mechanicum grew louder.

Over time the Chaos Knights became unrecognisable as the valiant warriors they once were. Some had transformed into incarnations of carnage. They hacked their way through the steel and flesh of their foes, seeking only to drown their unrelenting anguish in oceans of blood. Others became agents of instability, their motivations and allegiances upended constantly by the hateful tempests that raged in their souls. The insanity that festered inside each Chaos Knight corroded their notions of chivalry, twisting concepts of honour and duty into new and nightmarish ideals. These Fallen Nobles justified the most heinous atrocities they committed, reasoning that they had been bred to be exemplars of virtue, so every action they took must therefore be virtuous. Whilst incinerating the defenders of an Imperial bastion, a Knight would conclude that such measures must be necessary, for otherwise their codes of virtue would not allow them to immolate their victims. By the same grotesque logic, if roasting alive a hundred Imperial soldiers was an act of honour, then there could be no greater honour than seeing the entire galaxy set ablaze.

The tortures endured by each Chaos Knight pilot served to permanently corrupt their Throne Mechanicum. Upon their death, the imprinted remnants of a Fallen Noble remained in their Throne, where their twisted visions of virtue spread to the other spectral echoes like a rampant infection. No longer would the Throne serve to shield the pilot from corruption – it now fed the depraved desires of those who would bond with it. Bloodlust, sadism and psychosis were fostered in the lines of Fallen Nobles that flowed from the first Chaos Knights, giving rise to the tyrannical warlords of the early Iconoclast houses.

INFERNAL HOUSES

Not all Knights fell to Chaos in the same manner as those of the Iconoclast houses. Those whose pilot had sworn allegiance to the heretics of the Dark Mechanicum were the subjects of countless dread rituals, each designed to corrupt the supposedly incorruptible technologies of the Thrones Mechanicum. The true knowledge of how

the Thrones functioned was beyond the ken of even the most ancient magi, but the colossal military potential of the Knights spurred them to conduct ever-more depraved experiments.

On hellish forge worlds, dark magi created their own grim simulacra of the Chamber of Echoes, and into these Screaming Oubliettes they dragged the Thrones Mechanicum from captured Knight suits, often with the broken and bloodied pilot still attached. Many of these chambers were lined with arcane devices that were used to bombard the captive Thrones with focused warp energy. Others bristled with mecha-dendritic tentacles that parasitically fused themselves to the Throne, and through them daemonic entities were able to surge into the host tissue of the neurally wired pilot. Certain sects of the Dark Mechanicum raised up base warrior champions who fought one another for the right to Become. These individuals were not trained in the ways of the Noble households, but for them the prospect of piloting a Knight blinded them to the dangers of attempting to Become.

The results of these procedures were ubiquitously gruesome. But amidst the tortured cries, the explosions of flesh and the scrapcode howls of the tainted Thrones, the magi of the Dark Mechanicum gleaned volumes of morbid data. Arcane procedures were devised to scramble the gheists that dwelt within each Throne. Specterphagic Daemons were summoned to devour the spirit echoes of pilots past. The Thrones Mechanicum and the Knight suits themselves were seeded with pathogenic scrapcode, and in some rare cases the magi used their technologies to open interstitial warp rifts inside the ancient circuitry clusters. Though only a fraction of the Knight suits and Thrones that were captured survived these torturous experiments, those that did were corrupted beyond redemption, as were any pilots unfortunate enough to survive. Through unspeakable procedures the Dark Mechanicum bonded these Fallen Nobles to their tainted war engines, thus creating the progenitors of the Infernal houses.

CHAOS KNIGHT WORLDS

As the Knight houses became ever-more corrupted, so too were their worlds transformed into horrific mockeries of their former glory. Where once the denizens of these planets had looked to their Nobles for leadership and protection, they were

THE DARK GODS

Lurking behind the skin of reality lies a realm of infinite energy, emotion and possibility known as the warp. It is a hellish dimension where the passions, hatreds, desires and fears of the galaxy's peoples coalesce into monstrous entities. These are the four Chaos Gods: Khorne, the Blood God, patron of warriors and murderers, font of infinite rage; Tzeentch, the Changer of the Ways, master of fate, sorcery and mutation; Nurgle, the Plague lord, bloated and ebullient deity of disease; Slaanesh, the Dark Prince, the ultimate expression of hedonism, vanity and obsession. It is from the stuff of these abhorrent beings that the Daemons of Chaos flow, and it is to their cruel wills that those entities are enslaved, as are countless damned mortals. Lurking beyond the veil, the Chaos Gods war ceaselessly with one another and with the denizens of realspace, their daemonic footsoldiers surging through wherever a warp storm or empyric breach forms.

Many Fallen Nobles have been seduced by the poisoned promises of the Chaos Gods, just as the Traitor Legions were before them. In some cases, entire Iconoclast or Infernal houses devote themselves to a single deity. They daub that god's sigils upon their Knight suits, raise profane temples and idols to their chosen patron and dedicate the souls of those they slaughter to their empyric master. Others are pantheistic in their worship, with individual Fallen Nobles choosing different patron gods to the remainder of their household, or offering dark prayers to whichever deity they believe will aid them in any given moment. The Chaos Gods are vast entities whose gaze spans all of time and space, and to catch their fleeting regard for even an instant requires deeds so ghastly that they will stain their perpetrator's soul forevermore. Yet for those damned few who earn the gods' blessings the rewards can be great. Suddenly flourishing psychic abilities, boons of physical might or unholy fortitude, even the sudden conjuration of daemonic armies to fight alongside the chosen Noble – such are the gifts of earthly power for those who sell their eternal soul to the Chaos Gods.

swiftly reduced to a terror-filled existence. The populations of entire cities were hunted for sport by their Knightly overlords. Fallen Nobles supplied tithes of living humans to their heretical lieges to be used in sadistic rituals or the forging of daemonic pacts. Where once the would-be Knight pilot prepared for their duty over years of training, and proved their worth in solemn duels, they now engaged in competitive slaughters of their own subjects.

Depraved cultures took root in every echelon of society on these Chaos Knight worlds. Teeming cults worshipped the Dark Gods openly, Fallen Nobles competing to raise the greatest fanes to the Ruinous Powers. The landscapes became pocked with charnel pits that overflowed with the corpses of defeated enemies. These planets that had been bastions of order throughout the Age of Strife metamorphosed into deep wells of anarchy from which the taint of Chaos seeped further into reality.

ENDLESS DAMNATION

Knights have continued to fall to Chaos in the millennia since the Horus Heresy. Knight worlds lying on the edges of raging

empyric storms have been inexorably transformed by the outflow of raw warp energy. On more than one occasion such a planet has been enveloped entirely by a nightmarish tempest only to later re-emerge, its population devoured by Daemons and its war engines hideously transfigured.

Other Knights have slowly succumbed to corruption over the long campaigns they have fought on the side of the Imperium. After butchering endless tides of frenzied heretics for centuries without rest, the pursuit of carnage can become synonymous with duty. This is especially true for those Knights fighting in isolation from their household kin, or in war zones where reality is distorted by the dread influence of Chaos. Caked in the blood of a thousand conflicts, and faced with horror in every direction, the mechanised warriors lose the ability to differentiate between ally and enemy. Even the spectral gestalt of their Throne Mechanicum becomes blinded by the need to kill, not caring who or what is the focus of the Knight's destructive fury. Several Knights thought lost in battle have later been discovered to have fallen, and to have continued their slaughters unabated.

ENGINES OF RUIN

It is not only the pilots, but the Knight suits themselves that are warped by Chaos. Daemonic energies course through the weapon systems and ancient circuitry of these dread war machines, and their tortured machine spirits growl like wounded beasts. Over time, even the armour plates and bristling armaments of the Chaos Knight are mutated beyond recognition.

Chaos corruption seeded into a Throne Mechanicum spreads into the rest of the Knight like rot. Machine spirits that drive the Knight's massive actuators are bent to the insane will of the pilot and the spectral inhabitants of the Throne. No longer does the war engine march with bold and purposeful strides, its every colossal movement the result of generations of discipline and training within the Noble households. Instead, the Chaos Knight lopes forwards with predatory haste, eager to drink in the deaths of its next band of foes. Gone is the imperative desire to protect its allies, to form the immovable centre of a defensive line or the unstoppable spear tip of a combined charge. The Chaos Knight's machine spirit cares nothing for those alongside whom it fights – whether they live or die is of little concern, so long as it can engage in rampant slaughter.

Ancient mechanical joints that had been ritually oiled for scores of centuries now spark and crackle as they are driven into motion. Plasma cores roar with fury as they are fired into overdrive to supply the Chaos Knights with the immense power they need to loose their wrath. Gouts of scintillating flame burst from exhaust ports, scorching the surrounding metal with their jagged tongues and warping the very air around the Knights' immense carapaces. As the Chaos Knights advance, they tilt their ion shields to the fore, the better to ward off the enemy's incoming fire before they charge headlong into the fray. Gone are concerns of strategic forethought or target prioritisation, and in their place is the predatory desire to wreak indiscriminate slaughter, to torment those too weak to fight back, or to claim the most magnificent trophy from the enemy in the name of personal glory.

If a loyalist Knight is akin to its Noble's valiant steed, Chaos Knights are closer to rabid warhounds, their Fallen pilots fighting constantly to retain dominance over their hate-filled war engine and force it to obey their will. Drooling blood or acidic oils, ocular lenses burning with murder-lust and hulls wreathed in miasmal fumes or crackling hellfires, it is clear to all who look

upon Chaos Knights that whatever nobility resided within these deranged war engines, it has long soured into hate and madness.

Some bodies within the Imperium stringently resist the notion that Chaos Knights could possibly exist, and more than one internecine doctrinal conflict has erupted upon forge worlds whose tech-magi found themselves divided on this point. Regardless of such wilful self-delusion, the Ordo Hereticus has produced grimoires in which war engines have been declared Questor Traitoris and subsequently redesignated. In part this is necessary because Fallen Nobles soon abandon the age-old doctrines of armament obeyed by loyalist houses, choosing instead to arm their Knights with whatever combinations of weaponry best suit their preferred methods of murder.



Chaos-tainted Armigers are known as War Dogs. The lightest walkers of the Fallen houses, they are also the most wanton in their savagery. They seek out unprotected flanks and isolated enemies, and crush whatever resistance can be brought to bear against them. Questoris-class Knights are reclassified as Knights Despoiler. Making up the bulk of many Iconoclast and Infernal houses, their thick armour and punishing arrays of weaponry allow them to wreak untold havoc on any battlefield. Often it is the pilot of a Knight Despoiler who reigns as the despot of a Fallen house, directing the household's murderous campaigns and charging at the head of each brutal assault. Corrupted Dominus-class Knights are designated as Knights Tyrant, and it is these who are most likely to have fallen to Chaos in the throes of endless

combat. Practically Titan-class in size and resilience, it is the task of entire armies to fell such a towering engine of destruction.

The longer a Chaos Knight has been corrupted, the more physically warped it becomes. Internal mechanisms burst through its outer carapace, winding together to form rows of irregular spikes. Gun muzzles sprout teeth and gauntleted fists curl into cruel claws. In extreme cases the structure of the towering machine contorts into new configurations, legs bending backwards on mutated joints, vox grille splitting into a snarling maw. Known as Abhorrent-class Knights, these deformed engines are nightmares of metal and flesh. They lope hungrily towards wherever the fighting is thickest, annihilating all before them with streams of gunfire and brutal swings of their close-quarters armaments. So twisted are Abhorrent-class Knights – both in form and spirit – certain Ordo Hereticus Inquisitors have speculated they may have been created from STC machines corrupted by the Dark Mechanicum.

As grotesque as the exterior of a Chaos Knight becomes, the cockpit where the pilot sits enthroned is even more horrific. In many Knights, the Fallen Noble is fused bodily to the Throne, their flesh melding with the surrounding metal, their neurons parasitised by manifold dendritic relays. As the mechanical suit around them absorbs ever-more corrupting energy, the pilot is physically warped into a being of pure Chaos. Some are absorbed completely by their Throne. Their body peels open like a rotten carcass, forming a cage of splayed ribs and exposed organs inside which the next pilot can be seated. Over multiple generations, such Thrones take on the appearance of a morbid rose, with layer upon layer of fleshy fronds sprouting from them, each with a dim portion of sentience remaining. Others pilots devolve into Chaos Spawn while atop their Thrones. Transformed into amorphous beasts comprised of muscle and bone, they thrash in a state of abject insanity. Yet a portion of their consciousness remains held within the Throne, allowing them to still control their Knight suit and experience the true horror of their own existence.

QUESTOR TRAITORIS HERALDRY

HERALDIC PRINCIPLES

Though the heraldry of Chaos Knights within a given Iconoclast or Infernal household follows the same pattern, there is a great deal of diversity between individual Knights, with each bearing markings that tell of its unique and bloody history.

The panoply of Dreadblades is even more diverse. These Knights eschew household markings in favour of personal emblems, and often bare twisted remnants of former Imperial iconography.



- Household emblem or Dreadblade personal emblem
- Iconoclast Knight and Dreadblade personal emblem, or Infernal household emblem
- Full household crest or Dreadblade personal icon
- Personal icons and worship markings
- Fallen household livery or defaced Imperial livery

ICONOCLAST HOUSES

Iconoclast houses are defined by the malice and madness that led to their corruption. In place of honour they pursue only conquest, destroying whatever enemies stand before them to expand their tyrannical domains. Many have long histories of depravity that stretch back for thousands of years, though new Iconoclast houses can be formed wherever the taint of the warp takes hold.

HOUSE LUCARIS

Of all the Iconoclast houses, there are none more bold nor tenacious than House Lucaris. They have waged multiple barbaric campaigns against the Imperium, butchering those who fight in the Emperor's name in all corners of the galaxy, and over the course of ten thousand years have reaped a toll of carnage too high for any single scriptorum to record. They have been called the House of Serpents, the Fanged Knights and many other names, but are always synonymous with terror.

During the Great Crusade, the Luna Wolves arrived to the tempest-wreathed world of Morda Prime, where they found

the Knights of House Lucaris. The Nobles of the household immediately swore allegiance to Horus, for in the Warmaster they saw manifested their own tenets of virtue through strength, and mercy through dominance. They answered his calls to battle without question, employing thunderous assaults to crush all who dared oppose their liege's will. Even when he turned to Chaos, the Knights of Morda Prime held true to their vows of service.

When the Warmaster was killed, House Lucaris swore an oath of undying enmity against the Emperor. They also forswore their allegiance to the Black Legion, which

had abandoned its fallen Primarch. In the millennia since, House Lucaris have waged apocalyptic wars against both the Imperium and the Heretic Astartes, though in more recent centuries there have been accounts of them marching alongside the Black Legion once more. Only the Fallen Nobles of Morda Prime and Abaddon himself know if this new-found alliance constitutes a reforging of their bonds of old.

'STRIKE FIRST, STRIKE OFTEN'

- Motto of House Lucaris



IFANOR, BRINGER OF EXTINCTION

Since bonding with Ifanor, Bringer of Extinction has waged a merciless war against the loyalist Knights of House Krast.



ELSYR, THUNDERHEAD

The impetuous Lady Elsy and her Knight Despoiler, Thunderhead, are often first of their lance to engage the enemy.



OBIDAR, IRON MALICE

With his Knight Desecrator known as Iron Malice, Lord Obidar has earned a fell reputation amongst House Lucaris. The dread campaigns he has launched against Imperial worlds are typified by their speed and ferocity. When besieging a planet, the Fallen Noble typically directs his onslaughts against spaceports and transportation hubs, ensuring that his victims have no means of retreat. However, he rarely targets astropathic relays, as he welcomes any enemy reinforcements that would dare face him.

Obidar claimed the Stratus Keep on Morda Prime after crushing the head of its previous owner in a duel. Sitting atop a vast mountain range, the keep is perpetually engulfed by storm clouds. When Iron Malice descends from its mountainous abode to gather warriors for another campaign, a nimbus of crackling electricity clings to its hulking frame. In the thick of battle, rivulets of lightning continually burst from its vents and spark around its joints, growing more anarchic as the Chaos Knight's fury increases.



HOUSE HERPETRAX

House Herpetrax is an oddity amongst Knight houses, in that its Nobles never swore allegiance to the Imperium. Their world of Jedathra was not discovered by the Explorator fleets during the Great Crusade, and the first record of Imperial contact with the house dates to late M36, when the Rogue Trader Cherris Draik was exploring a vast tract of space that had previously been isolated by warp vortexes. When envoys from Terra followed in Draik's footsteps, they were met with unequivocal and violent opposition by the Knights of Herpetrax. The Nobles scoffed at the prospect of aligning themselves to the Imperium. Envoys sent to Jedathra were executed and flayed, and upon the raw skins the Nobles penned their scathing refusals.

It was from these grim missives that the Imperial agents were able to glean a portion of House Herpetrax's history. The Jedathrans wrote that during the horrors of Old Night and the long millennia before,

they had been approached many times by individuals claiming to be the Emperor of Mankind. None of these previous claimants had shown equal mettle to the royal lines of Jedathra, and how much less would House Herpetrax pledge themselves to one who sits as a corpse upon his throne. They decried all claims of the Emperor's sovereignty over Humanity, and in no uncertain terms proclaimed that Mankind would bow at their feet or be exterminated.



The Knightly household was immediately declared Iconoclast, and a world-spanning siege launched against Jedathra. Orbital bombardments were initiated against their

keeps and castles, followed by ground-based assaults by Astra Militarum armoured and infantry regiments. But the Herpetrax Knights proved dauntless. Fate also conspired to aid the Nobles in defending their planet. Strange mutations quickly spread through the invading armies, and warp vortexes closed in once more around the system. The final communique to come from Jedathra was sent by Cherris Draik as she withdrew from the war zone, in which she hinted at the vile history she had uncovered on the planet: there was evidence that the Nobles had practised profane rituals and heretical sorceries for millennia. A century later, the Knights of House Herpetrax marauded through the Kreen Worlds, spreading terror before them and leaving ruin in their wake.

'WE BOW TO NONE'

- Motto of House Herpetrax



DOM KOHOR, OBSTINATE WILL

A master of siege warfare, Dom Kohor has piloted Obstinate Will through countless gruelling battles of attrition.



DAM BAHRAS, UNFLINCHING WRATH

As royal executioner, Dam Bahrás and Unflinching Wrath seek out and annihilate those who incur the ire of House Herpetrax.



DAM MARTA, ETERNAL DREAD

Eternal Dread has long served as the harbinger of destruction for the lances of House Herpetrax. Piloted by Dam Marta, it has marched at the fore of numerous wars of conquest, and in single combat has personally bested at least a dozen Imperial Knights that tried to bar its advance. Though the Knight Desecrator has been badly damaged on numerous battlefields, the grim tenacity of both it and its bloodthirsty pilot have seen it continue to blast its enemies apart despite seemingly crippling wounds.

