CHAOS KNIGHTS

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

**WAR DOG**

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<td>3+</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>5+</td>
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**WEAPON 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
A Knight Despoiler is a unit that contains 1 model. It is equipped with: Heavy Stubber; Thunderstrike Gauntlet; Reaper Chainsword.

**KNIGHT DESPOILER**

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<tr>
<th>M</th>
<th>WS</th>
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<td>5</td>
<td>7</td>
<td>5+</td>
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</table>

**WEAPON OPTIONS**

- **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 User 5+ 6+ Destroyer
- **Thunderstrike Gauntlet**: Melee User 6+ 5+ Destroyer
- **Titanic Feet**: Melee User 7+ 7+ -

**WEAPONS**

<table>
<thead>
<tr>
<th>WEAPON TYPE</th>
<th>RANGE</th>
<th>A</th>
<th>SAP</th>
<th>SAT</th>
<th>ABILITIES</th>
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<td>Avenger Gatling Cannon</td>
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<td>8+</td>
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<td>9+</td>
<td>Inferno</td>
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<td>8+</td>
<td>10+</td>
<td>-</td>
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<tr>
<td>Ironstorm Missile Pod</td>
<td>Heavy 72&quot;</td>
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<td>6+</td>
<td>9+</td>
<td>Barrage</td>
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<td>Heavy 12&quot;</td>
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<td>11+</td>
<td>7+</td>
<td>-</td>
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<td>Rapid-fire Battle Cannon</td>
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<td>6+</td>
<td>6+</td>
<td>-</td>
</tr>
<tr>
<td>Stormspear Rocket Pod</td>
<td>Heavy 48&quot;</td>
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<td>6+</td>
<td>5+</td>
<td>-</td>
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<tr>
<td>Thermal Cannon</td>
<td>Heavy 36&quot;</td>
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<td>6+</td>
<td>4+</td>
<td>Destroyer</td>
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<tr>
<td>Twin Icarus Autocannon</td>
<td>Heavy 48&quot;</td>
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<tr>
<td>Reaper Chainsword</td>
<td>Melee User</td>
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<td>6+</td>
<td>Destroyer</td>
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<tr>
<td>Thunderstrike Gauntlet</td>
<td>Melee User</td>
<td>6+</td>
<td>5+</td>
<td>Destroyer</td>
<td></td>
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<tr>
<td>Titanic Feet</td>
<td>Melee User</td>
<td>7+</td>
<td>7+</td>
<td>-</td>
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**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
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.

**KNIGHT TYRANT**

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<tr>
<th>M</th>
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<td>3+</td>
<td>4</td>
<td>6</td>
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**WEAPON 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
A Knight Rampager is a unit that contains 1 model. It is equipped with: Heavy Stubber; Reaper Chainsword; Thunderstrike Gauntlet.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>TYPE</th>
<th>RANGE</th>
<th>A</th>
<th>SAP</th>
<th>SAT</th>
<th>ABILITIES</th>
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<tr>
<td>Heavy Stubber</td>
<td>Heavy</td>
<td>36&quot;</td>
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<tr>
<td>Reaper Chainsword</td>
<td>Melee</td>
<td>Melee User</td>
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<td>6+</td>
<td>Destroyer</td>
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<tr>
<td>Thunderstrike Gauntlet</td>
<td>Melee</td>
<td>Melee User</td>
<td>6+</td>
<td>5+</td>
<td>Destroyer</td>
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**FACTION KEYWORDS:** Chaos, Chaos Knights, <Questor Traitoris>

**KEYWORDS:** Super-heavy, Titanic, Vehicle, Abhorrent Class, Knight Rampager
A Knight Desecrator is a unit that contains 1 model. It is equipped with: Heavy Stubber; Laser Destructor; Reaper Chainsword.

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**WEAPON OPTIONS**
- Instead of 1 Reaper Chainsword, this unit can be equipped with 1 Thunderstrike Gauntlet.

**ABILITIES**
- **Taskmaster:** Re-roll hit rolls of 1 for attacks made by friendly <Questor Traitoris> War Dog units whilst they are within 6" of this unit.

**WEAPON TYPE RANGE A SAP SAT ABILITIES**
- **Heavy Stubber**
  - Heavy
  - 36" 1 8+ 10+ -
- **Laser Destructor**
  - Heavy
  - 60" 1 10+ 3+ Destroyer
- **Reaper Chainsword**
  - Melee
  - Melee User 5+ 6+ Destroyer
- **Thunderstrike Gauntlet**
  - Melee
  - Melee User 6+ 5+ Destroyer

**FACTION KEYWORDS:** Chaos, Chaos Knights, <Questor Traitoris>

**KEYWORDS:** Super-heavy, Titanic, Vehicle, Abhorrent Class, Knight Desecrator