

# [Chivalry Intensifies]



Rules for playing Imperial Knights in games of Only War

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## USING IMPERIAL KNIGHTS IN YOUR GAME

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

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

## TYPE OF CAMPAIGN

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

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

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

## THE KNIGHTLY HOUSES

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

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

## **THE THRONE MECHANICUM AND VOICES IN YOUR HEAD**

In the typical Games Workshop tradition, they are rather vague about how these things actually work. The first Imperial Knight codex (6<sup>th</sup> Ed) elaborates pretty well on the *Rite of Becoming* and the *Throne Mechanicum*, but the second (7<sup>th</sup> Ed) does not elaborate much on them. The way I interpret it is the warspirit of a Knight Armour is a constant presence in the Scions mind once a Scion dons it and seats himself upon the Throne Mechanicum, attempting to influence the Scion to perform deeds that is in the Knight Armours nature (varies depending on Knight Armour). The imprints of a Scions ancestors in the Throne Mechanicum is something I personally interpret as something that can be a boon and a bane. They can aid a Knight in combat, their ghostly whispers able to give forewarning to blows that might fell the Knight or give them advice from the grave. Or they can try and influence the Scion into continuing plots and vendettas they left unfinished when they died. There are no hard and fast rules for this though and much of it would have to be your personal interpretation. I would however suggest that influence from either the Knight Armours warspirit or dead Ancestors be resisted with Willpower rolls.

## **CONSORTS, SACRISTANS AND RETAINERS**

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

## **THE MATTER OF SCALE**

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

## **FREEBLADES**

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

## **THE VARIOUS MARKS OF KNIGHT ARMOUR**

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

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

## **THE SCION AND THEIR BACKGROUND**

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

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

## New Regimental Options

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

## New Homeworld:

### Imperial Knight House:

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

**Cost:** 3 points.

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

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

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

**Duty and Honour:** Imperial Knights hold themselves to standards of behaviour and etiquette, their upbringing distinguishing them from the low-born warriors that make up the common bulk of the Imperiums armies.

Imperial Knight characters suffer a -10 penalty on all Charm, Inquiry, and Deceive Tests made to interact with characters who are not nobility. However, they gain a +10 bonus on all those same Skill Tests when dealing with the nobility and other high authority in formal situations.

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

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

**Starting Wounds:** Imperial Knight Characters generate their wounds normally.





## New Regiment types

### Imperium Aligned House

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

**Cost:** 6 points

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

**Starting Skills:** Operate (Surface)

**Starting Talents:** Paranoia

**Standard Kit:** 1 Questoris Knight Armour

### Mechanicus Aligned House

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

**Cost:** 6 points

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

**Starting Skills:** Operate (Surface)

**Starting Talents:** Technical Knock

**Standard Kit:** 1 Questoris Knight Armour

### Freeblade

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

**Cost:** 6 points

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

**Starting Skills:** Operate (Surface)

**Starting Talents:** Sprint

**Standard Kit:** 1 Questoris Knight Armour





## Imperial Knight Scion

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

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

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

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

STARTING APTITUDES, TALENTS, AND MODIFIERS

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

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

**Starting Skills:** Awareness, Parry, Command, Scholastic Lore (Heraldry), Scholastic Lore (Knight Houses), Linguistics (High Gothic), Charm or Decieve

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

**Starting Traits:** Rite of Becoming

**Specialist Equipment:** Scion Armored Bodyglove, House Attire,

**Starting Wounds:** 7+1d5

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

## Imperial Knight Scion Advances:

### Rite of Becoming (Trait)

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

### Master of the Joust (Talent)

**Cost:** 400xp

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

### Master of the Hunt (Talent)

**Cost:** 400xp

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

### Master of the Mêlée (Talent)

**Cost:** 400xp

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





## Questoris Knight Armour



*The Obsidian Knight, Freeblade Questoris Knight Paladin*

**Type:** Walker

**Tactical Speed:** 18m

**Cruising Speed:** 55kp/h

**Maneuverability:** +0

**Structural integrity:** 80

**Size:** Monumental

**Armour:** Front 40, Side 35, Rear 35

**Vehicle Traits:** Enclosed, Environmentally Sealed, Reinforced Armor, Walker, Super-heavy, Ion Shield, Strikedown, Carapace Mounting, Engine of War