Dam Marta is famed amongst the Fallen Nobles of Herpetrax, for she was the first aspirant in centuries to successfully bond with Eternal Dread's Throne Mechanicum. The process took a full Jedathran month, during which time she managed to subdue the electro-gheists that had consumed the souls of so many before her. Yet this left her permanently fused to the Throne. With her skin melded to the surrounding metal, she is able to feel – and indeed, relish – the sensation of every blow that lands upon her Knight.



HOUSE KHYMERE

For ten thousand years the Knights of House Khymere had fought ferociously for the glory of the Imperium. The cracked and burning surface of their world, Surtr's Wake, was dotted with monolithic statues of the Emperor, towards which the faithful serf classes of the planet prayed for hours every day. Many times did the Nobles answer the summons to join a gathering crusade, and when desperate pleas for aid came from nearby systems, the Knights of Khymere marched with burning wrath against the enemies of Mankind.

Yet when the Cicatrix Maledictum tore across the stars, the Knights of House Khymere were amongst the nightmarish warriors who burst from the Great Rift to prey upon the worlds of the Imperium. Many of these once-valiant engines were hideously twisted, the corruption that had evidently taken hold of them expressed in their grotesque forms and rampant cruelty. In an edict that caused great anguish to

those they had once served, the Knights of House Khymere were declared Iconoclast, and Surtr's Wake – now shrouded within the Imperium Nihilus – was marked for destruction.



When the Indomitus Crusade reached Surtr's Wake, Adeptus Astartes strike forces of the Ultramarines and White Scars Chapters were tasked with launching an execution assault against the planet. But the warriors of House Khymere offered no resistance to the Imperial attack; the nobility – seemingly untouched by Chaos taint – could not fathom that they had

been deemed traitors, nor could they bring themselves to raise their weapons against those to whom they had sworn loyalty. Instead, the entire household withdrew from the planet. They marched their Knights onto vast fleets of mass conveyance barges and fled from judgement by disappearing into the roiling tumult of the Great Rift.

Lances of Khymere Knights continue to burst into reality along the length of the Great Rift. Where they appear, their wrath is quickly turned upon the defenders of the Imperium. Attempts to treat with them have been met with silence or maddened ramblings, for what nobility once existed in the household is now long gone.

**'THROUGH FLAME LIES THE
PATH TO VICTORY'**

- Motto of House Khymere



GELKI, MANTLE OF ASH

Like most War Dogs of Khymere, Mantle of Ash and its pilot, Gelki, willingly accept their position as subservient thralls, so long as they are driven by their masters to slaughter the Adeptus Astartes Chapters that attacked their household.



UTHREN, SCORCHED FURY

Time and again Uthren and Scorched Fury have demonstrated their remarkable resilience. They are frequently sent charging through raging firestorms or fields of acidic geysers to attack from the angle their enemies least expect.



BRYNHILD, THE BURNING SKY

Brynhild was present on Surtr's Wake when the Space Marines attacked without warning. With the rest of her household she had fled into the Cicatrix Maledictum rather than face the shame of fighting those to whom she had sworn loyalty. But after passing into the mass of warp storms, time lost all meaning. For an indeterminable period of time, Brynhild and her Knight, the Burning Sky, fought an endless deluge of nameless, faceless entities wrought of madness and nightmare. Within her own mind she

heard the constant screams of her forebears contained inside her Throne Mechanicum, tortured as they were by the overload of empyric energy. With every Chaos being she cut down, her hatred grew further. Eventually, all that remained in both pilot and Knight was a desire for revenge against those they had once served. When at last they emerged from the warp, they set themselves to their murderous task, completely unaware that they and the remainder of their household had been displaced in time by the Great Rift.

INFERNAL HOUSES

Through close ties with the Dark Mechanicum, the Infernal houses find ever-more twisted ways to warp their weapons and machinery. In brutal campaigns they strip worlds of their material resources and enslave entire populations, funnelling their plunder into nightmarish rituals to infuse their Knight suits with the power of Chaos.



HOUSE VEXTRIX

The Knights of House Vextrix are amongst the most loyal servants of the Legio Mortis Traitor Titan Legion, who are known to many in the Imperium as the Death's Heads. When the world of Daxos Gemini – upon which the Vextrix nobility ruled – was rediscovered during the Great Crusade, the Knights became fervent warriors of the Ommissiah, waging devastating wars against all who opposed the Machine God. On several occasions they even fought alongside their Titan lieges as the praetorian guard of the Fabricator-General of Mars. It was this unquestioning devotion that was to be their downfall.

When the Death's Heads fell to Chaos, the entirety of House Vextrix followed them into damnation. Those named as enemies by Legio Mortis were also marked for death by the Fallen Nobles of Daxos Gemini, and wherever the Traitor Titans prosecuted their heretical wars they were accompanied by lances of Vextrix Knights. House Vextrix were amongst the heretics who participated in the massacre on Beta-Garmon, in which hundreds of loyalist and Traitor Titans were obliterated. The Vextrix Knights also suffered staggering casualties, but this only served to stoke their hatred of the Imperium, and of those who continued to blindly serve the Ommissiah.

Since being declared an Infernal house, the Knights of Vextrix have welcomed the corrupting influence of the Dark Mechanicum. The more warped a Knight becomes, the higher their status. Dread campaigns are frequently launched from Daxos Gemini to uncover repositories of knowledge that have remained hidden since the Dark Age of Technology, and to acquire esoteric xenos machinery that the Tech-Priests of Mars consider heretical.

'DUTY IS ETERNAL'

- Motto of House Vextrix



VIRNET XI, SAW OF THE EASTREACH

Named for the massacre it perpetrated during its first march, Saw of the Eastreach is piloted by the 11th of the Virnet line.



TREVENEK LVI, ANVIL OF TREVENEK

The 56th Fallen Noble of this family line has piloted Anvil of Trevenek for well over three centuries.



XITRA CDV, DRIXIA'S MAUL

In millennia past, the Xitras were bondsmen of the Drixian line, at the beck and call of the more powerful Noble family. But when Legio Mortis fell to Chaos, the Drixians were among the few to renounce their oaths to the Titan Legion, proclaiming that their first duty was to the Omnissiah. The Xitran line repaid this lack of loyalty by turning upon their bond-lieges. Before long, the dismembered corpse of the last Drixian was being mounted atop the spike gate of Vyre Keep in the heartland of Daxos Gemini.

Over long centuries the Knight suits of the Drixian Nobles were bent to the will of the Xitras. Of these, Drixia's Maul proved to be the most stubborn, yet through unending mechanical tortures even it succumbed to the corruptions of Chaos. Its current pilot is the 405th of her line. Though she has been bonded to the Knight Rampager for scarcely more than a decade, she has already made a name for herself as a fearsome combatant and cunning tactician, as well as a loyal servant of Legio Mortis.



HOUSE KHOMENTIS

House Khomentis arose on the desert planet of Matarakh, and developed a culture in which the predatory creatures that stalked the mountainous dunes were revered as hunting companions. Nobles trained for their Becoming by setting out into the sandy wastes without food, water or weapons in pursuit of a Matarakhi beast. Only after subduing one of these creatures, such as a savage vharrrat or winged vultris, would they return to the safety of their keeps. The Nobles believed these animals served as eternal guides, and so the nature of the beast an aspirant captured determined the nature of the Knight suit to which they would be bonded.

When Matarakh was discovered during the Great Crusade, its indigenous fauna was quickly wiped out. Vast Mechanicum strip mines were constructed to extract the mineral wealth that lay beneath the sands, while towering processing hives belched toxins into the atmosphere, rendering the

surface of the world inimical to all but the hardiest life forms. Despite this, the Khomentis Knights pledged themselves to the Omnissiah, and fought boldly for the Imperium throughout the Horus Heresy.



It was not until M33, when Matarakh was engulfed by a daemonic incursion, that House Khomentis turned to Chaos. No Imperial record exists of the nightmares that befell the world, but the Khomentis Knights now fight for the Dark Mechanicum. With lances that can spread across an entire continent they close in around their enemy's position, encircling their prey and cutting off all routes of escape.

In place of predatory animals, the Fallen Nobles now seek out Daemons as a rite of passage, allowing themselves to become possessed so that the warp entities can intermingle with their Thrones Mechanicum and the machine spirits of their Knight suits. Over long years these Daemons eat away at their hosts, twisting their flesh, mutilating their minds and devouring their souls. The fate of all such pilots is to be pulled from their Thrones at the point that their body collapses into a fleeting warp fissure. During this nightmarish implosion, more Chaos entities are loosed into reality, and these too are hunted by new aspirants. Thus is the grotesque cycle of possession allowed to eternally propagate.

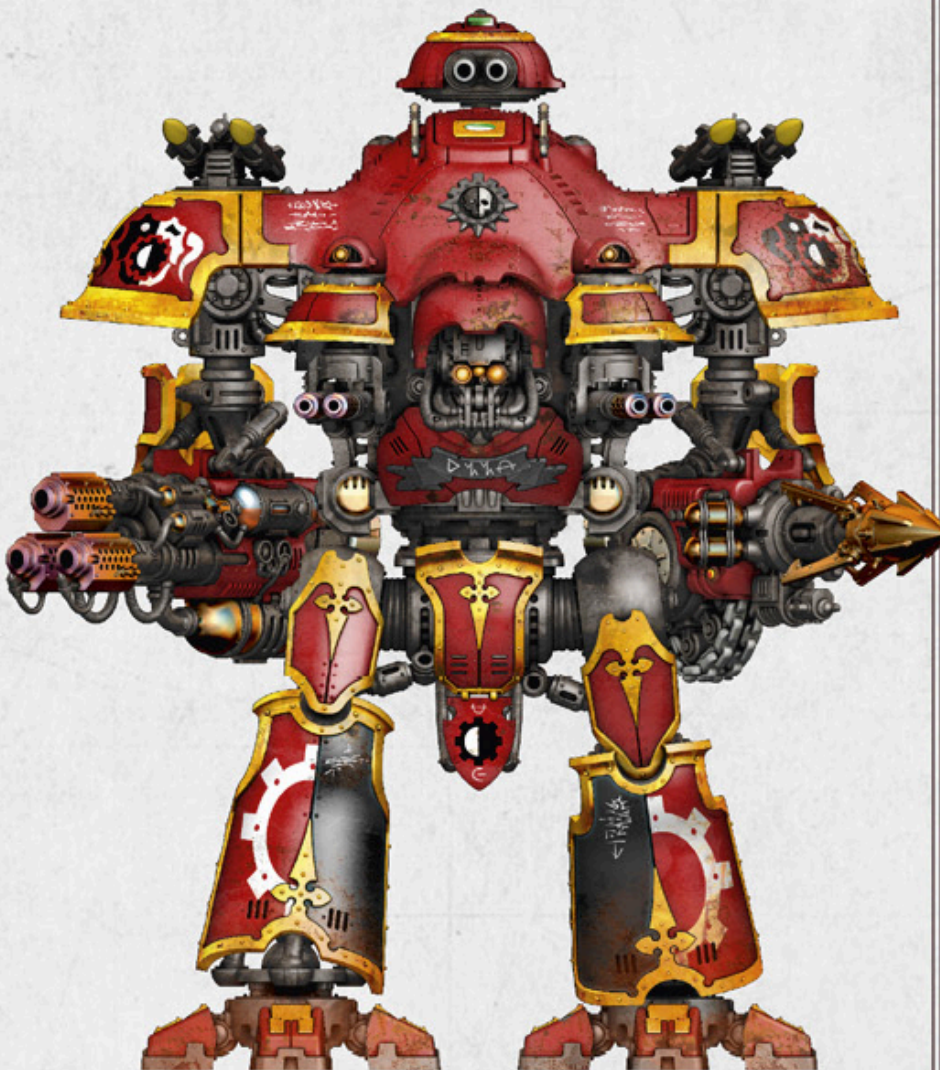
**'THE HONOURLESS ARE
OUR PREY'**

- Motto of House Khomentis



DINATIS, TENACIOUS BLADE

The frenetic daemonic entities infesting Dinatis cause Tenacious Blade's reaper chainsword to whirl ceaselessly.



ABESH, THE KILLING OATH

Masters of the persistent hunt, Abesh and the Killing Oath will wade through entire war zones in pursuit of their marked target.



KYOPTIS, PREY SEEKER

The ravenous Knight Rampager known as Prey Seeker hunts constantly. So strong is its violent appetite that it has been known to consume its own pilot when no other quarry can be found, tearing apart and absorbing the flesh of the enthroned Noble to slake its thirst for death. The gheist of that pilot remains in the Throne Mechanicum, eternally locked in the instant of their own gruesome demise. Their perpetual anguish serves as the perfect inducement for the next warrior who dares bond with the Knight.

Prey Seeker's most recent pilot, Kyoptis, has employed all her predatory cunning to provide the Rampager with an unending supply of victims, thereby ensuring that she herself is not devoured. She leads her lances to attack in multiple successive waves, hitting the enemy position from all sides. Kyoptis coordinates these assaults in such a way that the bulk of the opposing army is funnelled directly towards her, allowing Prey Seeker to revel in the greater part of the slaughter.

DREADBLADES

The term Dreadblade is used by the Ordo Hereticus to denote those Chaos Knights who serve no master. This notion is not entirely accurate, for certain Dreadblades do indeed pledge themselves to various heretical warlords or profane demagogues, but such loyalty is fleeting, and these wandering Knights will swiftly betray their masters if it proves advantageous.

The horrors that cause a Knight to become a Dreadblade are as varied as the currents of Chaos themselves. Some are led onto this path of damnation through illusion and trickery. Others find themselves becoming roving warriors as a result of their growing insanity. Others still choose violent solitude of their own volition as a means to pursue revenge, and to fulfil their sworn oaths of murder. Regardless of the underlying reason, a Knight that turns its back on the Imperium and its own household is forever outcast. Yet this only makes them more deadly. Freed from the bonds of fealty and subservience, there is nothing to stop a Dreadblade pursuing its own nightmarish desires, travelling from war zone to war zone to slake its lust for carnage, or hunting down and destroying all in the galaxy who have offended its twisted dignity.

A great deal of Dreadblades hail from houses that are still loyal to the Imperium and the Omnissiah. During the Horus Heresy, when the rest of their households sided with the loyalists, individual Knights felt honour-bound to maintain their fealty to the traitors. Countless such schisms occurred across the galaxy, and though many of the rebelling Knights were permanently silenced in

titanic duels, others disappeared into the stars only to re-emerge alongside the armies of the Warmaster.

Other Knights who become Dreadblades are those captured in battle, their allies wiped out and their suits damaged to the point that they can no longer fight. A long and horrific fate awaits these warriors. Their minds and souls are gradually shattered through the use of sorcerous torture and daemoniac rituals. Notions of loyalty and honour are replaced with the depraved ideals of their captors and a screaming desire for carnage.

Then there are those Dreadblades who, over the course of long and bloody campaigns, have lost the ability to perceive the path of righteousness. Surrounded by so much slaughter, their only notions of honour are tied to the killing strike of their blade or the oblitative blast of their battle cannon. Many such Dreadblades are completely unaware that they have fallen from grace, their single-mindedness blinding them to the atrocities that they so wantonly commit.

SIRE OF DOOM

During the Mnos Catastrophe, which saw half a dozen forge worlds overrun by the Dark Mechanicum, the Knights of House Daitan were captured alive while trying to defend the servants of the Omnissiah. Their heretical captors took them into the screaming heart of a soul forge, where the Knights were wired into the colossal torture devices of the fiendish magi. For a whole year the Daitan Knights endured as agonising warp currents were sent surging through them, but the Noble pilots could only take so much punishment. One after another they were consumed by their suffering, their bodies exploding from the sheer intensity of the pain. As each expired, their share of anguish was spread across those who were still alive, until only Kiro remained within his Knight, Sire of Doom. The Knight thrashed and roared, its circuits flooded with the tortured deaths of the Nobles of House Daitan. The hateful magi then finished their ritual by sealing Sire of Doom in this state of utter despair, blinding it to all other thoughts. Wherever it now marches, the last Knight of Daitan lashes out mindlessly at all who stand before it, seeing the scarred and twisted faces of its captors at every turn. Its Dark Mechanicum masters know this, and lead the tormented machine to wherever it will cause the most destruction.





DECIMA, INCARNATE SLAUGHTER

Once known as Incarnate Valour, the murderous Knight Rampager and its pilot Decima fell to Chaos in the throes of battle. They marched to war as part of the grand lance of House Merridon, in which every last Knight of the household strove to halt the rampant advance of Hive Fleet Hydra that was fast approaching their world. The bold, final charge was doomed to failure. Outnumbered by a factor of billions, each Knight was cut down and picked apart by the unending xenos swarms. Incarnate Valour was the last warrior standing, and in its Throne Mechanicum remained a single imperative – kill. When the Knight was waist high in ichor and butchered alien flesh, a warp breach appeared beneath its feet, drawing the raging engine into the empyrean. Since then, Incarnate Slaughter has appeared on dozens of other worlds, arising from lakes of gore that have formed in battlefield craters and continuing its rampage. Though it is primarily drawn to worlds infested by Tyranids, the Knight Rampager will turn its rage on any enemy with which it is faced.

THE GILDED KING

The bellicose Knight Desecrator piloted by the Fallen High Monarchs of House Iyngor is called the Gilded King. In the distant past, the Knight suits of each of the monarchs' bondsmen bore a golden escutcheon upon which was emblazoned the house's sigil. These warriors were unfalteringly loyal to their liege, but at some point the royal line fell to Chaos and began executing its retainers. The Gilded King cut down the other Knights one by one, prising the Noble pilots from their Thrones and ending their lives on the edge of its massive chainsword. The gold sigils were then stripped from each fallen engine and added to the carapace of the war machine. With the Noble household violently exterminated, the Gilded King set about eradicating all traces of civilisation from the surface of the Knight world. All records of the Gilded King before this time of madness were incinerated, as were the names of the royal Nobles who piloted it. The only monument that remained untouched by the Knight's wanton fury was the sprawling relief sculpture that stretched around the world's equator, which depicts the first bonding of the Gilded King. Many other Noble lines have since been savaged by this mechanical monstrosity, yet the true nature of who pilots it remains unknown.





HOPE'S SHROUD

In M36, the former Freeblade known as Hope's Shroud pledged its loyalty to the Ecclesiarch Goge Vandire. In the name of faith it massacred tens of thousands of soldiers who fought to depose the tyrannical High Lord, and was even sent to eliminate its master's greatest detractor, Sebastian Thor. But before Hope's Shroud could carry out its charge, Thor brought his armies to Terra and besieged the Ecclesiarchal palace. Vandire was eventually slain by members of his own bodyguard – the warriors who would go on to become the Adepta Sororitas. Upon learning that its liege had been murdered, the Knight swore to slaughter every last Sororitas, and when Vandire was posthumously named a traitor, Hope's Shroud turned its hatred against all who followed the Imperial Creed. The Knight allied itself with whatever heretical warband could best aid it in its vendetta, and sought out the most faithful servants of the Emperor so that it could spill their blood in Vandire's name. On numerous occasions Hope's Shroud has fought alongside the Word Bearers, with some of the Ordo Hereticus believing that the Knight's pilots are now drawn from that Traitor Legion.



