

IMPERIAL KNIGHTS



KNIGHTLY HOST

These datasheets allow you to fight Apocalypse battles with your Imperial Knights miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout this section you will come across keywords that are within angular brackets, specifically **<QUESTOR ALLEGIANCE>** and **<HOUSEHOLD>**. These are shorthand for keywords of your own choosing, as described below.

<QUESTOR ALLEGIANCE>

All Imperial Knights owe allegiance to either the Imperium of Man or the Machine Cult of the Adeptus Mechanicus. Even Freeblades, who no longer belong to a Noble house, maintain the oath of allegiance they swore long ago.

Imperial Knights datasheets have the **<QUESTOR ALLEGIANCE>** keyword. When you include such a unit in your army, you must nominate whether that unit owes its allegiance to the Imperium or the Adeptus Mechanicus. If the former, then you replace the **<QUESTOR ALLEGIANCE>** keyword in every instance on that unit's datasheet with **QUESTOR IMPERIALIS**; if the latter, you replace the **<QUESTOR ALLEGIANCE>** keyword in every instance on that unit's datasheet with **QUESTOR MECHANICUS**.

For example, if you were to include a Knight Preceptor in your army, and you decided it owed allegiance to the Adeptus Mechanicus, its **<QUESTOR ALLEGIANCE>** keyword is changed to **QUESTOR MECHANICUS**.

<HOUSEHOLD>

With the exception of Freeblades, all Imperial Knights belong to a Noble household. Imperial Knights datasheets have the **<HOUSEHOLD>** keyword. When you include such a unit in your army, you must nominate which household that unit is from (unless it is a Freeblade, as described below). You then simply replace the **<HOUSEHOLD>** keyword in every instance on that unit's datasheet with the name of your chosen household. If the unit has the **QUESTOR IMPERIALIS** keyword, it must come from a household that owes allegiance to the Imperium; if the unit has the **QUESTOR MECHANICUS** keyword, it must come from a household that owes allegiance to the Adeptus Mechanicus. You can use any of the Noble households that you have read about, or you can make up your own.

For example, if you were to include a Knight Preceptor in your army that has the **QUESTOR MECHANICUS** keyword, you could then decide it was from House Raven. Its **<HOUSEHOLD>** keyword is then changed to **HOUSE RAVEN**, and its 'Mentor' ability would say 'Re-roll hit rolls of 1 for attacks made by friendly **HOUSE RAVEN ARMIGER CLASS** units whilst they are within 6" of this unit.'

You can instead nominate any Imperial Knight to be a Freeblade, regardless of whether it owes allegiance to the Imperium or the Adeptus Mechanicus. If you do so, replace the **<HOUSEHOLD>** keyword in every instance on that unit's datasheet with the **FREEBLADE** keyword.

KNIGHT PALADIN



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A Knight Paladin is a unit that contains 1 model. It is equipped with: Rapid-fire Battle Cannon; 2 Heavy Stubbers; Reaper Chainsword.

	M	WS	BS	A	W	Ld	Sv
Knight Paladin	12"	3+	3+	4	5	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Ironstorm Missile Pod	Heavy	72"	2	6+	9+	Barrage
Meltagun	Heavy	12"	1	11+	7+	-
Rapid-fire Battle Cannon	Heavy	72"	4	6+	6+	-
Stormspear Rocket Pod	Heavy	48"	1	6+	5+	-
Twin Icarus Autocannon	Heavy	48"	2	8+	8+	Anti-air
Reaper Chainsword	Melee	Melee	User	5+	6+	Destroyer
Thunderstrike Gauntlet	Melee	Melee	User	6+	5+	Destroyer

WARGEAR OPTIONS

- Instead of 1 Reaper Chainsword, this unit can be equipped with 1 Thunderstrike Gauntlet.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Ironstorm Missile Pod; 1 Stormspear Rocket Pod; 1 Twin Icarus Autocannon.
- Instead of 1 Heavy Stubber, this unit can be equipped with 1 Meltagun.

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS, <QUESTOR ALLEGIANCE>, <HOUSEHOLD>

KEYWORDS: SUPER-HEAVY, VEHICLE, TITANIC, QUESTORIS CLASS, KNIGHT PALADIN

KNIGHT PRECEPTOR



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A Knight Preceptor is a unit that contains 1 model. It is equipped with: Las-impulsor; Heavy Stubber; Reaper Chainsword.