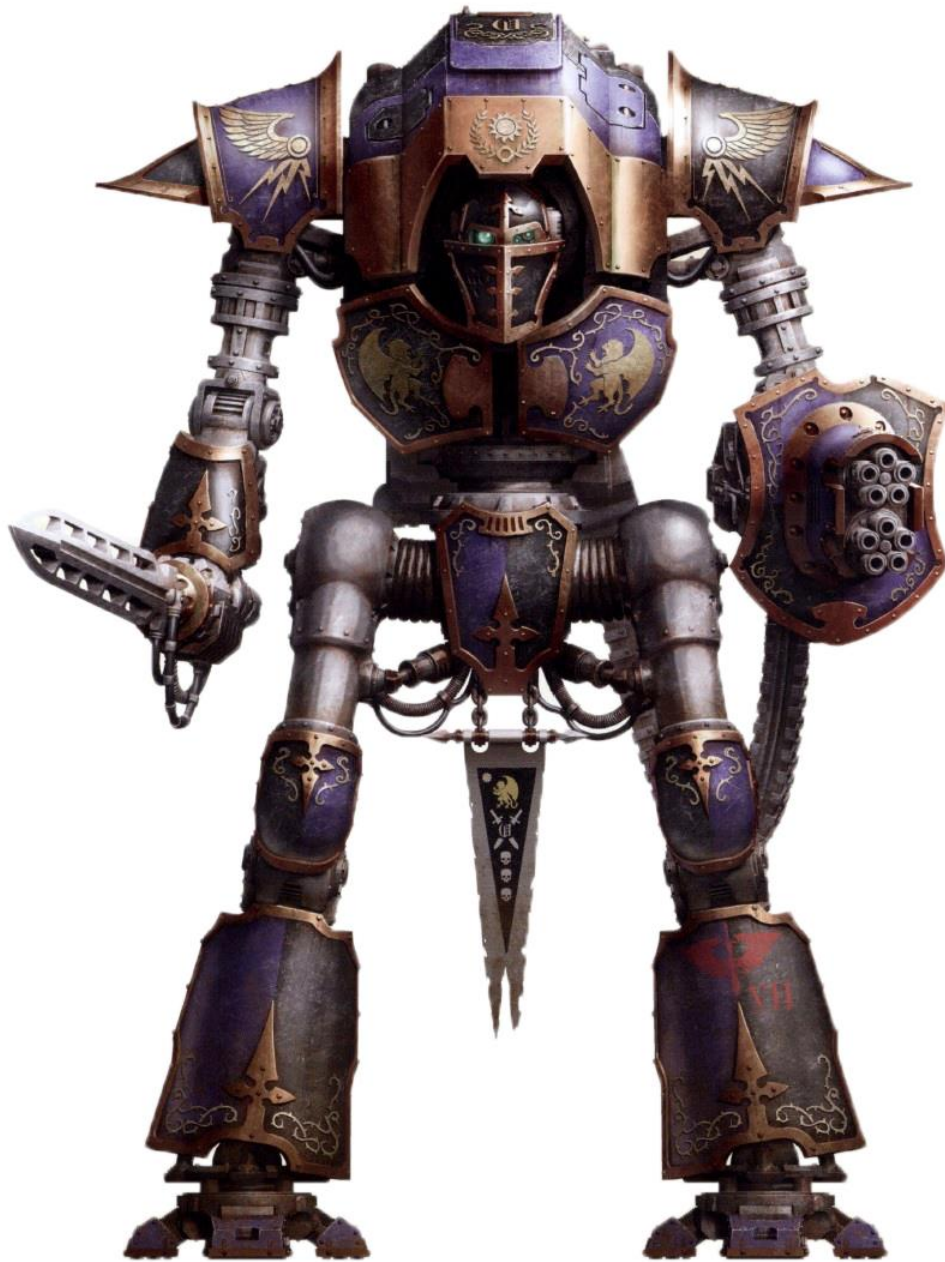
**Crew:** 1 Knight House Scion

**Carrying Capacity:** None

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

*\*Uses pilots stats*

## Cerastus Knight Armour



*Banquet of Ashes*, House Orhlacc Cerastus Knight Castigator

**Type:** Walker

**Tactical Speed:** 27m

**Cruising Speed:** 68kp/h

**Maneuverability:** +0

**Structural integrity:** 80

**Size:** Monumental

**Armour:** Front 40, Side 35, Rear 35

**Vehicle Traits:** Enclosed, Environmentally Sealed, Reinforced Armor, Walker, Super-heavy, Strikedown, Ion Shield, Engine of War

**Crew:** 1 Knight House Scion

**Carrying Capacity:** None

Knight Engine Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
*	*	<sup>20</sup> 85	*	40	*	*	*	*

*\*Uses pilots stats*

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

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

**Fear:** The Knight possesses the Fear (4) Trait against all enemies, unless the enemy is also in a Knight, Titan, or other Super-Heavy vehicle.

