

# ACASTUS KNIGHT ASTERIUS

M	T	SV	W	LD	OC
8"	13	2+	30	6+	10

5+

**INVULNERABLE SAVE\*** *\* Against ranged attacks only*

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Asterius volkite culverin [DEVASTATING WOUNDS]	24"	6	3+	6	0	2
Karacnos mortar battery [ANTI-INFANTRY 2+, BLAST, IGNORES COVER, INDIRECT FIRE]	48"	D6+3	3+	6	-1	1
Twin conversion beam cannon [CONVERSION, TWIN-LINKED, SUSTAINED HITS D3]	48"	3	3+	16	-2	6

**Conversion:** Each time an attack is made with this weapon, if the target is more than 24" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Titanic feet	Melee	6	4+	10	-1	2

## ABILITIES

**CORE:** Deadly Demise 2D6

**FACTION:** Code Chivalric, Super-heavy Walker

**Sunderer of Fortresses:** Each time this model makes an attack that targets a **VEHICLE**, improve the Strength and Damage characteristics of that attack by 1. If that attack targets a **FORTIFICATION**, improve the Strength and Damage characteristics of that attack by 2 instead.



## **DAMAGED: 1-10 WOUNDS REMAINING**

While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, ACASTUS, IMPERIUM, KNIGHT ASTERIUS



**FACTION KEYWORDS:** IMPERIAL KNIGHTS

# ACASTUS KNIGHT ASTERIUS

*Like its cousin the Porphyrian, the gigantic Acastus Knight Asterius is a relic of a lost technological age. Armed with a pair of twin conversion beam cannons, a karacnos mortar battery and two volkite culverins, the Asterius is capable of sundering the walls of mighty fortresses and clearing ramparts with a hail of high-explosives, its thick armoured hide making it near impervious to weapons fire.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Acastus Knight Asterius

**This model is equipped with:** 2 Asterius volkite culverins; karacnos mortar battery; 2 twin conversion beam cannons; titanic feet.

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM, ACASTUS, KNIGHT ASTERIUS



**FACTION KEYWORDS:** IMPERIAL KNIGHTS

# ACASTUS KNIGHT PORPHYRION

M	T	SV	W	LD	OC
8"	13	2+	30	6+	10

5+

**INVULNERABLE SAVE\*** \*Against ranged attacks only

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Acastus autocannon	48"	2	3+	9	-1	3
Acastus ironstorm missile pod [BLAST, HEAVY, INDIRECT FIRE]	48"	D6+6	3+	5	0	1
Helios defence missiles [ANTI-FLY 2+, HEAVY]	48"	3	3+	10	-2	D6
Lascannon	48"	1	3+	12	-3	D6+1
Twin magna lascannon [BLAST, TWIN-LINKED]	72"	D6	3+	18	-4	D6+6

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Titanic feet	Melee	6	4+	10	-1	2

## ABILITIES

CORE: **Deadly Demise 2D6**

FACTION: **Code Chivalric, Super-heavy Walker**

**Bastion of Firepower:** Each time this model Remains Stationary, until the end of the turn, ranged weapons equipped by this model have the [LETHAL HITS] ability.

## DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM, ACASTUS, KNIGHT PORPHYRION



FACTION KEYWORDS:  
IMPERIAL KNIGHTS

# ACASTUS KNIGHT PORPHYRION

*One of the most heavily armed and armoured of all Knight chassis, the Acastus Knight Porphyrior approaches even the war machines of the Collegia Titanica in size and power, and reigns supreme against any foe not equipped with dedicated countermeasures. The Porphyrior's giant torso supports a pair of twin magna lascannons, amongst other weapons, capable of obliterating the mightiest armoured targets.*

## WARGEAR OPTIONS

- This model's 2 Acastus autocannons can be replaced with one of the following:
  - 2 lascannons
  - 1 Acastus autocannon and 1 lascannon
- This model's Acastus ironstorm missile pod can be replaced with 1 helios defence missiles.

## UNIT COMPOSITION

- 1 Acastus Knight Porphyrior

**This model is equipped with:** 2 Acastus autocannons; Acastus ironstorm missile pod; 2 twin magna lascannons; titanic feet.