	M	WS	BS	A	W	Ld	Sv
Knight Preceptor	12"	3+	3+	4	5	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Ironstorm Missile Pod	Heavy	72"	2	6+	9+	Barrage
Las-impulsor	Heavy	36"	4	5+	5+	-
Meltagun	Heavy	12"	1	11+	7+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Stormspear Rocket Pod	Heavy	48"	1	6+	5+	-
Twin Icarus Autocannon	Heavy	48"	2	8+	8+	Anti-air
Reaper Chainsword	Melee	Melee	User	5+	6+	Destroyer
Thunderstrike Gauntlet	Melee	Melee	User	6+	5+	Destroyer

WARGEAR OPTIONS

- Instead of 1 Reaper Chainsword, this unit can be equipped with 1 Thunderstrike Gauntlet.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Ironstorm Missile Pod; 1 Stormspear Rocket Pod; 1 Twin Icarus Autocannon.
- Instead of 1 Heavy Stubber, this unit can be equipped with one of the following: 1 Meltagun; 1 Multi-laser.

ABILITIES

Mentor: Re-roll hit rolls of 1 for attacks made by friendly <HOUSEHOLD> ARMIGER CLASS units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS, <QUESTOR ALLEGIANCE>, <HOUSEHOLD>

KEYWORDS: SUPER-HEAVY, VEHICLE, TITANIC, QUESTORIS CLASS, KNIGHT PRECEPTOR

KNIGHT ERRANT



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A Knight Errant is a unit that contains 1 model. It is equipped with: Thermal Cannon; Heavy Stubber; Reaper Chainsword.

	M	WS	BS	A	W	Ld	Sv
Knight Errant	12"	3+	3+	4	5	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Ironstorm Missile Pod	Heavy	72"	2	6+	9+	Barrage
Meltagun	Heavy	12"	1	11+	7+	-
Stormspear Rocket Pod	Heavy	48"	1	6+	5+	-
Thermal Cannon	Heavy	36"	2	6+	4+	Destroyer
Twin Icarus Autocannon	Heavy	48"	2	8+	8+	Anti-air
Reaper Chainsword	Melee	Melee	User	5+	6+	Destroyer
Thunderstrike Gauntlet	Melee	Melee	User	6+	5+	Destroyer

WARGEAR OPTIONS

- Instead of 1 Reaper Chainsword, this unit can be equipped with 1 Thunderstrike Gauntlet.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Ironstorm Missile Pod; 1 Stormspear Rocket Pod; 1 Twin Icarus Autocannon.
- Instead of 1 Heavy Stubber, this unit can be equipped with 1 Meltagun.

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS, <QUESTOR ALLEGIANCE>, <HOUSEHOLD>

KEYWORDS: SUPER-HEAVY, VEHICLE, TITANIC, QUESTORIS CLASS, KNIGHT ERRANT

KNIGHT GALLANT



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A Knight Gallant is a unit that contains 1 model. It is equipped with: Heavy Stubber; Thunderstrike Gauntlet; Reaper Chainsword.

	M	WS	BS	A	W	Ld	Sv
Knight Gallant	12"	2+	3+	4	5	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Ironstorm Missile Pod	Heavy	72"	2	6+	9+	Barrage
Meltagun	Heavy	12"	1	11+	7+	-
Stormspear Rocket Pod	Heavy	48"	1	6+	5+	-
Twin Icarus Autocannon	Heavy	48"	2	8+	8+	Anti-air
Reaper Chainsword	Melee	Melee	User	5+	6+	Destroyer
Thunderstrike Gauntlet	Melee	Melee	User	6+	5+	Destroyer

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Ironstorm Missile Pod; 1 Stormspear Rocket Pod; 1 Twin Icarus Autocannon.
- Instead of 1 Heavy Stubber, this unit can be equipped with 1 Meltagun.

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS, <QUESTOR ALLEGIANCE>, <HOUSEHOLD>

KEYWORDS: SUPER-HEAVY, TITANIC, VEHICLE, QUESTORIS CLASS, KNIGHT GALLANT

KNIGHT WARDEN



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A Knight Warden is a unit that contains 1 model. It is equipped with: Avenger Gatling Cannon; Heavy Flamer; Heavy Stubber; Reaper Chainsword.

