

CHAOS KNIGHT

A Chaos Knight is the opposite of all that the Imperial Knight Houses stand for and have striven to uphold for countless centuries. Where their Imperial kin are noble and stoic, Chaos Knights are cruel and self-serving. Instead of defending the vulnerable, they prey upon them. Instead of leading the charge as exemplars and champions, they are murderous killers caring only to shed the blood of any who might rival them in strength, stature or spite.

Certain amongst the Inquisitors of the Ordo Malleus maintain extensive records of the names and deeds of the Chaos Knights, cataloguing their many crimes, recording their blasphemous heraldry and tracing their lines in the same manner a savant-of-arms of the Terran Chambers Pursuivant might meticulously record those of an Imperial Knight Household. Though they are few, the very existence of Chaos Knights is a nigh indelible stain on the honour of the Knight Houses and upon the entire Imperium. Most appear to be the fallen scions of the Knight Houses, often Freeblades who have trodden the path of war overlong and heeded the ever-present call of the Ruinous Powers. Others, it is whispered, belong to entire fallen Households, either ones who sided with the Warmaster during the Horus Heresy and exist still, ones which have strayed since, or even Houses never brought into the Imperial fold and hailing from unknown Knight Worlds far beyond the rule of Terra.

It is held in some quarters that some of these hideously twisted machines are host not to scion pilots, but to Daemon-things, the flesh of the man or woman within consumed or overcome with the raw power of the Warp, their mind incinerated or enslaved by the infernal will of a fell denizen of the Abyss.

Using Chaos Knights in your army in games of Warhammer 40,000

A Chaos Knight Paladin or a Chaos Knight Errant may be taken in *Codex: Chaos Space Marines* or *Codex: Chaos Daemons* armies as a Lords of War choice. It has the same Faction as the army it is taken in, and may not be taken in any other army. A Chaos Knight dedicated to Khorne may be taken in a *Codex: Khorne Daemonkin* army, and in this case has the Blood for the Blood God! special rule.

CHAOS KNIGHT PALADIN

375 POINTS

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Chaos Knight Paladin	4	4	10	13	12	12	4	3	6

Unit Composition

- 1 Chaos Knight Paladin

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Two heavy stubbers
- Rapid-fire battle cannon
- Foe-reaper chainsword
- Ion shield

Options

- May take a Dirge Caster* +5 points
- May select one of the following options:
 - Daemon Knight of Khorne.....+50 points
 - Daemon Knight of Nurgle.....+75 points
 - Daemon Knight of Tzeentch.....+65 points
 - Daemon Knight of Slaanesh.....+50 points

*See *Codex: Chaos Space Marines*

CHAOS KNIGHT ERRANT

370 POINTS

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Chaos Knight Errant	4	4	10	13	12	12	4	3	6

Unit Composition

- 1 Chaos Knight Errant

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Heavy stubber
- Thermal cannon
- Foe-reaper chainsword
- Ion shield

Options

- May take a Dirge Caster* +5 points
- May select one of the following options:
 - Daemon Knight of Khorne.....+50 points
 - Daemon Knight of Nurgle.....+75 points
 - Daemon Knight of Tzeentch.....+65 points
 - Daemon Knight of Slaanesh.....+50 points

*See *Codex: Chaos Space Marines*

Foe-reaper chainsword

This weapon is derived from the reaper chainsword carried by Imperial Knights since time immemorial, to which the Dark Magi of the fallen Forge Worlds have fitted an additional bladed attachment that makes it especially effective against beings of equivalent mass to itself.

	Range	S	AP	Type
Foe-reaper chainsword	-	D	2	Melee, Foe-reaper

Foe-reaper: Add +1 to the result when rolling on the Destroyer Weapon Attack table against enemy Monstrous Creatures and Gargantuan Monstrous Creatures.

Ion Shield

When a Chaos Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases before any attacks are carried out, the controlling player must declare which facing each Chaos Knight's ion shield is covering. The choices are front, left side, right side or rear. The Chaos Knight has a 4+ invulnerable save against all hits on that facing until the start of your opponent's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase. Ion shields cannot be used to make saving throws against close combat attacks.

	Range	S	AP	Type
Thermal cannon	36"	9	1	Heavy 1, Large Blast (5"), Melta

	Range	S	AP	Type
Rapid-fire battle cannon	72"	8	3	Ordnance 2, Large Blast (5")

Daemon Knight of Khorne

A model with this special rule gains the Daemon and Hatred (Daemons of Slaanesh) special rules. In addition, it may re-roll the dice to determine the number of Stomps it makes as part of a Stomp attack, and it also gains +D3 attacks on any turn in which it successfully charges an enemy unit instead of +1 attack. A Daemon Knight of Khorne counts as being a Daemon aligned with Khorne.

Daemon Knight of Nurgle

A model with this special rule gains the Daemon, Hatred (Daemons of Tzeentch) and It Will Not Die special rules. In addition, it counts as being a Daemon aligned with Nurgle.

Daemon Knight of Tzeentch

A model with this special rule gains the Daemon and Hatred (Daemons of Nurgle) special rules. In addition, the Daemon Knight may re-roll all To Hit rolls of 1 and its heavy stubbers have the Soul Blaze special rule. It also counts as being a Daemon aligned with Tzeentch.

Daemon Knight of Slaanesh

A model with this special rule gains the Daemon and Hatred (Daemons of Khorne) special rules. In addition, all models with a Leadership value in combat with this Daemon Knight at the start of the Fight sub-phase must pass a Leadership test with a -2 modifier or reduce their Initiative value to 1 for the duration of that Fight sub-phase. It also counts as being a Daemon aligned with Slaanesh.