**Strikedown:** All close combat attacks by a Knight possess the Concussive [5] Quality.

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

#### **Engine of War:**

A Knight Engine is an ancient and wondrous warmachine, much similar to the Battle Titans of the Collegia Titanica. In many ways it functions as a vehicle, but like the much smaller Dreadnoughts of the Adeptus Astartes, the way the pilot controls the Knight Engine is wholly different from nearly all other walkers. This means a Knight Engine follows rules for vehicles and individuals. A Knight Engine has a complete vehicle profile, including a type, tactical and cruising speed, maneuverability, structural integrity, size, armour, and crew. As a walker, a Knight Engine is fairly slow for a vehicle (though faster than a man on foot), and is able to move through rough or broken terrain that would cripple a vehicle with treads or tires. What makes a Knight Engine different from other walkers is the way it is controlled. The pilot communes with the Knight Engines Warspirit at a neural level, through the so called "Rite of Becoming" and in many ways; a Knight Engine is worn like a suit of armor rather than piloted, granting a control over the massive vehicle that would otherwise be impossible. Knight Engines cannot be driven by anyone that has not undergone a Rite of Becoming, and this imposes some unique rules applying to Knight Engines.

Knight Engines are a unique fusion of man and machine, and thus have aspects of both in their profile. A Knight Engine comes with a predetermined. The remaining Characteristics come from the Knight House Scion piloting the walker. Instead of performing Movement Actions following the vehicle rules, Knight Engines make Combat Actions in the same manner as a foot soldier with the following limitations.

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



# Imperial Knight Marks

## Questoris Marks

### Knight Paladin



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

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

#### Weapons:

RF Battlecannon with Co-axial Heavy Stubber

### Knight Errant



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

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

#### Weapons:

## Knight Warden



May mount Carapace weapons.

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

### **Weapons:**

Avenger Gatling Cannon with Co-Axial Heavy Flamer

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

## Knight Gallant



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

### **Weapons:**

Reaper Chainsword

Thunderstrike Gauntlet

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



## Knight Crusader



May mount Carapace weapons.

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

### Weapons:

Avenger Gatling Cannon with Co-Axial Heavy Flamer

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

Torso mounted Heavy Stubber *or* Meltagun

## Cerastus Marks

### Knight Lancer



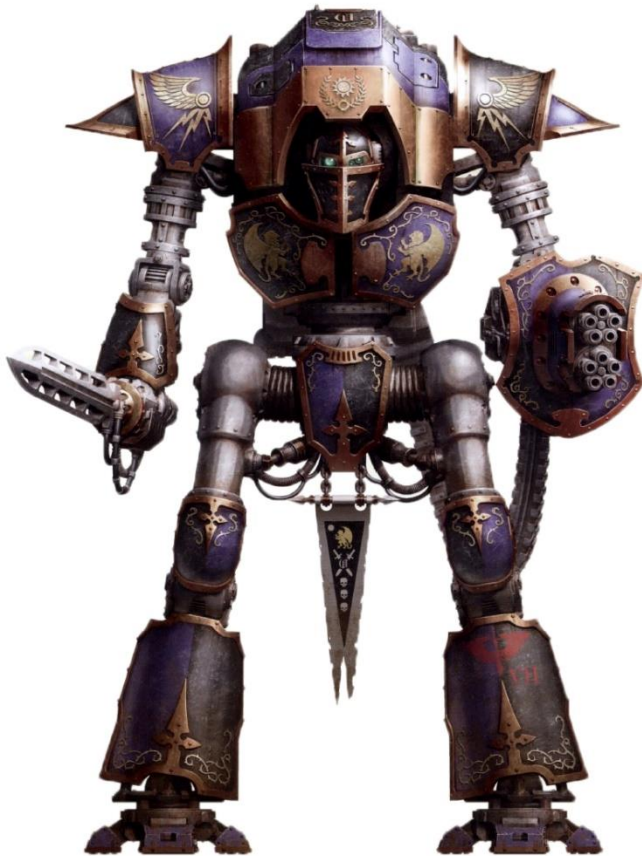
The Lancer is the most widely known variant of the Cerastus type knight armour, a highly sophisticated chassis whose speed and agility far exceed the clumsier Errant and Paladin types. The Cerastus type Knights appear to have been designed solely for war, not as protectors but as bloody-handed conquerors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

### Weapons:

Cerastus Shock lance

Ion Gauntlet shield

## Knight Castigator



Tempest warblade

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

### **Weapons:**

Castigator pattern bolt cannon

## Knight Acheron



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

### **Weapons:**

Acheron pattern flame cannon

Reaper chainfist with inbuilt twin-linked heavy bolters.

## Imperial Knight Armaments

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

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

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



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

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

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

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

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

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

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

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