	M	WS	BS	A	W	Ld	Sv
Knight Warden	12"	3+	3+	4	5	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Avenger Gatling Cannon	Heavy	36"	4	4+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Ironstorm Missile Pod	Heavy	72"	2	6+	9+	Barrage
Meltagun	Heavy	12"	1	11+	7+	-
Stormspear Rocket Pod	Heavy	48"	1	6+	5+	-
Twin Icarus Autocannon	Heavy	48"	2	8+	8+	Anti-air
Reaper Chainsword	Melee	Melee	User	5+	6+	Destroyer
Thunderstrike Gauntlet	Melee	Melee	User	6+	5+	Destroyer

WARGEAR OPTIONS

- Instead of 1 Reaper Chainsword, this unit can be equipped with 1 Thunderstrike Gauntlet.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Ironstorm Missile Pod; 1 Stormspear Rocket Pod; 1 Twin Icarus Autocannon.
- Instead of 1 Heavy Stubber, this unit can be equipped with 1 Meltagun.

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS, <QUESTOR ALLEGIANCE>, <HOUSEHOLD>

KEYWORDS: SUPER-HEAVY, TITANIC, VEHICLE, QUESTORIS CLASS, KNIGHT WARDEN

KNIGHT CRUSADER



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A Knight Crusader is a unit that contains 1 model. It is equipped with: Avenger Gatling Cannon; Heavy Flamer; Heavy Stubber; Thermal Cannon; Titanic Feet.

	M	WS	BS	A	W	Ld	Sv
Knight Crusader	12"	3+	3+	4	5	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Avenger Gatling Cannon	Heavy	36"	4	4+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Ironstorm Missile Pod	Heavy	72"	2	6+	9+	Barrage
Meltagun	Heavy	12"	1	11+	7+	-
Rapid-fire Battle Cannon	Heavy	72"	4	6+	6+	-
Stormspear Rocket Pod	Heavy	48"	1	6+	5+	-
Thermal Cannon	Heavy	36"	2	6+	4+	Destroyer
Twin Icarus Autocannon	Heavy	48"	2	8+	8+	Anti-air
Titanic Feet	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- Instead of 1 Thermal Cannon, this unit can be equipped with 1 Heavy Stubber and 1 Rapid-fire Battle Cannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Ironstorm Missile Pod; 1 Stormspear Rocket Pod; 1 Twin Icarus Autocannon.
- Instead of 1 Heavy Stubber, this unit can be equipped with 1 Meltagun.

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS, <QUESTOR ALLEGIANCE>, <HOUSEHOLD>

KEYWORDS: SUPER-HEAVY, TITANIC, VEHICLE, QUESTORIS CLASS, KNIGHT CRUSADER

CANIS REX



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Canis Rex is a unit that contains 1 model. It is equipped with: Las-impulsor; Multi-laser; Freedom's Hand. You can only have one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Canis Rex	12"	2+	2+	4	5	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Las-impulsor	Heavy	36"	4	5+	5+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Freedom's Hand	Melee	Melee	User	5+	4+	Destroyer

ABILITIES

Chainbreaker: Add 1 to the Leadership characteristic of friendly **IMPERIUM** units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS, QUESTOR IMPERIALIS, FREEBLADE
KEYWORDS: SUPER-HEAVY, CHARACTER, VEHICLE, TITANIC, QUESTORIS CLASS, KNIGHT
PRECEPTOR, CANIS REX

KNIGHT CASTELLAN



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A Knight Castellon is a unit that contains 1 model. It is equipped with: Plasma Decimator; 2 Shieldbreaker Missiles; 2 Twin Meltaguns; 2 Twin Siegebreaker Cannons; Volcano Lance; Titanic Feet.

	M	WS	BS	A	W	Ld	Sv
Knight Castellon	10"	4+	3+	4	6	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Plasma Decimator	Heavy	48"	2	6+	6+	Supercharge
Shieldbreaker Missile	Heavy	48"	1	9+	5+	One Use Only
Twin Meltagun	Heavy	12"	2	11+	4+	-
Twin Siegebreaker Cannon	Heavy	48"	2	7+	7+	-
Volcano Lance	Heavy	80"	2	10+	3+	Destroyer
Titanic Feet	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- Instead of 1 Twin Siegebreaker Cannon, this unit can be equipped with 2 Shieldbreaker Missiles.

ABILITIES

Dual Plasma Core Explosion: When this unit is destroyed, roll two D12 instead of one D12 to determine if it explodes, and it does so on any result of a 10+. When this unit explodes, place one blast marker next to every unit (excluding **SUPER-HEAVY** units) that is within 12" of this unit instead of 6".