CROWNED INGLORIOUS

The smaller of the Knight chassis do not require their pilot to have bonded with a Throne Mechanicum in order to be operated. Instead, a device called a Helm Mechanicum is employed to integrate the synapses of its wearer to the servos of the Knight. A Helm Mechanicum also forcefully subserviates the Noble who dons it, leashing their conscious and subconscious thoughts to those of their bond-liege. The personal desires of the pilot can be replaced at any time by those of their master. It is this technology that allows the smaller Knights to serve as utterly loyal squires.

As is the case with a Throne Mechanicum, only formidable warriors are able to link themselves to a Helm Mechanicum. Many of the techno-arcane mechanisms that protect Thrones from perversion are absent from Helms, and as such the smaller Knights have fallen to Chaos in greater numbers than their larger counterparts. Many of those that showed signs of warped deviance were exterminated by their own households, the corrupted Knights hunted down and destroyed. Any Fallen Nobles that still lived were dragged from the wreckage of their suits, whereupon they were burned, impaled or drawn and quartered. All record of such treachery was typically stricken from the history of the household. But in other cases, the corruption of several Helms Mechanicum led to the downfall of an entire Knight world. The connection that allows a bond-liege to command their squires served as the vector by which the warp taint spread throughout the household, turning Barons and Baronesses, High Kings and Queens, into mad barbarians.

AESYR, EMPYREAN SCYTHER

Once a vicious warrior of House Lucaris, the War Dog Empyrean Scythe betrayed its house in War Zone Stygius. After its pilot Aesyr heard whispers in the warp, the War Dog turned on its masters and pledged itself directly to the Chaos pantheon.



HATRED OF KRASTELLAN

After the Horus Heresy, the Nobles of the loyalist House Hawkshroud created a Knightly title, the sole purpose of which was for the bearer to take on a grave and harrowing duty. Whomsoever had this title would pilot the Knight suit called Hatred of Krastellan, and would answer and endure the most unthinkable calls to arms. It was the Hatred of Krastellan that attacked allies suspected of treachery, executing valiant generals alongside whom it had once fought and slaughtering those obedient soldiers who served the condemned. It was this Knight that meted out punishment upon planets where, due to hostile invasions, the populace had been unable to proffer their tithe of flesh to the Imperium. In M34, the Throne Mechanicum of the Knight could bear this duty no more, and its remnant spirits cried out in collective fury. They declared themselves the true High Monarch of House Hawkshroud, for by the Code Chivalric, no king or queen would issue an order they themselves were unwilling to carry out. The Hatred of Krastellan was declared an enemy to Hawkshroud, and thus began its long descent into Chaos.

LITANY OF DESTRUCTION

The Freeblade Knight named the Living Litany was once the epitome of the questing champion. Driven by faith and honour, this lone warrior travelled from battlefield to battlefield, driving back xenos raiders and heretical foes alike with single-minded fervour. Yet even a pious soul is not immune to corruption. None know the truth behind the Living Litany's fall to Chaos, and its subsequent transformation into the deranged monster known as the Litany of Destruction. Some say that a freak warp storm enveloped the pilot and his war machine during the apocalyptic Battle for Kranava Hexis. Others claim that the Knight was captured and exposed to a biomechanical contagion by agents of the Dark Gods. Some simply contend that the Living Litany's lust for slaughter and devastation has become so all-encompassing that the allegiance of its victims has ceased to matter to the rampaging Knight. Whatever the truth, where once the Litany's vox arrays blared sermons of worship in High Gothic, they now howl deranged diatribes and hissing blasts of angry static that rise to an insane crescendo as the war machine enters the field of combat.



FALLEN KNIGHT WORLDS

Item No. 15B7-443: Map of known Questor Traitoris worlds; composited from Astra Cartographica records for the Noble lords of House Terryn.

SEGMENTUM OBSCURUS

GOthic SECTOR

TESSER'S FOLLY

LUCIUS

DUTONIS

STORM OF THE
EMPEROR'S WRATH

HOUSE KHOMENTIS
MATARAKH

KRASTELLAN

ALARIC PRIME

ARGENTOR

DHARROVAR
(RENEGADE)

NACHMUND
GAUNTLET

HOUSE VEXTRIX
DAXOS GEMINI

SCARUS
SECTOR

FINIAL
SECTOR

CALIXIS
SECTOR

THE EYE OF TERROR

AGRIPINAA

VOSS PRIME

SEGMENTUM SOLAR

TERRA
& MARS

CHRYISIS

STYGIES

ADRASTAPOL

MILHAND

MORDAX
(MOREDAKKA)

CICATRIX MALEDICTUM

SARUM

THE MAELSTROM

RYZA

RANDORYN
ALPHA

THE GASOMERE

GRAIA

UHULIS
SECTOR

KIMDARIA

OMEGA MAO

SIREN'S STORM

CREDENCE

SEGMENTUM TEMPESTUS

REDUCTUS
SECTOR

HOUSE HERPETRAX
JEDATHRA

RAISA

GRYPHONNE IV

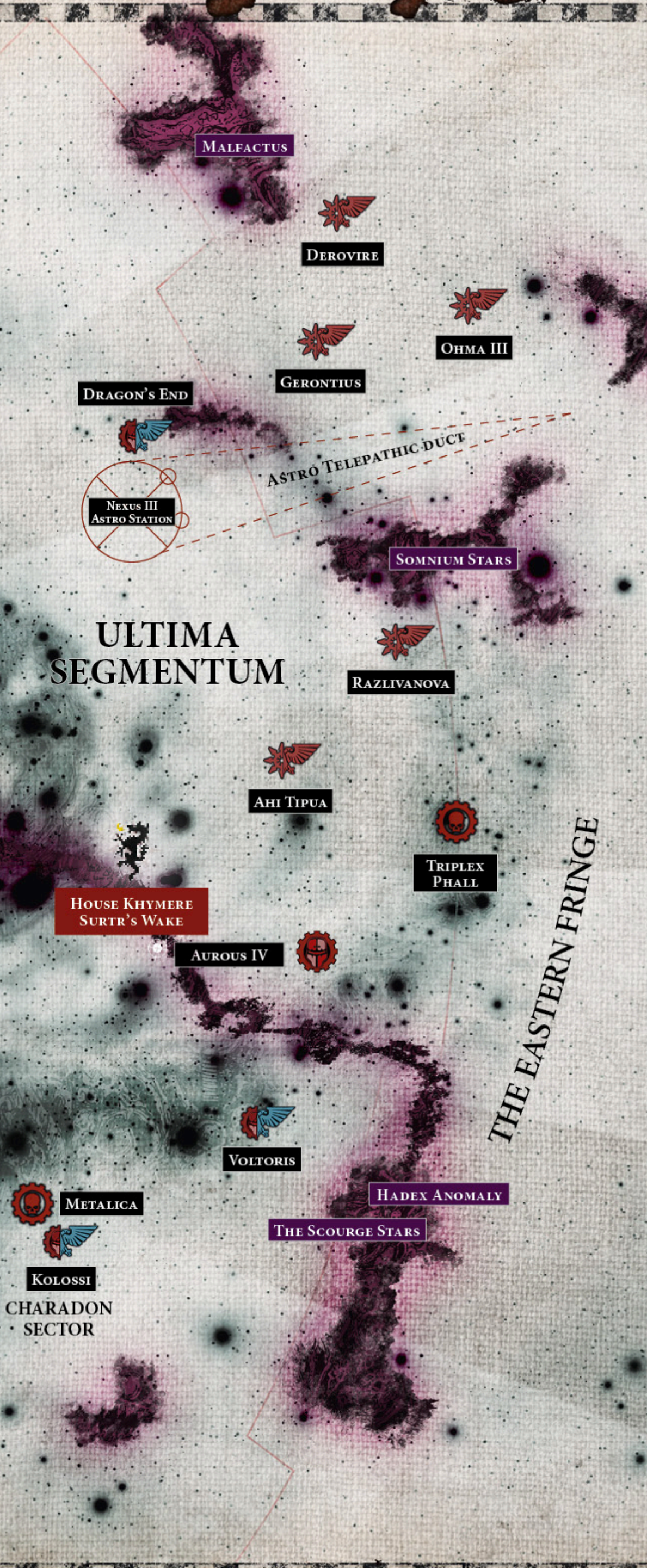
HOUSE LUCARIS
MORDA PRIME

THE VEILED REGION

SEGMENTUM
PACIFICUS

HALO STARS

ULTIMA SEGMENTUM



Morda Prime – the home world of House Lucaris – is shrouded in perpetually raging storms. It is from beneath this lightning-scape that the Lucaris Knights launch their dread campaigns, striking out at Imperial holdings across the galaxy.



For millennia the Knights of House Herpetrax have been bathed in the fell glow of warp rifts near their world of Jedathra. The mangled remains of countless envoys lie beneath the planet's surface, buried in crypts known to the Jedathrans as Wells of Shame.



Surtr's Wake is a desolate graveyard, lined with crumbling statues built by the Nobles of House Khymere and littered with the remains of felled Knights. Since their exodus, the Iconoclast household that once called this lost world their home have not returned.



The world of Daxos Gemini is covered in sprawling forge metropolises of the Dark Mechanicum. Inside these vast factories the Knights of House Vextrix continually augment their mechanical forms, warping their war engines into perfect embodiments of Chaos.



The strip-mined sands of Matarakh are home to all manner of daemonic creatures that are both revered and hunted by the Knights of House Khomentis. Whole continents have been carved into summoning circles to draw more warp entities into existence.



KEY



Fallen Knight world



Fallen forge world



Dark Mechanicum world



Imperial Knight world



Forge world

A SAGA OF DESTRUCTION

The Chaos Knights are descendants of valiant households, forged long ago when Humanity first ventured into the stars. Many of these Knights once committed acts of great heroism and honour, but this chivalrous past has been buried under the slaughters they have since committed, and is now little more than a source of dimly remembered and tragic myths.

M15-M31 AGE OF ISOLATION

The Long March

Colony ships depart from Terra, making centuries' long voyages to settle the planets of distant systems. Some of the pioneer groups take with them STCs capable of creating Knight suits, and from them the first Knightly households are born.

A Chivalrous Code

As the Noble houses that rule the Knight worlds are established, so too do the principles of duty and obedience become synonymous with the mighty engines. Though the cultures that develop on disparate Knight worlds are as varied as their environments, each adopts strikingly similar notions of virtue that would, in later millennia, come to be known as the Code Chivalric.

The Gilded King

On Aurelion Major, a Knight known as the Gilded King is piloted for the first time. This inaugural bonding is recorded through towering relief sculptures carved into the gold escarpments that encircle the planet's equator.

Darkness Reigns

The galaxy is consumed by the horrors of Old Night. Human colonies that had prospered for hundreds of generations collapse in upon themselves, torn apart by warlike xenos or mutated members of their own populations. Mankind's hold over the stars is eradicated almost entirely, but the Knight worlds stand strong throughout this time of bloodshed and strife.

The Great Crusade

The Emperor's fleets spread out across the galaxy, uniting human worlds one by one and annihilating all who pose opposition to his rule. Those Knight worlds that are discovered are quick to swear oaths of allegiance to the expanding Imperium, with the Noble houses pledging their fealty to various Explorator fleets and Titan Legions of the Mechanicum. The Knights themselves become invaluable warriors in the Great Crusade, and by their indomitable power countless other planets are humbled. Yet in the vastness of the galaxy there are Knight worlds upon

which the Emperor's envoys never arrive. These planets continue to cleave to their traditions of old, watching the skies for the incoming threats that have hounded them during the long Age of Strife.

M31 AGE OF BROKEN BANNERS

The Horus Heresy

At the height of its glory, the Imperium is plunged into civil war as the Warmaster Horus leads half of the Space Marine Legions in open revolt against the Emperor. The corruptions of the Warmaster spread quickly, with large portions of the Imperial Army and Mechanicum pledging themselves to the Dark Gods. Though the Knight houses are amongst the staunchest defenders of the Imperium, even they are not immune to the taint of Chaos. Through unbreakable oaths to the Traitor Legions, profane experimentations of the Dark Mechanicum and numerous other perversions of nobility, the first Chaos Knights join in the slaughters perpetrated by Horus.



Titandearth

Numerous Traitor Titan Legions engage in battle with their loyalist counterparts throughout the Beta-Garmon star cluster. Knight houses fight on both sides of the sprawling conflict, upholding oaths to follow the god-machines into the fray. Whole households are lost in the war zone, their once-mighty engines reduced to flaming wreckage alongside the metallic carcasses of annihilated Titans. House Vextrix, having marched dutifully alongside the Titans of Legio Mortis, take severe casualties. Those Vextrix Knights

who had expressed even the slightest reservation in siding with their bond-lieges against the Imperium are placed on the front lines, where they suffer the greatest losses. The conflict therefore becomes known amongst the nobility of Daxos Gemini as the Great Cull.

Battle of Molech

As they journey to Terra, the Warmaster's fleets descend upon the Knight world of Molech, which is ruled over by the Knights of House Devine. Horus' initial assault devastates many cities and strongholds. The terrified populace turns to the nobility for protection only to find that the Nobles have succumbed to the temptations of Slaanesh and are utterly corrupted. When the Warmaster launches his second attack, the Knights of House Devine attack the remaining Imperial forces from the rear, leaving them with no way to retreat from the invading heretics.

The Warmaster Falls

The Horus Heresy is brought to an end when the Warmaster and the Emperor are both cut down in battle with each other. Vast numbers of traitors withdraw to the warp-riven region of space known as the Eye of Terror. Some of the Knight houses who had fought alongside Horus follow the fleeing forces, others launch new campaigns of brutality across the galaxy, while many return to their own worlds to carve out domains of tyranny.

M31-M41 AGE OF DEGRADATION

Rise of the Idolators

In the aftermath of the Horus Heresy, some amongst the Imperium believe the threat of the Chaos Knights to be diminished. However, such wishful thinking is quickly disproven. Knight houses continue to turn upon the Imperium, swearing allegiance to powerful Chaos Lords or Daemon Princes, while the Dark Mechanicum delves deeper into their profane arts to pervert the ancient technology of the Throne Mechanicum. The Ordo Hereticus also becomes aware of the cults of Idolators who now serve the Fallen households, and through whom corruption is spread to new Knight worlds.

Psychic Reign

After learning of the existence of the Imperium of Man, the colossal alien cyborg known as the Cacodominus uses its psychic abilities to secure the services of seventeen wandering Dreadblades. Each of the Knights is charged with a different mission – one is sent to find a sunless planet on which an ancient technological marvel is buried, another is tasked with rounding up and butchering every member of a rare alien species called the Axlo, while another is given the esoteric duty of protecting the time stream against the Tzeentchian Daemon Kairos Fateweaver. Meanwhile, the Cacodominus itself conquers hundreds of systems. When the creature is finally slain by the massed armies of the Legio Cybernetica and Black Templars, its dying psychic scream echoes across the galaxy, even distorting the guiding light of the Astronomican. But the seventeen Dreadblades who serve it make no effort to seek revenge. Each had been commanded to pursue the individual task they had been given, come what may, and even the death of their liege is of little concern so long as the Cacodominus' will is eventually fulfilled.

Wounded Prey

Whilst en route to the War Zone Kilda, the mass conveyance barge *Dark Cloud* becomes stranded in the warp with a full lance of Imperial Knights of House Mortan waiting in its hangar. The Gellar field that shields the disabled craft from the denizens of the empyrean holds firm at first, until a series of massive objects impact with the ship's hull. The objects turn out to be Chaos Knights of House Khomentis. After clamping themselves to the barge, the Khomentis Knights begin blasting and cutting their way through its outer bulkheads to allow waves of warp energy to flood inwards. Knowing that *Dark Cloud* cannot survive long against such an assault, the Knights of House Mortan venture out onto the barge's exterior to do battle with their corrupted attackers. Though they fight bravely, the Mortan Knights are blasted to scrap by the Chaos Knights, and the souls of their pilots devoured by great flocks of predatory Daemons. With its last line of defence annihilated, *Dark Cloud* is swiftly torn apart.

The Spoils of Fate

In a single decade, nine Knight worlds fall to the corruptions of Chaos, each launching a campaign of horror that sets dozens of Imperial planets ablaze. Though scattered across different sectors of the

Imperium, these Iconoclast houses are found to have a connection that causes great vexation amongst the investigating Inquisitors. During the Great Crusade, remembrancers had transcribed the ancient legends of each these worlds, and all nine spoke of a figure that had appeared to their rulers during the Age of Strife. Known only as Manat, he had served as a vizier to powerful leaders of each of the Noble houses, and was reputed to have great powers of foresight. On some of these worlds he was seen as a villain, and on others a hero, but on all he had disappeared as suddenly as he had appeared, taking with him the head of the Noble household he served.



Futile Resistance

The Hatred of Krastellan, Fallen Knight of House Hawkshroud, descends upon the planet of Oumo and opens fire on the siege walls of the agri world's capital harvester city. The Oumoans, having been granted the sworn service and protection of Hawkshroud, are caught completely by surprise. After sending an astropathic distress signal to the nearby forge world of Mezoa, they receive a reply from Tech-Priest Dominus Telemetenos Vrae ordering them to cease all such communication. Vrae informs the Oumoans that it is a logical impossibility for a Hawkshroud Knight to be attacking them, and therefore firing upon this loyal Knight would be an act of treason against the Omnissiah. This message is disseminated across the planet, and the Oumoan regiments ordered to hold their fire. Without any form of resistance, the Hatred of Krastellan tears its way through the defences of Oumo's harvest cities one by one.

The Kreen Scar

House Herpetrax launches a long and brutal campaign through the Kreen Worlds. Stretching over more than a hundred light years, this network of planetary systems serves as vital manufactorum hub in the galactic south of the Ultima Segmentum. Despite concerted defence efforts by the Astra Militarum and Adeptus Mechanicus, the Herpetrax advance progresses with staggering

speed. The denizens of worlds that are conquered by the Iconoclast house are enslaved, and are put to work excavating the foundations beneath the towering hive cities in which they live. Billions die in the process, crushed beneath slabs of ferrocrete, buried in catastrophic cave-ins or simply collapsing from starvation and exhaustion. But on several of these planets the Fallen Noble overlords uncover what they are searching for. The long-forgotten remains of ancient Long March ships are prised from the earth – the remnants of failed human colonies from the Dark Age of Technology. These precious cargoes are taken back to Jedathra, while the surviving slave populations are exterminated by massed orbital bombardments. Over the course of a generation, the belt of Imperial manufactorum worlds is transformed into a ruined and lifeless stretch known as the Kreen Scar.