**KEYWORDS:** VEHICLE, WALKER, TITANIC, TOWERING, IMPERIUM, ACASTUS, KNIGHT PORPHYRIOR



**FACTION KEYWORDS:** IMPERIAL KNIGHTS

# CERASTUS KNIGHT LANCER

M T SV W LD OC  
14" 12 3+ 25 6+ 10  
4+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cerastus shock lance [ASSAULT, SUSTAINED HITS 2]	12"	6	3+	6	0	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Cerastus shock lance – strike [LANCE]	Melee	5	2+	20	-3	8
 Cerastus shock lance – sweep	Melee	10	2+	10	-2	3

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, CERASTUS, KNIGHT LANCER



## ABILITIES

**CORE:** Deadly Demise D6+2

**FACTION:** Code Chivalric, Super-heavy Walker

**Lancer's Duty (Bondsman):** While a model is affected by this ability, it is eligible to declare a charge in a turn in which it Advanced.

**Shock Charge:** You can target this model with the Tank Shock Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

## DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**FACTION KEYWORDS:** IMPERIAL KNIGHTS

# CERASTUS KNIGHT LANCER

*The Lancer is the most widely known variant of the swift and agile Cerastus chassis. Equipped with a potent shock lance and an ion gauntlet shield, Knights Lancer are perfectly suited to duelling titanic foes face to face, and often bound ahead of the main battle line to vanquish the enemy's most prized war machines in single combat.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Cerastus Knight Lancer

**This model is equipped with:** Cerastus shock lance.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, CERASTUS, KNIGHT LANCER



**FACTION KEYWORDS:** IMPERIAL KNIGHTS

# CERASTUS KNIGHT CASTIGATOR

M	T	SV	W	LD	OC
12"	12	3+	25	6+	10

5+

INVULNERABLE SAVE\*

\*Against ranged attacks only

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Castigator bolt cannon [TWIN-LINKED]	36"	18	3+	6	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Tempest warblade – strike	Melee	4	3+	14	-4	6
 Tempest warblade – sweep	Melee	12	3+	9	-3	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, CERASTUS, KNIGHT CASTIGATOR

## ABILITIES

CORE: Deadly Demise D6+2

FACTION: Code Chivalric, Super-heavy Walker

**Castigator's Duty (Bondsman):** While a model is affected by this ability, its ranged weapons have the [SUSTAINED HITS 1] ability and the Armour Penetration characteristic of its ranged weapons is improved by 1.

**Storm of Bolts:** In your Shooting phase, after this model has shot, select one unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

## DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:  
IMPERIAL KNIGHTS

# CERASTUS KNIGHT CASTIGATOR

*Armed with the fearsome Castigator-pattern bolt cannon, the Knight Castigator scythes down massed infantry formations in a thunderous rain of bolts, wiping out hordes that might overwhelm other patterns of Knight by their sheer numbers. Its path cleared, the Knight Castigator then strides forward to carve apart light vehicles or monstrous chitinous beasts with its tempest warblade.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Cerastus Knight Castigator

**This model is equipped with:** Castigator bolt cannon; tempest warblade.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, CERASTUS, KNIGHT CASTIGATOR



**FACTION KEYWORDS:** IMPERIAL KNIGHTS

# CERASTUS KNIGHT ACHERON

M	T	SV	W	LD	OC
12"	12	3+	25	6+	10

5+

INVULNERABLE SAVE\*

\* Against ranged attacks only

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Acheron flame cannon [TORRENT, IGNORES COVER]	18"	2D6	N/A	8	-1	2
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
 Reaper chainfist – strike	Melee	4	3+	14	-4	6
 Reaper chainfist – sweep	Melee	12	3+	9	-3	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, CERASTUS, KNIGHT ACHERON

## ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Code Chivalric, Super-heavy Walker**

**Acheron's Duty (Bondsman):** While a model is affected by this ability, at the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test, subtracting 1 from the result when they do.

**Searing Flames:** In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with an Acheron flame cannon. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

## DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:  
IMPERIAL KNIGHTS

# CERASTUS KNIGHT ACHERON

*The Cerastus Knight Acheron is a war machine designed not only to destroy, but also to inspire terror. Armed with a fearsome reaper chainfist, twin heavy bolters and an Acheron-pattern flame cannon, they are employed as weapons of extermination, and nothing will sway them from their grim task until the enemy is utterly crushed.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Cerastus Knight Acheron

**This model is equipped with:** Acheron flame cannon; twin heavy bolter; reaper chainfist.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, CERASTUS, KNIGHT ACHERON