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS, <QUESTOR ALLEGIANCE>, <HOUSEHOLD>

KEYWORDS: SUPER-HEAVY, VEHICLE, TITANIC, DOMINUS CLASS, KNIGHT CASTELLAN

KNIGHT VALIANT



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A Knight Valiant is a unit that contains 1 model. It is equipped with: Conflagration Cannon; 4 Shieldbreaker Missiles; Thundercoil Harpoon; 2 Twin Meltaguns; Twin Siegebreaker Cannon; Titanic Feet.

	M	WS	BS	A	W	Ld	Sv
Knight Valiant	10"	4+	3+	4	6	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Conflagration Cannon	Heavy	18"	6	4+	8+	Inferno
Shieldbreaker Missile	Heavy	48"	1	9+	5+	One Use Only
Thundercoil Harpoon	Heavy	12"	1	8+	2+	Apocalyptic Destroyer
Twin Meltagun	Heavy	12"	2	11+	4+	-
Twin Siegebreaker Cannon	Heavy	48"	2	7+	7+	-
Titanic Feet	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- Instead of 2 Shieldbreaker Missiles, this unit can be equipped with 1 Twin Siegebreaker Cannon.

ABILITIES

Apocalyptic Destroyer: If a wound roll for an attack made with a weapon with this ability is successful, place four blast markers next to the target unit instead of one.

Dual Plasma Core Explosion: When this unit is destroyed, roll two D12 instead of one D12 to determine if it explodes, and it does so on any result of a 10+. When this unit explodes, place one blast marker next to every unit (excluding **SUPER-HEAVY** units) that is within 12" of this unit instead of 6".

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS, <QUESTOR ALLEGIANCE>, <HOUSEHOLD>

KEYWORDS: SUPER-HEAVY, VEHICLE, TITANIC, DOMINUS CLASS, KNIGHT VALIANT

ARMIGER HELVERIN



An Armiger Helverin is a unit that contains 1 model. It is equipped with: 2 Armiger Autocannons; Heavy Stubber; Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Armiger Helverin	14"	3+	3+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Armiger Autocannon	Heavy	60"	2	7+	7+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Meltagun	Heavy	12"	1	11+	7+	-
Armoured Feet	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Stubber, this unit can be equipped with 1 Meltagun.

ABILITIES

Vehicle Squadron: Each Lord of War slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Lord of War slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS, <QUESTOR ALLEGIANCE>, <HOUSEHOLD>
KEYWORDS: HEAVY, VEHICLE, ARMIGER CLASS, ARMIGER HELVERIN

ARMIGER WARGLAIVE



An Armiger Warglaive is a unit that contains 1 model. It is equipped with: Heavy Stubber; Thermal Spear; Armoured Feet; Reaper Chain-cleaver.

	M	WS	BS	A	W	Ld	Sv
Armiger Warglaive	14"	3+	3+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Meltagun	Heavy	12"	1	11+	7+	-
Thermal Spear	Heavy	30"	1	10+	4+	-
Armoured Feet	Melee	Melee	User	9+	10+	-
Reaper Chain-cleaver	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Stubber, this unit can be equipped with 1 Meltagun.

ABILITIES

Vehicle Squadron: Each Lord of War slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Lord of War slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHT, <QUESTOR ALLEGIANCE>, <HOUSEHOLD>

KEYWORDS: HEAVY, VEHICLE, ARMIGER CLASS, ARMIGER WARGLAIVE

SACRISTAN FORGESHRINE



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A Sacristan Forgeshrine is a unit that contains 1 model. After this unit is set up, it is treated as an Obstacle, and is no longer considered to be a unit for any rules purposes.

AUTO-SACRISTAN

At the start of the Damage phase, the player who set up this terrain feature can select one **IMPERIAL KNIGHTS** unit from their army within 1" of this terrain feature and choose one of the following effects:

- **Ritual of Repairing:** Remove one damage marker from the selected unit.
- **Ritual of Reloading:** Weapons the selected unit is equipped with that have the One Use Only ability and have been used to make attacks this battle are considered not to have made those attacks for the purposes of the One Use Only ability.
- **Ritual of Refuelling:** Add 3" to the selected unit's Move characteristic until the end of the next turn.

FACTION KEYWORDS: IMPERIUM, IMPERIAL KNIGHTS

KEYWORDS: SECTOR MECHANICUS, SACRISTAN FORGESHRINE