Price of Betrayal

Word spreads across the Imperium of the death of Goge Vandire, the tyrannical Ecclesiarch and High Lord of Terra. Those who are still loyal to Vandire begin exacting their revenge upon the Imperium on multiple fronts, attacking shrine worlds and tearing down monuments to Imperial saints. None are more fervent in this regard than Hope's Shroud. The Freeblade Knight and its pilot – whose identity was known only to Vandire himself – had sworn to serve the Ecclesiarch in life and death, and so set about taking revenge on those who had betrayed him. The first targets of the excommunicant Knight's wrath are the Sisters of the Order of the Ebon Chalice, for it was their Matriarch Alicia Dominica that slew Vandire. After a series of escalating battles, Hope's Shroud succeeds in claiming the head of the Order's Canoness Superior. Over the next two millennia, the fanatical Knight claims the heads of other Canonesses Superior, one for each of the six Matriarchs that turned on Vandire. The skulls are hung as trophies from the increasingly warped armour of Hope's Shroud.

Dark Siege

Lances from five Fallen households besiege a webway portal inside a hollowed out, wandering moon. The portal leads directly to Seyahmvāar, an outer district of Commorragh ruled over by the Kabal Opaque. Rather than helping to repel the Chaos Knights, Commorragh's Supreme Overlord instead dislocates Seyahmvāar from the city proper, leaving Kabal Opaque to be torn apart.

Fall of Graggen Keep

On the death world of Friggenswald, renegade Astra Militarum infantry regiments lay siege to the towering fortress known as Graggen Keep. Though the keep is defended by only a handful of soldiers, two factors prevent the attackers from achieving a swift victory. The sludgy acidic river surrounding the fortress instantly dissolves those renegades who attempt to launch an assault. Furthermore, from its position inside the walls, the Freeblade Knight Unflinching Steel fires a ceaseless hail of battle cannon shells into the ranks of the encroaching army. The Knight had once been a member of House Lucaris, but had abandoned his household when they turned traitor, and had fought valiantly for the Imperium ever since. Yet the initial victories of the defenders only delay the inevitable. The Chaos Knights of House Lucaris arrive on Friggenswald and march upon Graggen Keep. Having served their purpose of holding Unflinching Steel in place, the renegades withdraw out of firing range while the Lucaris Knights wade through the acid flows surrounding the fortress. A trio of Knights Rampager make short work of the fortress walls, allowing the remaining war engines to pour through the breach and annihilate the defenders. Unflinching Steel is brought down and dismembered by the members of its former household, but is not destroyed. Instead, its battered and mutilated chassis is taken back to Morda Prime to face judgement.

Tower of Scintillus

The High King of Barragon, a loyalist Knightly household, is abducted by a sorcerous cult of Tzeentch. Those Knights that serve the king set out to find their liege, eventually tracking his location to the world of Scintillus. But upon entering the reality-bending tower in which the king is imprisoned, each Knight is transformed into a crystalline statue, lifeless and utterly immobile. Only when another Knight enters the tower do the statues come to life and fire upon their erstwhile compatriots.

Duel on Tellerax Prime

The Dreadblade Litany of Destruction fights alongside Heretic Astartes of the Iron Warriors Legion during the invasion of Tellerax Prime. Telleraxi infantry regiments establish bristling defensive lines across the planet's sump fields and around key hive cities, but even with the support of an armoured detachment of the Ultramarines 3rd Company they are unable to repel the influx of Chaos warriors. A grinding siege ensues. The Iron Warriors pin their

foes in place with ceaseless orbital and land-based bombardments, allowing Litany of Destruction to rove freely, annihilating any Imperial forces unfortunate enough to be caught in its path. Only when the Knight Paladin Ever-Stalwart arrives to aid the besieged forces does the state of battle shift. Amidst the shattered remains of Hive Permillion, the Dreadblade and the Imperial Knight engage in a titanic duel. After an hour of traded blows, the Litany of Destruction gains the upper hand, striking down its loyalist opponent and readying the killing strike. But the Chaos Knight is denied its victory when a column of Predator tanks fire upon its flank. The Litany tears its way through the armoured column and retreats under the covering fire of the encroaching Iron Warriors, enraged at the Ultramarines for interfering with its rightful kill.



Call of the Despoiler

Iconoclast households, Infernal households and Dreadblades from across the galaxy flock to the banner of Abaddon the Despoiler as he launches his Thirteenth Black Crusade. Dread lances march on multiple fronts. In the Mackan System, Chaos Knights of House Khomentis hunt the Howling Griffons' 5th Company, using the mutants of the Stigmatus Covenant to flush the Space Marines from cover. On Belismar, the Dreadblade Bleak Dawn single-handedly wipes out the unsupported Narsine 18th Infantry, filling the Gracien Trench with their corpses. Meanwhile, on Macharia, Chaos Knights of House Vextrix, House Iattol, House Mesmr and House Lucaris battle alongside various warbands of Heretic Astartes to lay waste to the militarised hives. Throughout the crusade, many Knights pledge fealty to Abaddon for the first time, whereas others settle blood oaths against the Imperium that had stood for millennia.

Slaughter at Armageddon

In the wake of massive warp upheavals, the first Khornate Daemons spill onto the surface of Armageddon, attacking

Orks and Imperial soldiers without discrimination. Shortly after, Incarnate Slaughter rises from the gore of the slain.

M41 AGE OF MERCILESS CONQUEST

Shattered Glory

Savage warp storms rage across the breadth of the galaxy, coalescing to form the Cicatrix Maledictum. Scores of Knight worlds are swallowed as the Great Rift yawns open, and more are beset by the ravenous entities that come spilling from this scar in reality. But to many Chaos Knights, the nightmare divide in the stars is a signal for them to march to war. Dreadblades and Fallen households that had maintained isolated domains of tyranny on the fringes of the Imperium now gather en masse, heeding the clarion call of the Dark Gods.

The Nachmund Gauntlet

Dharrovar, a Knight world thought lost since the Horus Heresy, is rediscovered inside one of the few known passages through the Cicatrix Maledictum. Imperial envoys are sent to the Nobles of Dharrovar, entreating them to secure this vital gateway to the Imperium Nihilus. Yet these requests are met with violence. It soon becomes clear that Kaligius, High King of House Mandrakor, has fallen to Chaos, his Throne Mechanicum riddled with daemonic presences. Many of his most loyal Knights follow him into treachery, leading to a devastating civil war on Dharrovar.

The Conflagration of Rho Zapphire

Above the gas giant of Rho Zapphire, a strike force from the White Scars 6th Company fights a war of speed against an invading host of Slaaneshi Daemons. The Space Marines race to secure the vital aether-derricks that are suspended in the planet's thermosphere, cutting their way through screaming droves of Daemonettes and Fiends of Slaanesh that skitter along the equatorial gantries, even as more depraved beings pour from the nearby maw of the Great Rift. The fuel from these derricks is crucial for the Imperial fleets withdrawing from the encroaching warp storms, but the Daemons outnumber the White Scars a hundred times over. The battle appears to take a shift when a flotilla of macro-conveyance barges swoops into low orbit and disgorges its cargo of Knights. But the hope of reinforcements is short lived. The Knights of Khymere that march onto the floating gantries open fire on the Space Marines, obliterating

those few that remain. When cruisers from the Imperial Navy arrive to refuel, the Chaos Knights depart, but not before overloading the core of each aether-derrick. The ensuing chain reactions ignite the atmosphere of Rho Zapphire, incinerating the refuelling fleets as the entire planet explodes.

Forge Infernus

On the industrial world of Nemendghast, the Master of Possession Vorash Soulflayer and his acolytes transform a sprawling manufactorum complex into the daemonic foundry known as the Forge Infernus. Among the victims of Soulflayer's vile rituals are two Freeblade Knights that are hobbled and captured while defending Nemendghast from the Chaos incursion. The first Freeblade and its pilot are subjected to agonising warp exposure, their metal and flesh blasted with pure daemonic energies. The second is pumped full of sludge rendered from the writhing corpses of the recently possessed, the Knight and its Noble drowned in the viscous fluid. Though they resist the corruptive rituals for almost a year, eventually the Freeblades are broken in body, Throne and soul. The first of them Vorash renames Bale Star, and the second the Hand of Mourning. Each of these Dreadblades swears fealty to its creator before being dispatched on individual quests. Bale Star is sent to find and slay the Baroness of Tanika, a Knight reputed to be greatest duellist in the galaxy, and to drag the felled Knight suit back to Nemendghast. Meanwhile, the Hand of Mourning is given the true name of an ancient Daemon Prince, and is told to bring this creature to Vorash, one way or another.

Stomping Grounds

A cloud of Ork Roks plummets to the surface of the Infernal Knight world Cobbran, home of House Qiln. Before the dust of impact has settled, dozens of Stompas bearing the mark of the Deathskulls emerge from the crude landing vessels and begin a lumbering march toward the nearest keep. Filled with outrage, the Chaos Knights stride out en masse to meet the invaders, forming a lance of over five hundred roaring war engines with which to charge head-on into their foe. Such is the scale of the ensuing battle, so heavy the metallic footfalls and so destructive the barrages, that the tectonic crust of Cobbran shifts, leading to explosive volcanic activity. Those Knights that are felled are quickly hacked to scrap by wide-eyed Big Meks. Meanwhile every Stompa that is toppled is dragged into the

open lava flows by cults of Idolators loyal to House Qiln, and in profane rituals new, fully formed Chaos Knights are summoned into being from the bubbling slag.

Chain of Degradation

The Dreadblade Hatred of Krastellan aligns itself with the Renegade Space Marines known as the Company of Misery. Together they wage a harrowing campaign through the Dysephamine System, which culminates in them enslaving the populace of Dyseph IX. The Company of Misery set about slaughtering every psyker on the planet, but not before a distress call is sent off-world. Yet this call for aid is not only anticipated but planned for by the Hatred of Krastellan. The Dreadblade's own message is added to the distress beacon – a formal challenge to the Freeblade Sir Hekhtur and his Knight Canis Rex, the so-called Chainbreaker. The Hatred of Krastellan then travels to the sole moon of Dyseph IX, and on the barren surface awaits the coming of the renowned Freeblade.



To Hunt the Hunters

On the jungle world of Y'tach'grra, a lone War Dog of House Khomentis is cut down by a roving band of Kroot mercenaries. As is their custom, the carnivorous Kroot pry the pilot from the fallen engine and devour his flesh. But in doing so the daemonic entities the Noble had welcomed into his body are released. After a swift and brutal skirmish, these manifestations are similarly cut down, their essences dissipating back to the warp, but not before they have marked each of the Kroot mercenaries with a burning rune. More than a year later on a distant world the truth of these markings becomes apparent. A lance of Khomentis Knights attack the Kroot from out of nowhere, having tracked the burning runes through the warp to find their prey.

Eternal Avarice

Upon learning of a chamber filled with ancient archeotech and lost knowledge, the Gilded King sets out on a quest to find this secret repository, and to slay its guardian – the Freeblade known as the Green Knight.

The Vigrid Tourney

The eternal war for supremacy between the Dark Gods spills into realspace, leading to a series of hellish conflicts across the worlds deep in the Imperium Nihilus. Greatest of these is the Battle of Vigrid, where vast armies of each of the Ruinous Powers engage in a sprawling combat. Eventually a contest of champions is proposed whereby the Greater Daemons of each god will engage in single combat. The nightmarish war cries from this contest echo through the warp, liquefying the minds of psykers for light years in every direction – and drawing the attention of House Lucaris. Four Lucaris Knights are sent to engage in the Vigrid tourney, to prove the might of the Iconoclast household. Those Knights that duel the champions of Khorne, Nurgle and Slaanesh are all victorious, but it soon becomes apparent that they have been bestowed with a portion of Tzeentch's fate-bending power. These three Chaos Knights manage to escape the battle zone before the daemonic armies descend into open war once more, carrying with them the sorcerous gifts of the Changer of Ways.

False Idol

After nearly two and a half centuries of ceaseless war, the Knight Rampager Death's Sabre is covered in a thick layer of shredded skin and rancid fat claimed from its most worthy opponents. Throngs of cultists gather around the mad Knight in battle, displaying their loyalty through acts of increasing depravity. The continued slaughters perpetrated by Death's Sabre soon draw the admiration of an even more bizarre sect of worshippers, as a teeming pack of Necron Flayed Ones emerges from their bleak dimension. After swiftly butchering the deranged human followers, the Flayed Ones fall to worship of the Chaos Knight, believing it to be a manifestation of the C'tan Llandu'gor. In its own state of savage madness, Death's Sabre does not even notice its xenos thralls.

Indomitable Engines

On countless fronts, the Fallen households wage war against the myriad fleets of the Indomitus Crusade. Dread lances of Chaos Knights strike worlds where Imperial reinforcements are inbound, daring the approaching armies to meet them head-on, while more rapacious households and Dreadblades lay waste to planets that lie in the wake of the crusade fleets. Many age-old blood debts are settled and even more are formed as the warped engines loose their fury on the Emperor's servants.



The war-ravaged Generatorum Phenelion-Alpha played host to a earth-shaking clash between the deranged Litany of Destruction and the implacable Red Might of House Taranis. The traitor war machine's immense chainsword roared and screeched as it struck against Red Might's unyielding adamantium armour, while the loyalist Knight's cannons spat a ceaseless torrent of high-explosive rounds in answer.



KNIGHTS DESECRATOR

Bow waves of horror and despair roll before the advance of the Knights Desecrator. With every ground-shaking footfall the enemy know that their doom draws closer, for these malefic war engines hunt their prey with a spite-fuelled efficiency that is monstrous to behold. No living thing is spared, no victim considered too mighty or too meagre to escape the notice of the Knights. With methodical ruthlessness they crack open every strongpoint, lay bare every scrap of cover and scour their enemies from the battlefield down to the last hapless victim.

Obsession is common amongst the servants of Chaos; amongst the Fallen Nobles who pilot Knights Desecrator it finds expression in a desire to relentlessly annihilate every trace of their enemies. For such murderous butchers it is not enough to simply defeat the foe. They must fell every opposing war engine, blasting and crushing their mechanical targets until nothing but smouldering scrap remains. They must level every fortification and trample its ruins to rubble, massacre every last warrior who stands against them or flees before their wrath, then tear down every temple,

monument, dwelling and structure, every trace that their enemies ever existed. Only once their foes' holdings are reduced to blasted wastelands and their enemies lie piled in corpse-mountains high enough to blot out the stars do the Knights Desecrator know even a moment's satisfaction. Even then it is fleeting, for until the entire Imperium is reduced to ruin, these Fallen Nobles will know no peace.

Knights Desecrator possess potent mid-to-close range armaments that lend themselves towards duelling enemy war engines or monstrous beasts, or tearing down the foe's fortifications. One limb typically ends in a taloned thunderstrike gauntlet that can be used to crush, pulverise and rake their enemies, or even to heft the crumpled wreckage of a battle tank and hurl it bouncing and rolling through the foe to lethal effect.

The Desecrator's other primary armament is the fearsome laser destructor. Boasting considerable range for a focused beam-weapon, the laser destructor packs a tremendous punch. Each shot is preceded by a rising banshee wail as energy flickers about the weapon's muzzle, before it discharges with a crack like mountains splitting asunder. Where the laser destructor's actinic blast strikes home, armour vaporises and flesh sublimates to steam in a heartbeat. The weapon is capable of coring a foot-wide hole through solid adamantine from a thousand yards away, and the irregular overpulses that race down its beam can blast apart even the heaviest targets with sudden and unpredictable eruptions of energy.

Those Fallen Nobles who pilot Knights Desecrator are all cruel despots, well disposed to imposing their tyrannical will upon others. They often hold the metaphysical leashes of allied War Dogs. With their thralls' Helms Mechanicum slaved to their warped Thrones, the Fallen Nobles coordinate vicious flanking manoeuvres and volleys of enfilading fire from the War Dogs that drive their enemies from cover. So are even the best dug-in foes flushed out to be crushed beneath the Knights Desecrator's trampling feet or mowed down by their chattering point-defence stubbers. After all, none can be permitted to survive the Chaos Knights' wrath; only death can remain in their wake.



KNIGHTS RAMPAGER

Knights Rampager storm into battle with frenzied, metallic howls. They charge full-tilt towards the foe with no thought for their own defence, servos straining, reactor dials running red and attitudinal alarms wailing as the war engines threaten to topple themselves in their desperation to reach the foe. For the Fallen Nobles who pilot these lunatic war engines, it is like having their minds and souls tethered to a blazing meteor. They can do little but fight to direct the bloodthirst of their Knight suits as best they can, and many are rapidly worn down by the experience until their sanity snaps and they are left as little more than slaving beasts themselves.

So ferocious are Knights Rampager, so utterly bereft of discipline or restraint, that they are often dropped from a low-flying macro-hauler directly into the thickest fighting of a war zone. Other times they are teleported from within adamantine hex-cages aboard orbiting war ships, or even transported to the front lines chained into super-heavy transport frames that bind them like armoured straight jackets until it is time for their fury to be unleashed. More than one such raving war engine has broken free of its restraints en route to the front, and wrought mayhem amongst its erstwhile allies in its mindless need to sate its battle-lust.

For all the risks inherent in their deployment, once the Knights Rampager hit the enemy lines it is not hard to see why the Fallen houses employ them in battle. These towering war engines fight less like machines and more like frenzied Daemons. Their carapace warps and twists, weapon limbs over-articulating in ways that should be rationally impossible for their limited mechanical frames. Adamantine sinews and hyper-stressed servos scream as the Knights Rampager stab and bludgeon with their reaper chainswords and thunderstrike gauntlets, attacking with terrifying speed and ferocity. They rain down punishing blows that sunder the guard of even the most skilled war engine pilot, staving in the helms and chests of loyalist Knights or tearing the heads from elegant Asuryani Wraithknights. The Knights Rampager stab and hack with their screaming chainswords, lopping limbs off Tyranid bio-horrors before eviscerating them in gory sprays. Knights Rampager have been seen to hoist war engines aloft in

the grip of their thunderstrike gauntlets before sawing them in two with their whirring blades, scoop up infantry and hurl them screaming through the air to splatter bloodily against the flanks of their own bastions, or pummel victims into the ground before tearing chunks from them and bloodily devouring them with the gnashing maws of their mutated face-plates.

Throughout their berserk onslaught, the Knights Rampager ignore incoming fire altogether. Their ion shields swivel and tilt,

but this is likely merely the Fallen Nobles within attempting some modicum of self-preservation while they let their steeds maraud at will. Charging at the forefront of every assault, fighting with inexhaustible ferocity until they are too damaged to take another stride, Knights Rampager take catastrophic casualties. It is rare for a single such war engine to leave a war zone under its own power. Of course, many Fallen houses count on this fact; it is far easier to haul wrecked Knights Rampager from the battlefield and effect repairs than to entrap them again by force...



CORRUPTED KNIGHTS

Combining the armoured might and vast firepower of loyalist Knights with the arrogance, cruelty and anarchic aggression of the Dark Gods' worshippers, every Chaos Knight is a terrible threat to the realm they have betrayed. The Imperium has applied broad classifications to these war engines that encompass their many heretical configurations.