**FACTION KEYWORDS:** IMPERIAL KNIGHTS

# CERASTUS KNIGHT ATRAPOS

M T SV W LD OC  
12" 12 3+ 25 6+ 10  
5+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Atrapos lascutter – low intensity [SUSTAINED HITS 1]	36"	2D6	3+	7	-1	2
 Atrapos lascutter – high intensity [SUSTAINED HITS 1]	24"	D6	3+	14	-3	4
 Graviton singularity cannon – contained [BLAST]	24"	D3	3+	16	-4	D6+1
 Graviton singularity cannon – singularity [BLAST, DEVASTATING WOUNDS, HAZARDOUS]	24"	D3	3+	16	-4	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Atrapos lascutter – low intensity [SUSTAINED HITS 1]	Melee	12	3+	7	-1	2
 Atrapos lascutter – high intensity [SUSTAINED HITS 1]	Melee	6	3+	14	-3	4

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, CERASTUS, KNIGHT ATRAPOS

## ABILITIES

**CORE:** Deadly Demise D6+2

**FACTION:** Code Chivalric, Super-heavy Walker

**Atrapos' Duty (Bondsman):** While a model is affected by this ability, each time that model makes an attack that targets a **TITANIC** or **TOWERING** model, you can re-roll the Hit roll and you can re-roll the Wound roll.

**Macro-extinction Protocols:** Each time this model makes an attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll. If that target is **TITANIC** or **TOWERING**, add 1 to the Wound roll as well.

## DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.



**FACTION KEYWORDS:** IMPERIAL KNIGHTS

# CERASTUS KNIGHT ATRAPOS

*One of the rarest and most potent Knights, the Atrapos was created early in the Great Crusade to carry particularly rare and powerful weaponry with a single goal in mind – the destruction of heretic and xenos war machines. Knights Atrapos are said to carry with them a cold and all-destroying hunger, and to pilot one is thought to be to court madness.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Cerastus Knight Atrapos

**This model is equipped with:** Atrapos lascutter;  
graviton singularity cannon.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM,  
CERASTUS, KNIGHT ATRAPOS



**FACTION KEYWORDS:**  
IMPERIAL KNIGHTS

# QUESTORIS KNIGHT MAGAERA

M T SV W LD OC  
10" 12 3+ 22 6+ 10  
5+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lightning cannon [SUSTAINED HITS 2]	48"	12	3+	9	0	2
Phased plasma-fusil [RAPID FIRE 2]	24"	2	3+	8	-3	2
Twin rad cleanser [TORRENT, IGNORES COVER, ANTI-INFANTRY 2+, TWIN-LINKED]	12"	D6	N/A	2	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Hekaton siege claw – strike	Melee	4	3+	20	-3	8
 Hekaton siege claw – sweep	Melee	8	3+	10	-2	3
 Reaper chainsword – strike	Melee	4	3+	14	-4	6
 Reaper chainsword – sweep	Melee	12	3+	9	-3	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, QUESTORIS, KNIGHT MAGAERA



**FACTION KEYWORDS:** IMPERIAL KNIGHTS

## ABILITIES

**CORE:** Deadly Demise D6

**FACTION:** Code Chivalric, Super-heavy Walker

**Magaera's Duty (Bondsman):** While a model is affected by this ability, ranged weapons equipped by that model have the [IGNORES COVER] ability.

**Repair Auto-simulacra:** At the end of your Command phase, this model regains up to D3 lost wounds.

## DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

# QUESTORIS KNIGHT MAGAERA

*The Knight Magaera is a marvel of lost technology, ranging from its repair auto-simulacra to its nigh impregnable ionic flare shield. These esoteric devices make the Magaera ideally suited to shock assaults and breaching actions, enabling the Knight to surge through the most heavily defended positions unscathed and eradicate its foes with terrifying blasts from its lightning cannon.*

## WARGEAR OPTIONS

- This model's reaper chainsword can be replaced with 1 hekaton siege claw and 1 twin rad cleanser.

