



DREADED HOST

These datasheets allow you to fight Apocalypse battles with your Chaos 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 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.

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**.

DREADBLADES

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.



WAR DOG



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A War Dog is a unit that contains 1 model. It is equipped with: Heavy Stubber; 2 War Dog Autocannons; Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
War Dog	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+	-
War Dog Autocannon	Heavy	60"	2	7+	7+	-
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.
- Instead of 2 War Dog Autocannons, this unit can be equipped with 1 Thermal Spear and 1 Reaper Chain-cleaver.

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: CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>

KEYWORDS: HEAVY, VEHICLE, WAR DOG

KNIGHT DESPOILER



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A Knight Despoiler 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 Despoiler	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
Reaper Chainsword	Melee	Melee	User	5+	6+	Destroyer
Thunderstrike Gauntlet	Melee	Melee	User	6+	5+	Destroyer
Titanic Feet	Melee	Melee	User	7+	7+	-

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 Thunderstrike Gauntlet, this unit can be equipped with one of the following: 1 Avenger Gatling Cannon and 1 Heavy Flamer; 1 Rapid-fire Battle Cannon and 1 Heavy Stubber; 1 Thermal Cannon.
- Instead of 1 Reaper Chainsword, this unit can be equipped with one of the following: 1 Avenger Gatling Cannon and 1 Heavy Flamer; 1 Rapid-Fire Battle Cannon and 1 Heavy Stubber; 1 Thermal Cannon.
- Instead of 1 Heavy Stubber, this unit can be equipped with 1 Meltagun.
- If this unit is not equipped with any other melee weapons, it is also equipped with Titanic Feet.

ABILITIES

Engine of Destruction: If this unit is equipped with 1 Reaper Chainsword and 1 Thunderstrike Gauntlet, change its Weapon Skill characteristic to 2+.

FACTION KEYWORDS: CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>

KEYWORDS: SUPER-HEAVY, TITANIC, VEHICLE, KNIGHT DESPOILER

KNIGHT TYRANT



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A Knight Tyrant 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 Tyrant	10"	4+	3+	4	6	7	5+
WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Conflagration Cannon	Heavy	18"	4	4+	8+	Inferno	
Plasma Decimator	Heavy	48"	2	6+	6+	Supercharge	
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+	-	
Volcano Lance	Heavy	80"	2	10+	3+	Destroyer	
Titanic Feet	Melee	Melee		7+	7+	-	

WARGEAR OPTIONS

- Instead of 1 Twin Siegebreaker Cannon, this unit can be equipped with 2 Shieldbreaker Missiles.
- Instead of 1 Volcano Lance and 1 Plasma Decimator, this unit can be equipped with 1 Conflagration Cannon and 1 Thundercoil Harpoon.

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: CHAOS, CHAOS KNIGHTS, <QUESTOR TRAITORIS>

KEYWORDS: SUPER-HEAVY, TITANIC, VEHICLE, KNIGHT TYRANT