KNIGHTS DESPOILER

The Knights Despoiler epitomise all that it means to be a Chaos Knight. Their Fallen Noble pilots vehemently repudiate honour and valour in every form. The burning hatred with which they are filled comes from long exposure to their corrupted Thrones Mechanicum, coupled with the slow erosion of reason and purpose over decades of bloody war and endless crusade. Behind each such Knight lies a long history of terror and cruelty, defined by selfish despotism and the pursuit of personal power no matter the cost to anyone else. Unshackled from notions of propriety and obeisance, Knights Despoiler often strive to become absolute rulers of their households by crushing anyone who could challenge their reign.

In silhouette, all but the most heavily mutated Knights Despoiler remain similar to the Imperial Knights they once were. However, their weapons vary wildly. Gone are the traditional patterns of armaments that have served the loyalist houses for millennia. Instead, every Knight Despoiler is armed however its pilot chooses, or with whatever agglomeration of weaponry could be scavenged to outfit the war engine. Preferences range hugely between different Fallen households, and between individual Dreadblades. House Mykorphas, for example, worship the Plague God Nurgle and have seen their Knights Despoiler become slowly coated in living rust;

many of their more complex weapons have failed over time, so that now the house relies on verdigrised battle cannons and avenger gatling cannons, and plague-riddled stormspear rocket pods, wherever possible. House Thryn, by comparison, hail from a world where the only law is that of the blade, and thus every Knight Despoiler in their ranks wields a reaper chainsword. Infernyx Ingloriam, meanwhile, is one of the most feared Dreadblades ever to reave the battlefields of the Ishmar Sector, and its twinned thermal cannons have become the stuff of dark legend amongst the Astra Militarum forces fighting there.

KNIGHTS TYRANT

So massive are the Knights Tyrant that they loom over even the other Chaos Knights that fight at their sides. Walking bastions of corruption, these massive suits carry the heaviest weapon systems available to the Fallen houses. Their pilots delight in unleashing these armaments to their full devastating potential as they stride into battle. They often place themselves deliberately in harm's way, shrugging off the enemy's most deadly weaponry with insulting ease in order to gain the perfect firing point. These Fallen Nobles tend towards towering arrogance and delusions of invincibility, a result of the spiritual bleed between themselves and the tainted



machine spirits of the Knight suits they pilot. Pilots of Knights Tyrant almost always become fused with their steeds, either due to an obsessive desire to become the biggest and most destructive warrior upon the battlefield, or else because they have simply been overmastered and subsumed by the beast within which they ride to war. These mutated Nobles become the fleshy brains at the core of each mutated war engine, just as the Knights' pulsating dual-plasma cores become their thundering hearts.

In terms of ranged weaponry, Knights Tyrant possess a wealth of potential armaments: volcano lances and plasma decimators make short work of even the largest and most distant armoured targets, while their daemonically infused shieldbreaker missiles skip through the warp itself to strike straight at the centre of any target. Conflagration cannons belch lurid warpflame or spumes of plague-ridden atomised acids that annihilate the enemy at close range. Siegebreaker cannons thump out steady bombardments to harass and wear down the foe. Meanwhile, those Knights Tyrant armed with thundercoil harpoons are able to lay low even the largest war engines, monsters or fortifications – the combination of a devastating initial impaling thrust, followed by macro-volt blasts of motive force before ripping chunks from the luckless victims as the harpoon is reeled back is as messy as it is effective. Whether standing immovable in defence or marching unstoppable on the advance, the Knights Tyrant are the true heavyweights of the Fallen houses.

WAR DOGS

Loping forwards on powerful mechanical legs, War Dogs close upon their foes like bestial predators. With each stride the grating pant of their engines grows louder, and the shudder created by their metallic footfalls becomes more inescapable. As soon as they are in range of their prey the War Dogs open fire. Fusillades of solid shot saw through lines of infantry, while superheated blasts vaporise flesh and reduce armoured targets to flaming wreckage. The most rapacious War Dogs then barrel towards their reeling

enemies, massacring whoever is left standing with brutal swipes of their reaper chain-cleavers.

Like the Armiger-class Knights still loyal to the Imperium, War Dogs are piloted by warriors hailing from the lower strata of a Knight world's nobility. Their purpose is to be subservient, to carry out whatever orders they are given, and to fight and die at the behest of their liege. Before falling to Chaos, these warriors were renowned for carrying out their instructions with pride, dutifully adhering to the tenets of humility and compliance that had been instilled in them since birth. Now, however, corrupted by the warp as they are, they have a ravenous desire for personal glory. This is accompanied by a deep loathing for the upper echelons of their Knightly household, those who lord their power over the lesser Nobles. But despite the burning resentment held by the pilots, they are still bound into service by their Helms Mechanicum. The arcane circuitry of the Helm causes personal impulses and desires to be summarily overwritten by the commands of their taskmaster, compelling the warriors into abject thralldom. Yet from the warp-infused Helms there also comes a constant stream of whispers and daemoniac ravings, extolling the pilot's incomparable strength and decrying the lowly position they hold in their household. This breeds thoughts of usurpation in the pilot's mind, and gives rise to dreams of the unfettered power they could wield if only they were to overthrow those who rule over them. It is this unattainable desire to be unshackled that fuels the War Dogs' insanity, and hones their fury.

In battle, War Dogs are often deployed to eradicate those foes who are deemed beneath the notice of their despotic masters. Yet even the most ignominious task they carry out with savage fervour. The pain and suffering they inflict on others feeds their hatred, for through the dying screams of their enemies they are able to imagine the deaths of their own Noble overlords. Such grim musings do not go unnoticed by other Chaos Knights, but are tolerated nonetheless. After all, it is the hatred of their station that makes War Dogs so eager to prove their worth in battle.

IDOLATORS

To maintain the integrity of their Chaos Knight suits over the course of countless brutal wars, Fallen Nobles rely on the artisans known as Idolators. Like those whom they serve, Idolators are an aberrant offshoot of peoples loyal to the Imperium. Where the Sacristan orders are trained by the Adeptus Mechanicus, inducted into the holy mysteries of the Omnissiah so that they might minister to the Knights of the Noble houses, Idolators learn their craft within the screaming soul forges of the Dark Mechanicum. Through diabolic rituals they entreat the entities that dwell within the warp, sacrificing living victims and mighty machines on great cog-shaped altars. Through such practices they glean knowledge of how Chaos Knights function, and – more importantly – they learn how to desecrate the ostensibly incorruptible technologies of the Thrones Mechanicum.

Often times there will be multiple cabals of Idolators dwelling on each Chaos Knight world, each with the ability to repair battle damage sustained by the mechanical suits. The power of these cabals waxes and wanes with the services they can provide to the Fallen household. Some know the secrets to performing

mecha-inductive rituals that will vastly augment a prominent Knight's power. Others may be able to subjugate their liege Noble's rivals through the installation of psychic yokes and spiritual shackles. Then there are those Idolators who have learnt the sorcerous ways of the warp, and can provide glimpses of the future so that a Knight despot can better direct their next campaign of terror.

Competition between cabals is encouraged by the nobility, and it is common for wars to break out amongst opposing groups of Idolators. Should a cabal fall out of favour with the Nobles they serve, their flayed corpses may be used to decorate the Fallen household's Knight suits. However, such actions are not taken lightly, for to incur the ire of the Idolators is to invite a nightmarish demise. Many a Fallen Noble who has slaughtered an Idolator has subsequently been devoured by their own Knight suit, or has had their soul ripped to screaming pieces by a warp-surge within their Throne Mechanicum. The most cunning Nobles therefore ensure that the Idolators in their service have some other target upon whom such malice is likely to fall.



HERALDRY OF THE FALLEN

Chaos Knights display on their chassis the icons that denote their allegiance. Some bear the markings of their Fallen house, others the defaced remnants of Imperial symbols, and others still the profane duabings of their worshippers.

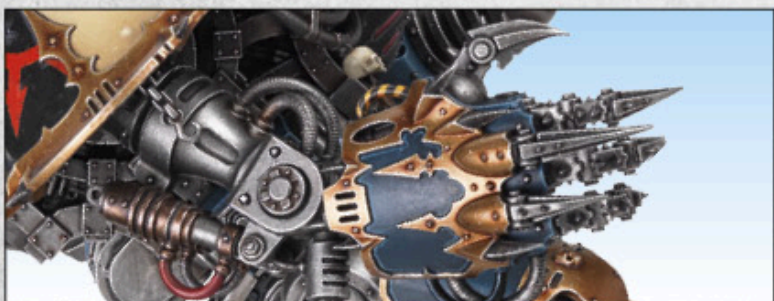


War Dog Dreadblade armed with two War Dog Autocannons





A gathering of Dreadblades surge forwards to crush the lance of loyalist Knights that stand in their path. Above the deafening roar of cannons and the high-pitched crackle of ion shields come the bellowed war cries, calls to challenge and profane oaths issued by the Fallen Noble pilots.



The thunderstrike gauntlets of Abhorrent-class Knights are warped into vicious claws.



The laser destructor emits rapid pulses of focused energy, creating a devastating beam that can obliterate even the most heavily armoured targets.



Iron Malice, a Knight Desecrator of House Lucaris piloted by Obidar. It is equipped with a laser destructor, thunderstrike gauntlet and heavy stubber.



The blood of a hundred battles has caked onto Incarnate Slaughter's carapace in the form of an eight-pointed Chaos star.



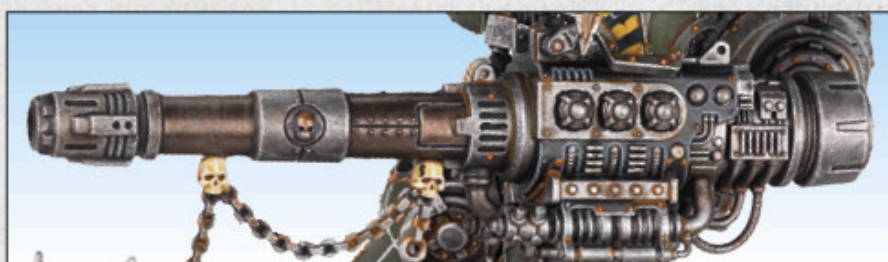
Many Chaos Knights bear reaper chainswords ending in cruel hooks, which they use to prise open mechanised assets.



Incarnate Slaughter, a Dreadblade Knight Rampager piloted by Decima. It is armed with a thunderstrike gauntlet, reaper chainsword and heavy stubber.



The glowing coils on the plasma decimator generate the vast amount of unstable energy disgorged by this armament.



The volcano lance fires superheated beams that burn gaping holes through the Knight's enemies.



Sire of Doom is a Dreadblade Knight Tyrant. It is equipped with a volcano lance, plasma decimator, twin siegebreaker cannons and shieldbreaker missiles.



Hope's Shroud, a Dreadblade Knight Rampager. It is armed with a thunderstrike gauntlet, reaper chainsword and heavy stubber.



The Dreadblade Knight Despoiler known as the Litany of Destruction stands in the husk of Hive Permillion, bellowing its challenge to the defenders of Tellerax Prime.



The corruptions of Chaos have warped the House Hawkshroud iconography that once adorned the Hatred of Krastellan.

Profane runes adorn the Hatred's tabard, each telling a grim history.



The Dreadblade Knight Desecrator Hatred of Krastellan is equipped with a laser destructor, thunderstrike gauntlet and heavy stubber.



The Dreadblade Knight Desecrator called the Gilded King, equipped with a laser destructor, reaper chainsword and heavy stubber.



The Gilded King's escutcheon is mounted on its carapace.



Over many millennia, the Gilded King's armour has become covered with daubings from various cults that have worshipped it.



DESTRUCTION INCARNATE

An army of Chaos Knights comprises multiple towering engines, each of which is capable of laying waste to many times their number of enemies. There are countless ways to assemble such a force, but most armies will begin with a handful of Chaos Knights as the fighting core, from which a larger force can develop.

Collecting a Warhammer 40,000 army is a very personal experience, and there is no wrong way to go about it. Some people are driven by how their army will perform on the battlefield; others are drawn to specific miniatures that they want to build and paint, or are inspired to recreate certain narrative or background elements in their collection. The army presented below is just one of many ways that you can start such a Chaos Knights collection.

This army is led by the Fallen Noble Decima, who pilots a Knight Rampager known as Incarnate Slaughter. Not only is Incarnate Slaughter an impressive centrepiece for any collection, it is also a formidable warlord for this army, able to withstand enormous punishment as it savagely tears into opposing formations. The force also contains two Dreadblade War Dogs – Empyrean Scythe and Xatylactyl. With its pair of autocannons, Empyrean Scythe is able to lay down

a hail of withering firepower, allowing Xatylactyl to race forwards where its thermal spear and reaper chain-cleaver can be put to deadly use.

Each of the Chaos Knights is a Lord of War, allowing the trio to be fielded as a Super-heavy Detachment. In addition to granting Command points, this Battle-forged Detachment also gives each Dreadblade access to its own unique pacts and damnations.



Decima has drawn two Dreadblade War Dogs into her service, forming a dread lance of Chaos Knights.



THE DREAD LANCE OF DECIMA

From a starting point of only a few models, an army of Chaos Knights can quickly expand into an even more impressive collection, as each new war engine brings more ferocious power to your force.

This army represents a terrifying host of twisted Dreadblades, each of which follows their own path of damnation. Comprising a range of different classes of Chaos Knight, it is capable of laying waste to an opposing force at close or long range, and also provides a variety of modelling and painting opportunities for any collector, with each model bearing its own personal heraldry and profane iconography.

The army is commanded by Decima inside Incarnate Slaughter. As a Knight Rampager, she is most effective when leading the charge towards the enemy, where her thunderstrike gauntlet, reaper chainsword and titanic feet can make short work of any foe.

A second Knight Rampager, Hope's Shroud, stands to Decima's side. When working in unison at close quarters, these two Chaos Knights can tear a hole straight through an opposing army. Alternatively, Hope's Shroud can be despatched to slake its bloodlust on a separate front of the battlefield, thereby pinching the enemy between the two frenzied engines.

Decima's pair of subservient War Dogs – Emphyrean Scythe and Xatylactyl – lope along at her other side, ready to launch a swift forwards strike, move into a punishing outflanking position or secure a crucial location. The differing armaments with which these predacious warriors are fitted allows them a great deal of



tactical flexibility, and are equally savage when attacking alone, in unison or alongside the higher-ranking Fallen Nobles.

Rounding out the army are two Knights Desecrator, the traitorous Hatred of Krastellan and the infamous Gilded King. This pair of insane despots are deployed at the front of the lance to wreak ruin upon the foe with their laser destructors. After the initial salvos have been fired they will often charge into the reeling formations, using their cerebral leashes to spur the nearby War Dogs into a frenzy.

The War Dogs in this army can be taken as a single Lord of War choice, bringing the total number of Lords of War up to five and allowing you to field the Dread Lance of Decima as a single Super-heavy Detachment. By taking the War Dogs as separate units, however, you can field two Super-heavy Detachments, with a single War Dog and two Abhorrent-class Knights in each; doing so would provide you with an impressive nine Command Points.

1. Decima piloting Incarnate Slaughter

2. Hope's Shroud (pilot unknown)

3. Aesyr piloting Empyrean Scythe

4. Berigos piloting Xatylactyl

5. The Hatred of Krastellan (pilot unknown)

6. The Gilded King (pilot unknown)



DREADED HOST

This section contains the datasheets that you will need to fight battles with your Chaos Knights miniatures, and the rules for the weapons they wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

KEYWORDS

Throughout this section you will come across the <QUESTOR TRAITORIS> keyword. This is shorthand for either the INFERNAL HOUSEHOLD keyword, or the ICONOCLAST HOUSEHOLD keyword, as described below.

<QUESTOR TRAITORIS>

All Chaos Knights owe their allegiance to either an Iconoclast household or an Infernal household. Iconoclast households are a mockery of the valorous societies from which their Imperial counterparts hail, whilst Infernal households are founded on the physical corruption of the Knight suits themselves. Even Dreadblades, who roam the galaxy without allegiance to their former household, can be categorised as either Iconoclast or Infernal.

Chaos Knights datasheets have the <QUESTOR TRAITORIS> keyword. When you include a Chaos Knights unit in your army, you must decide whether that unit owes its allegiance to an Infernal household or an Iconoclast household. If the former, then you replace the <QUESTOR TRAITORIS> keyword in every instance on that unit's datasheet with INFERNAL HOUSEHOLD; if the latter, you replace the <QUESTOR TRAITORIS> keyword in every instance on that unit's datasheet with ICONOCLAST HOUSEHOLD.

For example, if you were to include a Knight Desecrator in your army, and you decided it owed allegiance to an Infernal household, its <QUESTOR TRAITORIS> keyword is changed to INFERNAL HOUSEHOLD and its Taskmaster ability would then say 'Re-roll hit rolls of 1 for attacks made by models in friendly INFERNAL HOUSEHOLD WAR DOG units whilst they are within 6" of this model.'

DREADBLADES

In addition, you can nominate any Chaos Knight to be a Dreadblade, regardless of whether it owes allegiance to an Infernal household or an Iconoclast household. If you do so, the unit gains the DREADBLADE keyword as a Faction keyword on its datasheet.

If the unit is a War Dog unit containing 2 or more models, only those Chaos Knights nominated as Dreadblades retain the DREADBLADE keyword once the unit separates as per the Vehicle Squadron ability.

CHAOS KNIGHTS MINIATURES

Chaos Knights are based on the chassis of Imperial Knights, and to build some variants of Chaos Knights you will need Imperial Knights kits. To build a War Dog you will need either the Armiger Helverins or Armiger Warglaives kit. To build a Knight Despoiler you will need the Imperial Knight Warden kit. To build a Knight Tyrant you will need either a Knight Castellan or Knight Valiant kit.

"The Chaos Knights are abominations all. They have squandered their warrior spirit, and worse, have abandoned their honour. But it is a fool that underestimates the danger they pose in battle. They are still Knights, and their capability for destruction remains undiminished."

- Sir Tadwynne,
House Boros





WAR DOG

DAMAGE

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

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

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

This unit contains 1 War Dog. It can additionally include 1 War Dog (**Power Level +9**), or 2 War Dogs (**Power Level +18**). Every model is equipped with: heavy stubber; thermal spear; reaper chain-cleaver.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy stubber	36"	Heavy 3	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Thermal spear	30"	Assault D3	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
War Dog autocannon	60"	Heavy 2D3	7	-1	3	When resolving an attack with this weapon, the bearer does not suffer the penalty for moving and firing Heavy weapons.
Reaper chain-cleaver	When making an attack with this weapon, select one of the profiles below.					
- Strike	Melee	Melee	x2	-3	3	-
- Sweep	Melee	Melee	User	-2	1	Make 2 hit rolls for each attack made with this weapon, instead of 1.
WARGEAR OPTIONS	<ul style="list-style-type: none">Any model can be equipped with 2 War Dog autocannons instead of 1 thermal spear and 1 reaper chain-cleaver.Any model can be equipped with 1 meltagun instead of 1 heavy stubber.					
ABILITIES	Vehicle Squadron: When this unit is set up, all of its models must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit.					Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons. Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>					
KEYWORDS	VEHICLE, WAR DOG					



A pair of War Dogs stalk across the smoke-shrouded battlefield in search of their next prey. Though they are free to hunt in isolation, the pilots of these war engines still receive commands through the neural links of their Helms Mechanicum.