## UNIT COMPOSITION

- 1 Questoris Knight Magaera

**This model is equipped with:** lightning cannon; phased plasma-fusil; reaper chainsword.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, QUESTORIS, KNIGHT MAGAERA



**FACTION KEYWORDS:** IMPERIAL KNIGHTS

# QUESTORIS KNIGHT STYRIX

M T SV W LD OC  
10" 12 3+ 22 6+ 10  
5+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Graviton crusher [ANTI-VEHICLE 2+, BLAST]	18"	3	3+	6	-1	2
Twin rad cleanser [ANTI-INFANTRY 2+, IGNORES COVER, TWIN-LINKED, TORRENT]	12"	D6	N/A	2	0	1
Volkite chierovile [DEVASTATING WOUNDS]	30"	9	3+	12	0	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Hekaton siege claw – strike	Melee	4	3+	20	-3	8
 Hekaton siege claw – sweep	Melee	8	3+	10	-2	3
 Reaper chainsword – strike	Melee	4	3+	14	-4	6
 Reaper chainsword – sweep	Melee	12	3+	9	-3	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, QUESTORIS, KNIGHT STYRIX

## ABILITIES

**CORE:** Deadly Demise D6

**FACTION:** Code Chivalric, Super-heavy Walker

**Styrix's Duty (Bondsman):** While a model is affected by this ability, ranged weapons equipped by that model have the [IGNORES COVER] ability.

**Grav-pinned:** In your Shooting phase, after this model has shot, if an enemy **INFANTRY** unit was hit by one or more of those attacks made with a graviton crusher, until the end of your opponent's next turn, that enemy unit is grav-pinned. While a unit is grav-pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Advance and Charge rolls made for that unit.

## DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**FACTION KEYWORDS:** IMPERIAL KNIGHTS



# QUESTORIS KNIGHT STYRIX

*The Knight Styrix is a highly sophisticated machine meticulously designed for the eradication of infantry and supporting vehicles. Blasts from the Styrix's integral graviton gun pin hapless targets in place, while scything volkite beams and flesh-boiling rad-cleanser discharges reap a heavy toll of lives.*

## WARGEAR OPTIONS

- This model's reaper chainsword can be replaced with 1 hekaton siege claw and 1 twin rad cleanser.

## UNIT COMPOSITION

- 1 Questoris Knight Styrix

**This model is equipped with:** graviton crusher; volkite chierovile; reaper chainsword.

**KEYWORDS:** VEHICLE, WALKER, CHARACTER, TITANIC, TOWERING, IMPERIUM, QUESTORIS, KNIGHT STYRIX



**FACTION KEYWORDS:** IMPERIAL KNIGHTS

# ARMIGER MOIRAX

M	T	SV	W	LD	OC
12"	10	3+	12	7+	8

5+

**INVULNERABLE SAVE\*** \*Against ranged attacks only

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Conversion beam cannon [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	10	-2	3
<b>Conversion:</b> Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Graviton pulsar [ANTI-VEHICLE 2+, BLAST]	24"	D6	3+	7	-1	2
Lightning lock [SUSTAINED HITS 2]	36"	6	3+	8	0	1
Rad cleanser [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	12"	D6	N/A	2	0	1
Volkite veuglaire [DEVASTATING WOUNDS]	36"	4	3+	8	0	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	4	3+	6	0	1
Siege claw	Melee	4	3+	12	-3	D6+2

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Code Chivalric**

**Protection Protocols:** You can target this unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

## DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, BATTLELINE, IMPERIUM, ARMIGER, MOIRAX



FACTION KEYWORDS:  
IMPERIAL KNIGHTS

# ARMIGER MOIRAX

While larger breeds of Knight are optimised for frontal assaults, tank-hunting and fortress-breaking, the smaller and more nimble Armiger Moirax is a natural skirmisher, able to speed ahead of more ponderous war machines and engage vulnerable targets. Armiger Moirax can be fitted with a range of esoteric energy weapons, all extremely effective but almost impossible to replace or repair.

## WARGEAR OPTIONS

- This model's volkite veuglaire can be replaced with one of the following:
  - 1 siege claw and 1 rad cleanser
  - 1 graviton pulsar
  - 1 lightning lock
  - 1 conversion beam cannon
- This model's graviton pulsar can be replaced with one of the following:
  - 1 siege claw and 1 rad cleanser
  - 1 lightning lock
  - 1 conversion beam cannon
  - 1 volkite veuglaire

## UNIT COMPOSITION

- 1 Armiger Moirax

**This model is equipped with:** graviton pulsar; volkite veuglaire; armoured feet.

---

KEYWORDS: VEHICLE, WALKER, BATTLELINE, IMPERIUM, ARMIGER, MOIRAX



FACTION KEYWORDS:  
IMPERIAL KNIGHTS