KNIGHT DESPOILER

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Knight Despoiler	★	★	★	8	8	24	4	9	3+	13-24+	12"	3+	3+
A Knight Despoiler is a single model equipped with: heavy stubber; reaper chainsword; thunderstrike gauntlet; titanic feet.										7-12	9"	4+	4+
										1-6	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Avenger gatling cannon	36"	Heavy 12		6	-2	2	-						
Heavy flamer	8"	Heavy D6		5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.						
Heavy stubber	36"	Heavy 3		4	0	1	-						
Ironstorm missile pod	72"	Heavy D6		5	-1	2	This weapon can target units that are not visible to the bearer.						
Meltagun	12"	Assault 1		8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.						
Rapid-fire battle cannon	72"	Heavy 2D6		8	-2	D3	-						
Stormspear rocket pod	48"	Heavy 3		8	-2	D6	-						
Thermal cannon	36"	Heavy D6		9	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.						
Twin Icarus autocannon	48"	Heavy 4		7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY; otherwise subtract 1 from the hit roll.						
Reaper chainsword	Melee	Melee		+6	-3	6	-						
Thunderstrike gauntlet	Melee	Melee		x2	-4	6	When resolving an attack made with this weapon, subtract 1 from the hit roll. When a VEHICLE model or MONSTER model is destroyed as a result of an attack made with this weapon, select one enemy unit within 9" of the bearer and roll one D6; on a 4+ that unit suffers D3 mortal wounds.						
Titanic feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.						
WARGEAR OPTIONS		<ul style="list-style-type: none">• This model can additionally be equipped with one of the following: 1 ironstorm missile pod; 1 stormspear rocket pod; 1 twin Icarus autocannon.• This model can be equipped with one of the following instead of 1 thunderstrike gauntlet: 1 avenger gatling cannon and 1 heavy flamer; 1 rapid-fire battle cannon and 1 heavy stubber; 1 thermal cannon.• This model can be equipped with one of the following instead of 1 reaper chainsword: 1 avenger gatling cannon and 1 heavy flamer; 1 rapid-fire battle cannon and 1 heavy stubber; 1 thermal cannon.• This model can be equipped with 1 meltagun instead of 1 heavy stubber.											
ABILITIES		Engine of Destruction: If this model is equipped with 1 reaper chainsword and 1 thunderstrike gauntlet, add 1 to its Attacks characteristic and improve its Weapon Skill characteristic by 1 (e.g. WS 3+ becomes WS 2+).						Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy INFANTRY models and SWARM models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.					
		Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.											
		Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.											
FACTION KEYWORDS		CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>											
KEYWORDS		TITANIC, VEHICLE, KNIGHT DESPOILER											



KNIGHT TYRANT

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Knight Tyrant	★	★	★	8	8	28	4	9	3+	15-28+	10"	4+	3+
A Knight Tyrant is a single model equipped with: plasma decimator; 2 shieldbreaker missiles; 2 twin meltaguns; 2 twin siegebreaker cannons; volcano lance; titanic feet.										8-14	7"	5+	4+
										1-7	4"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Conflagration cannon	18"	Heavy 3D6		7	-2	2	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.						
Plasma decimator	When you choose this weapon to shoot with, select one of the profiles below.												
- Standard	48"	Heavy 2D6		7	-3	1	-						
- Supercharge	48"	Heavy 2D6		8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.						
Shieldbreaker missile	48"	Heavy 1		10	-4	D6	The bearer can only shoot with each shieldbreaker missile it is equipped with once per battle. When the bearer shoots, only one shieldbreaker missile can be chosen to shoot with. When resolving an attack made with this weapon, an invulnerable saving throw cannot be made.						
Thundercoil harpoon	12"	Heavy 1		16	-6	10	When resolving an attack made with this weapon against a VEHICLE unit or MONSTER unit, you can re-roll the hit roll. When resolving an attack made with this weapon, if the saving throw is failed, the target suffers D3 mortal wounds in addition to any other damage.						
Twin meltagun	12"	Assault 2		8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.						
Twin siegebreaker cannon	48"	Heavy 2D3		7	-1	D3	-						
Volcano lance	80"	Heavy D6		14	-5	3D3	When resolving an attack made with this weapon against a TITANIC unit, you can re-roll the wound roll.						
Titanic feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.						
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model can be equipped with 1 conflagration cannon and 1 thundercoil harpoon instead of 1 plasma decimator and 1 volcano lance.• This model can be equipped with 2 shieldbreaker missiles instead of 1 twin siegebreaker cannon.												
ABILITIES	Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.						Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy INFANTRY models and SWARM models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.						
FACTION KEYWORDS	CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>												
KEYWORDS	TITANIC, VEHICLE, KNIGHT TYRANT												



KNIGHT DESECRATOR

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Knight Desecrator	★	★	★	8	8	24	4	9	3+	13-24+	12"	3+	3+
A Knight Desecrator is a single model equipped with: heavy stubber; laser destructor; reaper chainsword; titanic feet.										7-12	9"	4+	4+
										1-6	6"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Heavy stubber	36"	Heavy 3		4	0	1	-						
Laser destructor	60"	Heavy D3		14	-4	D6	When resolving an attack made with this weapon, a wound roll of 6+ inflicts D3 mortal wounds on the target in addition to any other damage.						
Reaper chainsword	Melee	Melee		+6	-3	6	-						
Thunderstrike gauntlet	Melee	Melee		x2	-4	6	When resolving an attack made with this weapon, subtract 1 from the hit roll. When a VEHICLE model or MONSTER model is destroyed as a result of an attack made with this weapon, select one enemy unit within 9" of the bearer and roll one D6; on a 4+ that unit suffers D3 mortal wounds.						
Titanic feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.						
WARGEAR OPTIONS	• This model can be equipped with 1 thunderstrike gauntlet instead of 1 reaper chainsword.												
ABILITIES	Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons. Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds. Taskmaster: Re-roll hit rolls of 1 for attacks made by models in friendly <QUESTOR TRAITORIS> WAR DOG units whilst they are within 6" of this model.						Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy INFANTRY models and SWARM models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.						
FACTION KEYWORDS	CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>												
KEYWORDS	TITANIC, VEHICLE, ABHORRENT CLASS, KNIGHT DESECRATOR												



‘What use was my own flesh? My body could not endure the hail of a hundred lasguns, and my hand could not reach out and eviscerate those who would impede my advance. But since I have Become it is this metal form my soul inhabits. My Throne is my mind, and my Knight is my body. Only now am I the warrior I was always destined to be.’

- Dam Marta,
House Herpetrax

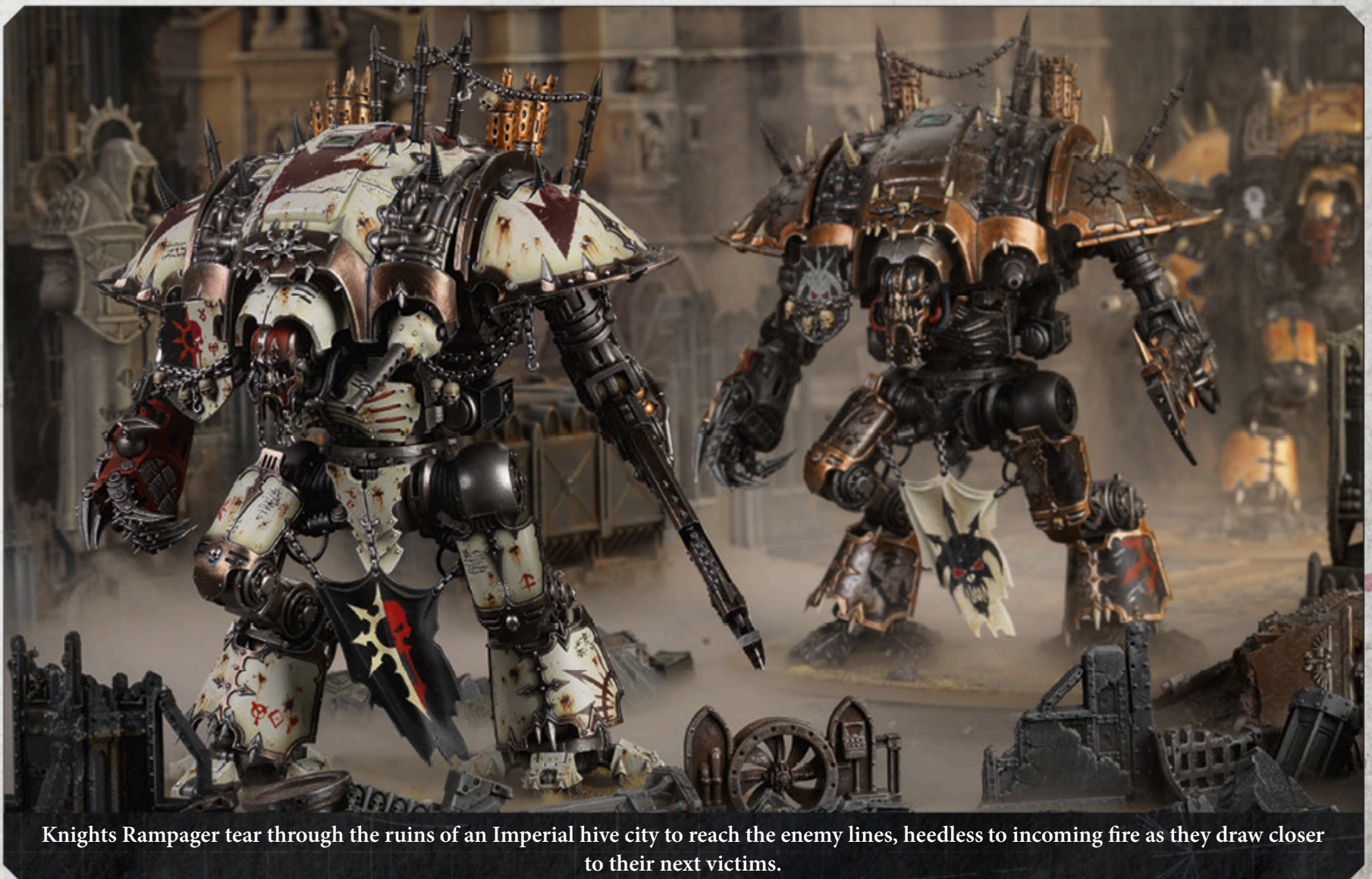


KNIGHT RAMPAGER

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Knight Rampager	*	*	*	8	8	24	5	9	3+	13-24+	12"	2+	3+
A Knight Rampager is a single model equipped with: heavy stubber; reaper chainsword; thunderstrike gauntlet; titanic feet.										7-12	9"	3+	4+
										1-6	6"	4+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Heavy stubber	36"	Heavy 3		4	0	1	-						
Reaper chainsword	Melee	Melee		+6	-3	6	-						
Thunderstrike gauntlet	Melee	Melee		x2	-4	6	When resolving an attack made with this weapon, subtract 1 from the hit roll. When a VEHICLE model or MONSTER model is destroyed as a result of an attack made with this weapon, select one enemy unit within 9" of the bearer and roll one D6; on a 4+ that unit suffers D3 mortal wounds.						
Titanic feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.						
ABILITIES	Ion Shield: This model has a 5+ invulnerable save against attacks made with ranged weapons.						Super-heavy Walker: This model can shoot and charge in a turn in which it Fell Back. When this model Falls Back, it can move across enemy INFANTRY models and SWARM models as if they were not there, though it must end its move more than 1" away from all enemy models. This model does not suffer the penalty for moving and firing Heavy weapons. This model does not receive the benefit of cover to its saving throws unless at least half of the model is obscured from the point of view of the model making the attack.						
	Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.												
	Frenzied Rampage: When resolving an attack made with a reaper chainsword or thunderstrike gauntlet by this model, an unmodified hit roll of 6 scores 1 additional hit.												
FACTION KEYWORDS	CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>												
KEYWORDS	TITANIC, VEHICLE, ABHORRENT CLASS, KNIGHT RAMPAGER												



Knights Rampager tear through the ruins of an Imperial hive city to reach the enemy lines, heedless to incoming fire as they draw closer to their next victims.

QUESTOR TRAITORIS ARMAMENTS

Each Chaos Knight bears enough weaponry to level a fortress and obliterate the army within. Their armaments range from colossal energy cannons and racks of warp-infused warheads to brutal chainswords and crushing fists. Like the Knights themselves, these weapons have been corrupted by the taint of Chaos, and often bear daubed runes or engravings that praise the Dark Gods.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger gatling cannon	36"	Heavy 12	6	-2	2	-
Conflagration cannon	18"	Heavy 3D6	7	-2	2	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Heavy stubber	36"	Heavy 3	4	0	1	-
Ironstorm missile pod	72"	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.
Laser destructor	60"	Heavy D3	14	-4	D6	When resolving an attack made with this weapon, a wound roll of 6+ inflicts D3 mortal wounds on the target in addition to any other damage.
Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Plasma decimator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	48"	Heavy 2D6	7	-3	1	-
- Supercharge	48"	Heavy 2D6	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Rapid-fire battle cannon	72"	Heavy 2D6	8	-2	D3	-
Shieldbreaker missile	48"	Heavy 1	10	-4	D6	The bearer can only shoot with each shieldbreaker missile it is equipped with once per battle. When the bearer shoots, only one shieldbreaker missile can be chosen to shoot with. When resolving an attack made with this weapon, an invulnerable saving throw cannot be made.
Stormspear rocket pod	48"	Heavy 3	8	-2	D6	-
Thermal cannon	36"	Heavy D6	9	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Thermal spear	30"	Assault D3	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Thundercoil harpoon	12"	Heavy 1	16	-6	10	When resolving an attack made with this weapon against a VEHICLE unit or MONSTER unit, you can re-roll the hit roll. When resolving an attack made with this weapon, if the saving throw is failed, the target suffers D3 mortal wounds in addition to any other damage.
Twin Icarus autocannon	48"	Heavy 4	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll.
Twin meltagun	12"	Assault 2	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Twin siegebreaker cannon	48"	Heavy 2D3	7	-1	D3	-
Volcano lance	80"	Heavy D6	14	-5	3D3	When resolving an attack made with this weapon against a TITANIC unit, you can re-roll the wound roll.
War Dog autocannon	60"	Heavy 2D3	7	-1	3	When resolving an attack with this weapon, the bearer does not suffer the penalty for moving and firing Heavy weapons.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Reaper chain-cleaver	When making an attack with this weapon, select one of the profiles below.					
- Strike	Melee	Melee	x2	-3	3	-
- Sweep	Melee	Melee	User	-2	1	Make 2 hit rolls for each attack made with this weapon, instead of 1.
Reaper chainsword	Melee	Melee	+6	-3	6	-
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	When resolving an attack made with this weapon, subtract 1 from the hit roll. When a VEHICLE model or MONSTER model is destroyed as a result of an attack made with this weapon, select one enemy unit within 9" of the bearer and roll one D6; on a 4+ that unit suffers D3 mortal wounds.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.



On the warp-saturated battlefields of Vigrid, a Knight Desecrator proves its might before Khorne by engaging the Blood God's daemonic champions in brutal combat.







MIGHT OF THE FALLEN HOUSES

In this section you'll find rules for Battle-forged armies that include CHAOS KNIGHTS Detachments – that is, any Detachment which includes only CHAOS KNIGHTS units. These rules include the abilities below and a series of Stratagems that can only be used by the Chaos Knights. This section also includes the Chaos Knights' unique Warlord Traits, Relics and Tactical Objectives. Together, these rules reflect their character and fighting style in your games of Warhammer 40,000.

ABILITIES

If your army is Battle-forged, CHAOS KNIGHTS Detachments (excluding Super-heavy Auxiliary Detachments) gain the following abilities:

TRAITORIS LANCES

Though they have left their nobility far behind, Chaos Knights are still ruled over by despotic lords who lead with brutal authority.

Once you have mustered your army, select one model in each CHAOS KNIGHTS Super-heavy Detachment; each selected model gains the CHARACTER keyword. In addition, the Command Benefit of each CHAOS KNIGHTS Super-heavy Detachment is changed to 'None' if it does not contain at least one CHAOS KNIGHTS TITANIC unit, and it is changed to '+6 Command Points' if it contains at least three CHAOS KNIGHTS TITANIC units.

TRAITORIS AMBITIONS

All Chaos Knights march along a path of damnation, but the preferred methods by which they enact their brutal ambitions differ between Iconoclast and Infernal households.

Units in a CHAOS KNIGHTS Detachment gain the Conquerors Without Mercy Traitoris Ambition if every unit in that Detachment has the ICONOCLAST HOUSEHOLD keyword, or they gain the Daemonic Surge Traitoris Ambition if every unit in that Detachment has the INFERNAL HOUSEHOLD keyword. These Traitoris Ambitions are detailed opposite.

‘AWAKEN, OH PLASMA
GENERATOR, AND
PUMP THINE BLOOD
OF FIRE.

AWAKEN, OH CANNONS,
OH ROCKETS, OH
BLADES AND FISTS, AND
PREPARE TO KILL.

AWAKEN, OH
ION SHIELD, AND
MUSTER THINE
SCORNFUL DEFIANCE.

AWAKEN, OH THRONE
MECHANICUM. THE
TIME FOR SLAUGHTER
HAS COME.’

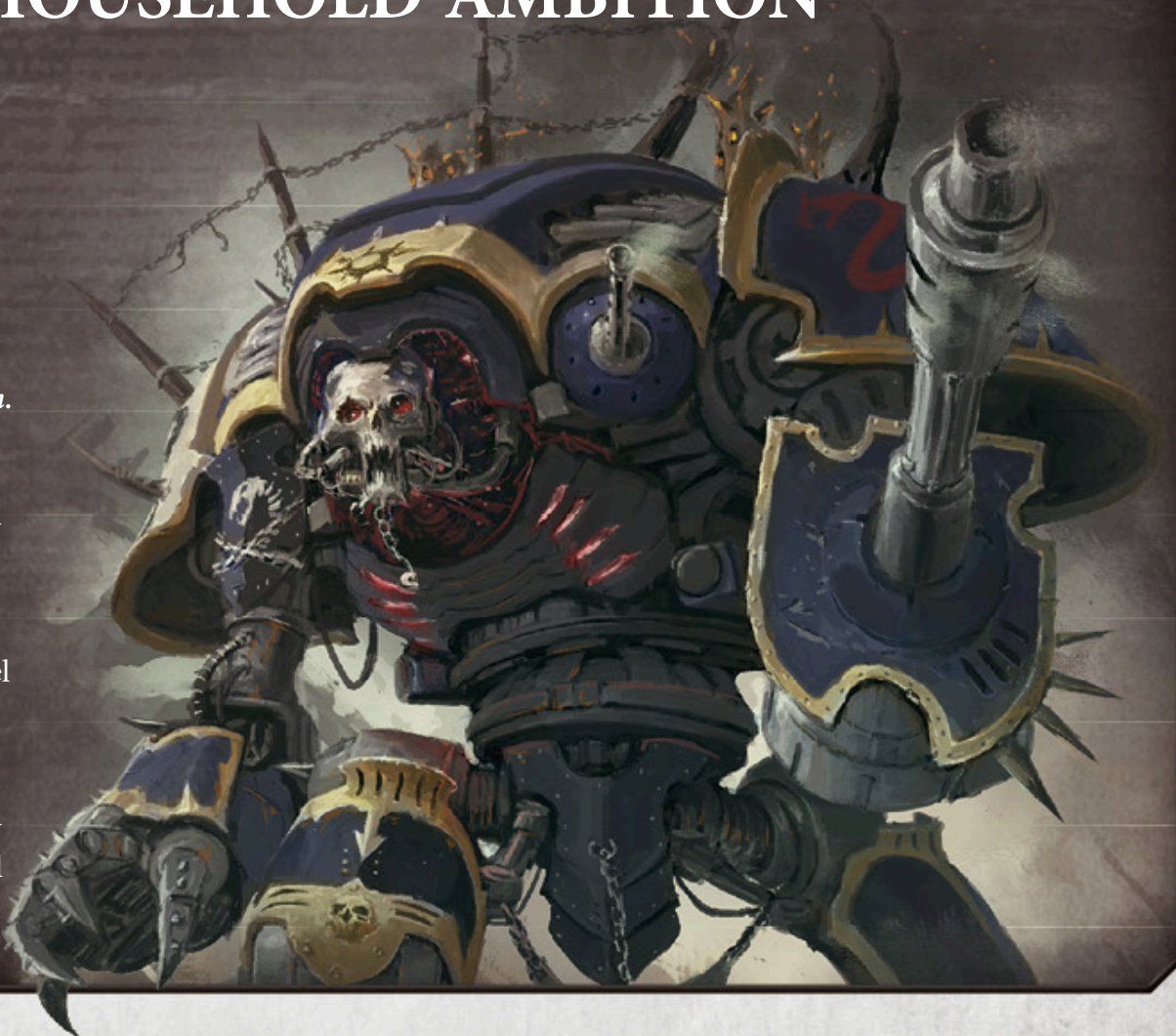
- The Idolators' Chant
of Awakening

ICONOCLAST HOUSEHOLD AMBITION

Conquerors without Mercy

The many Iconoclast households have carved a path of flames across the galaxy. Their brutal charges leave only death and devastation in their wake, and reduce whole worlds to ruin. No trace of mercy is shown to those who dare stand against them, and no quarter is given to those whose will the Chaos Knights have broken.

If a model with this ambition made a charge move, was charged or performed a Heroic Intervention, add 1 to the model's Attacks characteristic until the end of the turn, and the Armour Penetration characteristic of melee weapons the model is equipped with is improved by 1 until the end of the turn (e.g. AP 0 becomes AP -1). In addition, when an enemy unit fails a Morale test whilst within 12" of any models with this ambition, one additional model flees that unit.



INFERNAL HOUSEHOLD AMBITION

DAEMONIC SURGE

The dark power of the warp courses through the Knight suits of the Infernal households. In battle these Knights draw upon this oblitative energy to bolster their already formidable might, paying whatever price is necessary in order to better destroy their enemies.

At the start of your Movement phase, each model with this ambition can use a daemonic surge. If a model uses a daemonic surge, it suffers 1 mortal wound, and you then roll one D3 on the table to the right to determine the rule that applies to that model until the start of your next Movement phase. When a model uses a daemonic surge you can choose for that model to suffer D3 mortal wounds instead of 1; if you do, you can select the result from the table instead of rolling to determine it. A model can only use a daemonic surge once per battle round.

D3 DAEMONIC SURGE

- | | |
|---|--|
| 1 | Daemonic Hunger: Add 2" to this model's Move characteristic, and add 1 to Advance rolls and charge rolls made for this model. |
| 2 | Daemonic Fortitude: Add 1 to this model's Toughness characteristic. |
| 3 | Daemonic Power: Select one ranged weapon this model is equipped with. Add 1 to that weapon's Strength characteristic and Damage characteristic. |



STRATAGEMS

If your army is Battle-forged and includes any CHAOS KNIGHTS Detachments, you have access to the Stratagems shown here, and can spend Command Points to use them. These reflect the unique tactics and strategies used by Chaos Knights on the battlefield. Some of the Stratagems listed here are unique to Knights of a certain allegiance.

2CP

ION AEGIS

Chaos Knights Stratagem

Drawing upon the power of its secondary plasma core, the Knight Tyrant casts a pall of crackling energy over its allies.

Use this Stratagem at the start of your opponent's Movement phase. Select one KNIGHT TYRANT model from your army. That model cannot move until the end of your next turn for any reason. Until the start of your next turn, models in friendly CHAOS units have a 5+ invulnerable save against ranged weapons whilst their unit is wholly within 6" of that model.

1/3CP

ROTATE ION SHIELDS

Chaos Knights Stratagem

With a roar of contempt, the Knight angles its ion shield towards the greatest concentration of enemies, forming a shimmering barrier to intercept incoming fire.

Use this Stratagem when a CHAOS KNIGHTS model from your army that has an invulnerable save is chosen as the target for an attack (this Stratagem costs 3 CP if that model is a KNIGHT TYRANT, otherwise it costs 1 CP). Until the end of the phase, that model's invulnerable save is improved by 1 (to a maximum of 4+) against attacks made with ranged weapons.

2CP

SPITEFUL DEMISE

Chaos Knights Stratagem

Sensing their end drawing near, the Fallen Noble overloads the plasma core of their Knight suit, hoping to take their enemy with them into oblivion.

Use this Stratagem when a CHAOS KNIGHTS model from your army is destroyed, before making the roll to see if it explodes. On a 4+ it explodes. If it is a KNIGHT TYRANT, it explodes if at least one result is a 4+; if both results are a 4+ then units within 3D6" are affected.

1/3CP

CORRUPTED HEIRLOOMS

Chaos Knights Stratagem

The dread keeps of the Fallen Knight worlds contain all manner of ancient technologies, the most powerful of which are those that are warped by the touch of Chaos.

Use this Stratagem before the battle. Select one KNIGHT DESPOILER, KNIGHT TYRANT or ABHORRENT CLASS model from your army for 1 CP, or select two such models for 3 CP. Each model you select gains the CHARACTER keyword and can have one Artefact of Tyranny. All of the Artefacts of Tyranny that your army includes must be different and be given to different CHAOS KNIGHTS CHARACTERS. You can only use this Stratagem once per battle.

1CP

THUNDERSTOMP

Chaos Knights Stratagem

With the force of an impacting meteoroid, the Chaos Knight brings its foot crashing down to obliterate its foes.

Use this Stratagem immediately after fighting with a TITANIC CHAOS KNIGHTS model from your army. Select one enemy INFANTRY unit or SWARM unit within 1" of that model. Roll one D6; on a 4+ that unit suffers D3 mortal wounds.

1/3CP

TYRANNICAL COURT

Chaos Knights Stratagem

A Tyrannical Court is formed of the most hateful and indomitable of Chaos Knights, and they are feared in equal measure by both their enemies and their allies.

Use this Stratagem before the battle, after nominating your Warlord. Select one KNIGHT DESPOILER, KNIGHT TYRANT or ABHORRENT CLASS model from your army that is not your Warlord for 1 CP, or select two such models for 3 CP. These models gain the CHARACTER keyword. For each of these models, generate one Warlord Trait; the model is regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

1CP

SKYREAPER PROTOCOLS

Chaos Knights Stratagem

The War Dog pilot beseeches the Dark Gods for guidance, intoning hateful oaths as they open fire upon their airborne enemies.

Use this Stratagem in your Shooting phase, when a WAR DOG model from your army shoots with its War Dog autocannons, before making attacks. Until the end of the phase, when resolving an attack made with that weapon against a unit that can FLY, you can re-roll the hit roll.

1CP**PACK DOGS***Chaos Knights Stratagem*

Eager to prove their savage might in battle, the War Dogs of a Fallen household lunge forwards as one.

Use this Stratagem when a <QUESTOR TRAITORIS> WAR DOG model from your army finishes a charge move. Until the end of the phase, you can re-roll charge rolls made for friendly <QUESTOR TRAITORIS> WAR DOG units if they are within 12" of that model when the roll is made.

1CP**CHAINSWEPT***Chaos Knights Stratagem*

Eager to taste fresh blood on the air and to hear the dying screams of their enemies, the Fallen Noble swings their Knight's chainsword in reaping arcs before them.

Use this Stratagem after a CHAOS KNIGHTS model from your army that is equipped with a reaper chainsword or the Teeth that Hunger has fought. Roll one D6 for each enemy model within 3" of that model; for each 6 the unit of the model being rolled for suffers 1 mortal wound.

1CP**DEATH GRIP***Chaos Knights Stratagem*

With sadistic glee, the Fallen Noble reaches out with their Knight's enormous metallic fist, plucking their enemy from the ground and squeezing them to a messy pulp.

Use this Stratagem after a CHAOS KNIGHTS model from your army that is equipped with a thunderstrike gauntlet or the Gauntlet of Ascension has fought. That model makes 1 additional attack with that weapon against one enemy unit within 1" that contains a single model. When resolving that attack, if a hit is scored, the target suffers D3 mortal wounds and the attack sequence ends. If the enemy model is not destroyed, it is caught in a death grip: both players roll off and add their model's Strength characteristic to their result. If your opponent rolled a 6, and/or if their result is equal to or higher than yours, the enemy model breaks free; otherwise, the enemy model suffers an additional D3 mortal wounds and both players roll off as before. Continue to do this until either the enemy model breaks free or it is destroyed.

3CP**DAEMONIC GUIDANCE SYSTEM***Chaos Knights Stratagem*

Predatory entities of the empyrean direct the Chaos Knight's missiles towards their most hated enemies.

Use this Stratagem when a KNIGHT TYRANT model from your army fires Overwatch or is chosen to shoot with. Until the end of the phase, one shieldbreaker missile that model is equipped with can target a unit that is not visible to that model, and can target a CHARACTER unit even if it is not the closest enemy unit.

2CP**FULL TILT***Chaos Knights Stratagem*

The Chaos Knight's mighty stride lengthens, becoming a predatory lope as it closes upon its foes.

Use this Stratagem at the start of your Charge phase. Select one CHAOS KNIGHTS model from your army. That model can charge, even if it Advanced this turn.

1CP**DEVASTATING REACH***Chaos Knights Stratagem*

Towering fortifications prove little impediment to the Chaos Knights, who barrel towards such structures in order to loose their rage on the enemies cowering within.

Use this Stratagem before choosing a CHAOS KNIGHTS TITANIC model from your army to charge with. Select one enemy unit that is entirely on or within ruins or a Sector Mechanicus structure, and which has no models on the ground floor; that enemy unit is considered to be within 12" of that model, and must be selected as a target of that model's charge. If that model can finish its charge move within 2" horizontally and 6" vertically of that enemy unit, the charge is successful; otherwise, the charge fails. If the charge is successful, then until the end of the turn, that model can target that enemy unit and make attacks with melee weapons against that enemy unit as if it were within 1" of it, and when resolving an attack made with titanic feet by that model, do not make a hit roll: that attack automatically fails.

1CP**TITANIC DUEL***Chaos Knights Stratagem*

The Chaos Knights engage in duels not for honour, but to assert their absolute dominance over the battlefield.

Use this Stratagem at the start of the Fight phase. Select one CHAOS KNIGHTS model from your army that is within 1" of any enemy TITANIC units. Both players secretly choose a number between 1 and 3 – either write this number down or use one D6 that is hidden (e.g. behind your hand). The numbers are revealed at the same time; if they differ, then until the end of that phase, add the number you chose to the Attacks characteristic of that model, but attacks made with melee weapons by that model can only target TITANIC units.

2CP**TRAIL OF DESTRUCTION***Chaos Knights Stratagem*

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

Use the Stratagem when a CHAOS KNIGHTS model from your army fires Overwatch, or is chosen to shoot or fight with. Until the end of the phase, when resolving an attack made by that model, you can re-roll the hit roll.

2CP**BREAK THE ENEMY LINE***Iconoclast Household Stratagem*

Marching forth to conquer, the Iconoclast households launch devastating charges against their foes.

Use this Stratagem at the start of the Fight phase. Select one enemy unit within 1" of any **ICONOCLAST HOUSEHOLD** models from your army that made a charge move that turn. Until the end of that phase, when resolving an attack made with a melee weapon by an **ICONOCLAST HOUSEHOLD** model from your army against that unit, you can re-roll the hit roll.

2CP**BIND THE SOULS OF THE DEFEATED***Infernal Household Stratagem*

As their warped machinery becomes stained with the gore of their defeated foes, the Knights of the Infernal households are reinvigorated.

Use this Stratagem at the start of the Fight phase. Select one **INFERNAL HOUSEHOLD** model from your army. Until the end of that phase, when an enemy model is destroyed as a result of an attack made with a melee weapon by the selected model, roll one D6; on a 4+ the selected model regains 1 lost wound. Each model can only regain up to 6 wounds as a result of this Stratagem in the same phase.

1CP**VOW OF CARNAGE***Iconoclast Household Stratagem*

This Chaos Knight's pilot has sworn to drown whole planets in the blood of their enemies.

Use this Stratagem before the battle. Select one **ICONOCLAST HOUSEHOLD** model from your army to declare a vow of carnage. Until the end of the battle, keep a tally of enemy models destroyed as a result of attacks made by that model, adding 1 to that model's Attacks characteristic for every 10 models destroyed. That model cannot be selected for the Vow of Dominance or Vow of the Beastslayer Stratagems. You can only use this Stratagem once per battle.

3CP**PACT WITH THE DARK GODS***Infernal Household Stratagem*

Through techno-sorcerous rituals, the Chaos Knight and its pilot have bound themselves to the Dark Gods, pledging themselves to an eternity of servitude.

Use this Stratagem when an **INFERNAL HOUSEHOLD** model from your army is destroyed but did not explode. Roll one D6 at the end of the phase; on a 4+ return that model to play with D3 wounds remaining, placing it as close as possible to its previous position and more than 1" away from any enemy models. This Stratagem cannot be used on the same model more than once per battle.

2CP**VOW OF DOMINANCE***Iconoclast Household Stratagem*

Arrogantly assured of victory, the pilot of this Chaos Knight has declared themselves lord of all they survey.

Use this Stratagem before the battle. Select one **ICONOCLAST HOUSEHOLD** model from your army to declare a vow of dominance. Until the end of the battle, when resolving an attack made against that model, an unmodified wound roll of 1, 2 or 3 always fails, irrespective of any abilities that the weapon or the model making that attack may have. That model cannot be selected for the Vow of Carnage or Vow of the Beastslayer Stratagems. You can only use this Stratagem once per battle.

1CP**DAEMONIC AMMUNITION***Infernal Household Stratagem*

The Knights of the Infernal households are often fitted with weaponry and ammunition that has become host to various daemonic entities.

Use this Stratagem before the battle. Select one **CHAOS KNIGHTS** Detachment from your army. Until the end of the battle, heavy stubbers that **INFERNAL HOUSEHOLD CHAOS KNIGHTS** models in that Detachment are equipped with have a Strength characteristic of 5.

1CP**VOW OF THE BEASTSLAYER***Iconoclast Household Stratagem*

This pilot has taken a dark oath to slaughter every biological and mechanical beast in the galaxy.

Use this Stratagem before the battle. Select one **ICONOCLAST HOUSEHOLD** model from your army to declare a vow of the beastslayer. Until the end of the battle, when resolving an attack made by that model against an enemy unit that contains any models with a Wounds characteristic of 8 or higher, re-roll a wound roll of 1. That model cannot be selected for the Vow of Carnage or Vow of Dominance Stratagems. You can only use this Stratagem once per battle.

2CP**DIABOLIC RIFT***Infernal Household Stratagem*

By invoking dread oaths, the Fallen Nobles are able to open tears in reality above the battlefield, through which the raw madness of the warp can bleed.

Use this Stratagem at the start of your opponent's Psychic phase. Until the end of that phase, when a Psychic test is taken for an enemy model within 12" of any **CHAOS KNIGHTS INFERNAL HOUSEHOLD** models from your army, that enemy model suffers Perils of the Warp on any dice roll, instead of a double 1 or a double 6.

DREADBLADE PACTS AND DAMNATIONS

Whether they are a traitor to the rest of their household, the lone survivor of a harrowing war, or simply an insane butcher seeking to slake their murder-lust, each Dreadblade has forged its own pacts with the Dark Gods, and in doing so has chosen their own inescapable path to damnation.

If your army is Battle-forged, then before the battle you can give one DREADBLADE model in each Detachment Pacts and Damnations. To give a model Pacts and Damnations, first either select one Pact from the table below, or roll two D6 to randomly generate two Pacts from the table (a duplicate result has no effect).

PACT

1. PATH TO GLORY: *The Fallen Noble has glimpsed a future in which the mangled remains of their foes stretch endlessly beneath their feet.*

When resolving an attack made by this model against a CHARACTER or TITANIC unit, you can re-roll the hit roll.

2. THUNDEROUS CHARGE: *This Dreadblade uses its warp-infused hull as a wrecking ball to shatter enemy lines.*

After this model finishes a charge move, roll one D6 for each enemy unit within 1" of this model; for each 4+ the unit being rolled for suffers D3 mortal wounds.

3. DAEMONIC VIGOUR: *The pilot of this Dreadblade has allowed themselves to become possessed by an empyric entity.*

When this Pact is chosen or generated, roll one D6: on a 1-3, add 2" to this model's Move characteristic; on a 4-5, improve this model's Weapon Skill characteristic by 1 (e.g. WS 3+ becomes WS 2+); on a 6, improve this model's Ballistic Skill characteristic by 1 (e.g. BS 3+ becomes BS 2+).

4. KNOWER OF PROFANE SECRETS: *It is said that this Dreadblade has travelled deep within the warp and learnt many of its terrible truths.*

Add 1 to this model's Leadership characteristic. At the start of the first battle round, if any models in your army with this Pact are on the battlefield, you gain 1 Command Point.

5. GALVANISED HULL: *A Dark Magos swears fealty to this Dreadblade, and has reinforced their master's armour with profane sigils.*

When resolving an attack made with a weapon with an Armour Penetration characteristic of -1 against this model, that weapon has an Armour Penetration characteristic of 0 for that attack.

6. ARCH-FIEND: *The pilot of this Dreadblade can sense when enemies are drawing near, at which point their mind is filled with visions of the violence to come.*

This model can perform Heroic Interventions as if it were a CHARACTER; it can do so if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".

After determining the model's Pacts, you must then either select two different Damnations from the table below or roll one D6 to randomly generate a single Damnation.

If any Dreadblades from your army have any Damnations, roll 2D6 for each of them at the start of each of your turns, subtracting 1 from the result if they have the Forsaken Damnation. If the result is less than that Dreadblade's Leadership characteristic, their Damnations do not apply that turn; otherwise, their Damnations apply until the start of your next turn.

DAMNATION

1. FORSAKEN: *A history of brutal treachery makes this Dreadblade an outcast, even amongst the other servants of Chaos.*

Whilst this Damnation applies, this model cannot be affected by any Stratagems (including using the Command Re-roll Stratagem to re-roll a dice for this model).

2. WARP-RAGE: *Consumed by a need to slaughter, this Dreadblade ignores the battlefield tactics perfected by its warrior forebears.*

Whilst this Damnation applies, this model cannot Fall Back and has a Ballistic Skill characteristic of 6+.

3. VOLATILE REACTOR: *So corrupted is this Dreadblade's plasma core that it is unable to contain its own anarchic energies.*

Whilst this Damnation applies, roll one D6 at the end of each phase in which this model lost any wounds but was not destroyed; on a 4+ this model loses one additional wound.

4. WARP FUGUE: *Incessant whispers from the warp cause this Dreadblade's pilot to be overcome by madness.*

Whilst this Damnation applies, this model always fights last in the Fight phase, even if it charged or has an ability that would allow it to fight first.

5. SINGLE-MINDED HATRED: *When this Dreadblade sights a foe, its desire to see that enemy dead is all-consuming.*

Whilst this Damnation applies, in your Shooting phase a unit can only be targeted by this model if it is the closest enemy unit that is visible to it, and in your Charge phase a unit can only be selected as the target of a charge by this model if it is the closest enemy unit.

6. DEFIANT MACHINE SPIRIT: *Emboldened by the touch of Chaos, this Knight suit's machine spirit refuses the commands of its pilot.*

Whilst this Damnation applies, when an Advance roll or charge roll is made for this model, subtract 1 from the result, and when resolving an attack made by this model, subtract 1 from the hit roll.

ARTEFACTS OF TYRANNY

Amongst the most coveted relics of the Fallen households are those whose destructive technologies have been lost to the march of time, as well as those that have been imbued with the power of the Dark Gods. More than once has a war been waged between households for possession of one of these malefic artefacts.

If your army is led by a CHAOS KNIGHTS Warlord, then before the battle you may give one of the following Artefacts of Tyranny to a CHAOS KNIGHTS CHARACTER model. Note that some Relics are weapons that replace one of the character's existing weapons. Where this is the case you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Artefacts of Tyranny your models may have on your army roster.

THE BLASPHEMOUS ENGINE

To alter the workings of a Knight's plasma reactor is an act of heresy against the Omnissiah. But the magi of the Dark Mechanicum revel in such profane ingenuity. In rituals that can take decades or even centuries to conduct, these heretical adepts can bind a Greater Daemon within the reactor of a Chaos Knight, allowing the war machine to siphon off the enormous power of the caged entity.

INFERNAL HOUSEHOLD model only (other than a DREADBLADE model). A model with this Relic is considered to have double the number of wounds remaining for the purposes of determining what row to use on its damage table.

VEIL OF MEDRENGARD

At some point during M33, the Warpsmiths of the Iron Warriors crafted an artefact named for the Traitor Legion's Daemon world. Known as the Veil of Medrengard, this device appears to be based off an STC that either has not been uncovered in any other part of the galaxy, or has been so twisted by warp corruptions as to become unrecognisable. When installed in a Knight suit, it projects a barrier of energy of far greater power than a standard ion shield. The Veil of Medrengard was originally gifted to the Fallen Nobles of House Garras for their service during the Horus Heresy, but has since been passed to many other Iconoclast houses.

ICONOCLAST HOUSEHOLD model only (other than a DREADBLADE model). A model with this Relic has a 4+ invulnerable save against attacks made with ranged weapons.

KHORNATE TARGET

Wrought from the metallic carapaces of slain Imperial Knights and embossed with the skulls of their pilots, the Khornate Target pulsates like a throbbing heart as its bearer draws closer to its enemies. When a Fallen Noble activates this cursed shield, psychic barriers are silenced and force fields blink out of existence. By removing the esoteric defences of both their enemies and their own Chaos Knight, the pilot opens a window in which unadulterated carnage can occur.

Once per battle, at the start of a Fight phase, a model with this Relic can activate it. When it does, until the end of that phase, invulnerable saves cannot be made against attacks made with melee weapons by that model, and invulnerable saves cannot be made for that model.

TZEENTCHIAN PYROTHRONE

The gheists that inhabit this constantly burning Throne Mechanicum are all members of Tzeentchian cult. Through their whispers they impart to the bonded Noble the malefic secrets they learnt across many lifetimes of arcane study, divulging the horrors known only to those who serve the Changer of Ways. Such is the power contained within this Throne that the Fallen Noble is able to manipulate the warp from within their Knight suit, summoning pillars of coruscating fire to immolate their enemies, or rebuffing the psychic conjurations that are levelled against them.

A model with this Relic gains the PSYKER keyword; it can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. If that model has the Warp-haunted Hull Warlord Trait (pg 70), it can attempt to deny two powers in your opponent's Psychic phase instead. That model knows *Smite*. If that model is destroyed as a result of Perils of the Warp, do not roll any dice for that model's Explodes or Dual Plasma Core Explosion ability – it automatically explodes as if one 6 had been rolled.

HELM OF WARP-SIGHT

Only six of these faceplates were crafted by the heretical Magos Vex-Prodotion before he was slain by warriors of the Grey Knights. It is said that this techno-blasphemer adapted Knight Helms to allow the pilot constant vision within the warp – showing them glimpses of the future to guide their aim, but also inevitably driving them insane through their exposure to the terrors of the empyrean.

KNIGHT RAMPAGER, KNIGHT DESECRATOR or KNIGHT DESPOILER model only. When resolving an attack made with a ranged weapon by a model with this Relic, ignore hit roll modifiers.

THE DIAMONAS

Towards the end of the Moirae Schism in M35, a radical sub-sect of the Moirae creed known as the Xarisians indulged in rampant techno-heresy in the attempt to win the civil war that split the Adeptus Mechanicus. Hunted down as hereteks even by the members of their own creed, the dark adepts of the Xarisians were slaughtered and their malefic technologies destroyed. However, one of their creations – the powerful laser destructor known as the Diamonas – survived the war, and it is said that many bitter battles have been fought amongst the Fallen households for its possession.

Model equipped with a laser destructor only. This Relic replaces a laser destructor and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Diamonas	60"	Heavy 3	16	-4	D6
Abilities: When resolving an attack made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any other damage.					

THE TYRANT’S BANNER

The dark runes of power emblazoned upon this banner carry a great weight amongst the worshippers of the Dark Gods. When a Chaos Knight bearing this heraldry arrives within a war zone, planets in nearby sectors that have sworn fealty to the Tyrant’s household will do anything to fulfil the tithes that are demanded. Whole continents are stripped of resources and offered as tribute, while cities are slaughtered in bloody sacrifice. But these runes are not merely symbolic. In battle, the power of the warp pulsates from this banner, enrapturing the servants of darkness, binding them to the pilot’s will.

KNIGHT RAMPAGER, KNIGHT DESECRATOR or KNIGHT DESPOILER model only. Whilst a model with this Relic is within 6" of any friendly CHAOS units, add 1 to the Leadership characteristic of each of those units. At the start of your turn, if your army is Battle-forged and a model from your army with this Relic is on the battlefield, roll one D6; on a 5+ you gain 1 Command Point.

THE TEETH THAT HUNGER

It is said the deadly sharp teeth of this reaper chainsword spin thrice the speed of lesser weapons, resulting in a horrific scream roaring from the weapon as it cuts through its foes. However, to bear such a weapon is to forever fight to keep its insatiable hunger at bay, for if it is not given enough souls to devour, it may instead feed upon the life force of the Knight who carries it.

Model equipped with a reaper chainsword only. This Relic replaces a reaper chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Teeth That Hunger	Melee	Melee	+8	-4	6
Abilities: When the bearer fights, it makes 1 additional attack with this weapon. At the end of a battle round in which no enemy models were destroyed as a result of attacks made with this weapon, roll one D6; on a 1, the bearer suffers 1 mortal wound.					

RUNE OF NAK’T’GRAA

A number of Dreadblades who have been exiled from their households join the Cult of Nak’T’Graa – a mythical king from the Age of Strife who sought to achieve godhood. Those that submit to the cult carve a dreaded rune upon the hull of their Knight suit before setting upon a dark quest to find his temple, which supposedly lies within the Realm of Chaos itself. Few return from such a quest, but those that do are forever transformed...

DREADBLADE model only. A model with this Relic has a 5+ invulnerable save against attacks made with ranged and melee weapons. That model gains one additional Dreadblade Pact and one additional Damnation of your choice (pg 67).

THE PUTRID CARAPACE OF NURGLE

It is unclear where the Putrid Carapace first came from, but it is certain that this sentient warp ooze is a creation of the Plague God. By melding with a mechanical host, it causes a Chaos Knight’s outer layers of adamantine and plasteel to transform into a bubbling semi-fluid capable of melting through the armour and flesh of any enemy foolish enough to strike it.

When resolving an attack made with a melee weapon against a model with this Relic, if the saving throw is successful, roll one D6; on a 4+ the unit that made that attack suffers 1 mortal wound after its attacks have been resolved.

BOUND VARADIAN PSYCHOGHEIST

Many Chaos Knights have quested upon the Daemon world of Fell Varad. Once home to a mighty Noble household, Fell Varad is now a hellscape in which the remnant gheists of shattered Thrones Mechanicum roam unbound across the wastes, wailing in a state of utter insanity. A questing Fallen Noble of strong enough will can bind a Varadian Psychogheist to their own Throne. The reward for most who do so is to have their soul immediately devoured, yet those who can tame the warped entity learn much from its demented tutelage.

When resolving an attack made with a ranged weapon by a model with this Relic, on an unmodified wound roll of 6 the Armour Penetration characteristic of that weapon is improved by 1 for that attack (e.g. AP 0 becomes AP -1).

THE TRAITOR’S MARK

The fell deeds and bloodstained heraldry of this Chaos Knight are recounted across the galaxy, and all know that to confront it is to face a painful death. Each icon is redolent of the betrayals and treacherous deeds committed by the bearer, and in the minds of those who look upon them appear visions so gruesome in nature that the beholder is gripped by unnatural dread.

Whilst a model from your army with this Relic is within 12" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units. Whilst a model from your army with this Relic is within 6" of any enemy units, subtract 2 from the Leadership characteristic of each of those enemy units instead.

THE QUICKSILVER THRONE OF SLAANESH

The Quicksilver Throne is inhabited not by the remnant spirits of slain pilots, but by the most rapacious servants of the Dark Prince of Chaos. They impart a portion of their daemonic grace to the Fallen Noble, allowing the Chaos Knight being piloted to move and strike with terrifying speed.

When an Advance or charge roll is made for a model with this Relic, add 1 to the result. A model with this Relic always fights first in the Fight phase, even if they did not charge. If there are enemy units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

THE GAUNTLET OF ASCENSION

This taloned weapon has been wielded by many ambitious Knights, and it has filled each of its bearers with an insatiable battle-lust and the desire to seek out worthy foes upon the battlefield. As the crushed carcasses of formidable opponents are bled out within its iron-tight grasp, a flood of daemonic energy washes over the Chaos Knight.

Model equipped with a thunderstrike gauntlet only. This Relic replaces a thunderstrike gauntlet and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Gauntlet of Ascension	Melee	Melee	x2	-4	6
Abilities: When resolving an attack made with this weapon, you can re-roll the hit roll and you can re-roll the wound roll. When a CHARACTER model is destroyed as a result of an attack made with this weapon, add 1 to the bearer’s Strength characteristic and add 1 to the bearer’s Attacks characteristic.					

WARLORD TRAITS

‘The call to war has been sounded, and it falls to each of you to crush those who stand in your path. Your glories shall be measured by the number of dead you trample underfoot. Your valour shall be proclaimed in the dying screams of your foes. When the enemy looks upon you they shall be filled with terror, for it is by your hand that they shall meet their end. You shall make their dread a reality, or by the Dark Gods you shall incur my wrath.’

- Lord Obidar of House Lucaris, before the Second Siege of Hive Delrenne

To become a despot of the Chaos Knights, a pilot must be possessed of indomitable will, cruel ruthlessness and a masterful grasp of strategy. These warriors are amongst the most feared servants of the Dark Gods, leading vast campaigns of slaughter against their enemies and leaving a trail of devastation in their wake.

If a CHAOS KNIGHTS CHARACTER model is your Warlord, they cannot have a Warlord Trait from the *Warhammer 40,000* rulebook – you can use the table here to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

D6 RESULT

1 INFERNAL QUEST

This warlord has sworn an oath to the Dark Gods, and will not stop spreading carnage across the galaxy until they have honoured it, or they are slain.

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

2 HARBINGER OF SCRAPCODE

This warlord has given their Knight's hull over to the heretical powers of the Dark Mechanicum, becoming a carrier for deadly scrapcode.

At the end of your Movement phase, roll one D6 for each enemy VEHICLE unit within 6" of this Warlord; on a 4+ the unit being rolled for suffers 1 mortal wound.

3 KNIGHT DIABOLUS

This warlord has perfected their martial skill in apocalyptic duels with Greater Daemons.

Add 1 to this Warlord's Attacks characteristic.

4 WARP-HAUNTED HULL

The nightmarish visages of warp-gheists are emblazoned upon the armour panels of this warlord's Knight, imbuing it with empyric power.

This Warlord can attempt to deny one psychic power in your opponent's Psychic phase in the same manner as a PSYKER. In addition, when this Warlord would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 5+ that wound is not lost.

5 EAGER FOR THE KILL

It is said this warlord has led the charge across a thousand battlefields on a hundred worlds, and each time laid waste to all in their path.

When an Advance roll or charge roll is made for this Warlord, add 1 to the result. In addition, add 1 to this Warlord's Attacks characteristic whilst they are wholly within your opponent's deployment zone.

6 AURA OF TERROR

This towering Knight is wreathed in tendrils of warp energy that caress the minds of any enemy who draws near, driving those touched into a state of abject fear.

When a charge roll is made for an enemy unit within 12" of this Warlord, subtract 1 from the result. In addition, when a Morale test is taken for an enemy unit within 12" of this Warlord, your opponent rolls 2D6, discarding the lowest result, or either result if they are the same.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

MELEE WEAPONS

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

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Avenger gatling cannon	85
Conflagration cannon	0
Heavy flamer	14
Heavy stubber	2
Ironstorm missile pod	16
Laser destructor	0
Meltagun	14
Plasma decimator	40
Rapid-fire battle cannon	90
Shieldbreaker missile	15
Stormspear rocket pod	45
Thermal cannon	55
Thermal spear	0
Thundercoil harpoon	0
Twin Icarus autocannon	20
Twin meltagun	0
Twin siegebreaker cannon	35
Volcano lance	70
War Dog autocannon	5

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Knight Desecrator	1	385
Knight Despoiler	1	285
Knight Despoiler with 1 reaper chainsword and 1 thunderstrike gauntlet	1	305
Knight Rampager	1	320
Knight Tyrant	1	500
War Dog	1-3	160

TACTICAL OBJECTIVES

Chaos Knights employ tactics that make use of their vast size and formidable might, and that serve to feed their brutal urges. The corruptions of the warp have eradicated any thoughts of virtue a Fallen Noble may have once had, leaving them with an unquenchable desire to crush their enemies, conquer new worlds and set the galaxy ablaze in the name of the Dark Gods.

If your army is led by a CHAOS KNIGHTS Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Chaos Knights player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Chaos Knights Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 TACTICAL OBJECTIVE

11	Path of Destruction
12	Kill the Usurpers
13	A Fitting Challenge
14	Titan Slayer
15	Ruthless Tyranny
16	Crush the Foe

11

PATH OF DESTRUCTION

Chaos Knights

Carve a path of bloody destruction into the heart of the enemy lines!

Score 1 victory point if there is at least one CHAOS KNIGHTS model from your army wholly within your opponent's deployment zone at the end of this turn. Score D3 victory points instead if there are three or more CHAOS KNIGHTS models from your army wholly within your opponent's deployment zone at the end of this turn.

14

TITAN SLAYER

Chaos Knights

Prove your worth to the Dark Gods. Lay low the enemy behemoths!

Score 1 victory point for each enemy VEHICLE model or MONSTER model that was destroyed as a result of an attack made by a CHAOS KNIGHTS model from your army this turn, and 3 victory points instead for each enemy TITANIC model that was destroyed as a result of an attack made by a CHAOS KNIGHTS model from your army this turn, to a maximum of 6 victory points.

12

KILL THE USURPERS

Chaos Knights

Any who challenge the iron fist with which you rule will be mercilessly cut down by your forces.

Score 1 victory point if at least one enemy CHARACTER unit was destroyed as a result of an attack made with a melee weapon by a CHAOS KNIGHTS CHARACTER model from your army during this turn.

15

RUTHLESS TYRANNY

Chaos Knights

Establish control over these lands, stamp out any defiance and leave none questioning your absolute rule.

Roll one D6 when this Tactical Objective is generated. Score D3 victory points if you control the objective marker whose number corresponds to the D6 result at the end of two consecutive turns.

13

A FITTING CHALLENGE

Chaos Knights

You bellow a challenge to the enemy, close them down, riddle them with warp-forged munitions and slay them in hand-to-hand combat!

When this Tactical Objective is generated, your opponent selects a unit from their army that is on the battlefield. Score 1 victory point if that unit was destroyed as a result of an attack made by a CHAOS KNIGHTS model from your army during this turn.

16

CRUSH THE FOE

Chaos Knights

Run the prey down, shatter the enemy line and vanquish any who dare to meet your charge!

Score 1 victory point if two or more CHAOS KNIGHTS models from your army made a charge move this turn. Score D3 victory points instead if four or more CHAOS KNIGHTS models from your army made a charge move this turn.

'TO SIT THE THRONE MECHANICUM IS TO HAVE YOUR BODY MADE METAL AND YOUR HEARTBEAT BECOME PLASMIC FLAME. BUT TO BOND WITH THE WARP, TO FEEL THE POWER THAT LIES BEYOND THE VEIL, THIS IS THE DESTINY OF THE TRULY MIGHTY. HONOUR. LOYALTY. VIRTUE. ALL ARE IMPEDIMENTS TO BE BURIED BENEATH THE CORPSES OF YOUR ENEMIES.'

- Canticles of the Forge Infernus, Verses 12-15

WE THINK YOU'D LIKE...

The Chaos Space Marines are superhuman traitors grown strong on the power of the Dark Gods. The ultimate nemesis of the Imperium, they surge from hidden lairs and hellish warp storms to fall without warning upon their victims. Murderous warriors clad in baroque power armour fight alongside teeming human Cultists and hulking Chaos Terminators; gargoyle-mouthed daemon engines stomp to war alongside growling battle tanks and hosts of malevolent entities summoned from the warp. Leading this malefic throng are the Champions of Chaos, evil warlords who have plagued the empire of Man for ten thousand years and more. Now, as the skies bleed raw Chaos energy, their time has come. Let the galaxy burn!

