

EPIC UK PRESENTS

**ADEPTUS
MECHANICUS ALLIES**

CODEX: IMPERIAL KNIGHTS

**An unofficial codex for use with Games Workshop's
Epic Armageddon rule set**

Version: 290515

INFORMATION

MORE INFORMATION ABOUT THE KNIGHTS

For more information about the background of the Knights, please purchase the Warhammer 40,000 Rulebook © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

THANK YOU

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament wargame, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within this book would not be a reality.

PICTURES

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IMPERIAL KNIGHT UNITS

KNIGHT SENESCHAL				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
-	-	-	-	

Notes: *Commander, Leader.*

IMPERIAL BARON KNIGHT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	4+	3+	5+
Weapon	Range	Fire Power	Notes	
Battlecannon	75cm	AP4+/AT4+	Fixed Forward Arc	
Knight Power Gauntlet	(base contact)	Assault Weapon	Titan Killer (1), Extra Attack (+1)	
Shock Lance	(15cm)	Small Arms	Forward Arc, Extra Attack (+1), First Strike	

Damage Capacity: 2
Critical Hit Effect: The Knight is destroyed.

Notes: *Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Supreme Commander, Walker*

IMPERIAL PALADIN KNIGHT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Battlecannon	75cm	AP4+/AT4+	Fixed Forward Arc	
Knight Chainsword	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	
Shock Lance	(15cm)	Small Arms	Forward Arc, Extra Attack (+1), First Strike	

Damage Capacity: 2
Critical Hit Effect: The Knight is destroyed.

Notes: *Invulnerable Save, Reinforced Armour, Walker*

IMPERIAL CASTELLAN KNIGHT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	5+	4+
Weapon	Range	Fire Power	Notes	
2 x Twin Autocannon	45cm	AP4+/AT5+	Fixed Forward Arc	
Heavy Cannon	75cm	2BP	Fixed Forward Arc	

Damage Capacity: 2
Critical Hit Effect: The Knight is destroyed.

Notes: *Invulnerable Save, Reinforced Armour, Walker*

IMPERIAL CRUSADER KNIGHT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	5+	5+
Weapon	Range	Fire Power	Notes	
2 x Twin Lascannon	45cm	AT4+	Fixed Forward Arc	
Long Cannon	90cm	MW3+	Fixed Forward Arc	

Damage Capacity: 2
Critical Hit Effect: The Knight is destroyed.

Notes: *Invulnerable Save, Reinforced Armour, Walker*

IMPERIAL ERRANT KNIGHT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Thermal Cannon	30cm	MW4+	Fixed Forward Arc, Titan Killer (1)	
<u>and</u>	(15cm)	Small Arms	Fixed Forward Arc, Extra Attack (+1), Titan Killer (1)	
Knight Power Fist	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	
Shock Lance	(15cm)	Small Arms	Forward Arc, Extra Attack (+1), First Strike	

Damage Capacity: 2
Critical Hit Effect: The Knight is destroyed.

Notes: *Invulnerable Save, Reinforced Armour, Walker*


IMPERIAL LANCER KNIGHT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	30cm	5+	5+	5+
Weapon	Range	Fire Power	Notes	
Battlecannon	75cm	AP4+/AT4+	Fixed Forward Arc	
Power Lance	(15cm)	Small Arms	Forward Arc, Extra Attack (+1), Macro Weapon, First Strike	
Shock Lance	(15cm)	Small Arms	Forward Arc, Extra Attack (+1), First Strike	

Damage Capacity: 2
Critical Hit Effect: The Knight is destroyed.

Notes: *Invulnerable Save, Reinforced Armour, Walker*


IMPERIAL KNIGHT MILITIA				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	-	6+	5+
Weapon	Range	Fire Power	Notes	
Heavy Bolters	30cm	AP5+	-	
Autoguns	(15cm)	Small Arms	-	

Notes:




IMPERIAL RAPIER				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	10cm	-	-	5+
Weapon	Range	Fire Power	Notes	
Rapier Laser Destroyer	45cm	AP6+/AT4+	-	

Notes:



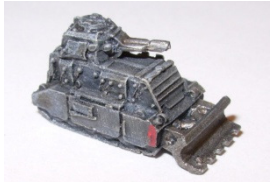
IMPERIAL LIGHT ARTILLERY				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	10cm	-	-	5+
Weapon	Range	Fire Power	Notes	
Light Artillery Gun	45cm	AP4+/AT6+	Indirect Fire	

Notes: Light Artillery is allowed to use the Indirect Fire rules normally only allowed to units that can fire barrages (see Epic Armageddon Rulebook section 1.9.8). All of the rules for Indirect Fire apply in full.




IMPERIAL SIEGFRIED LIGHT TANK				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
Multi Laser	30cm	AP5+/AT6+	-	

Notes: Scout



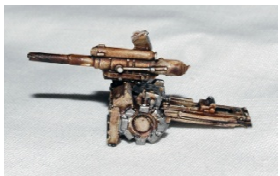
IMPERIAL TRACTOR				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	20cm	6+	-	6+
Weapon	Range	Fire Power	Notes	
Heavy Stubber	30cm	AP6+	-	

Notes: Transport (may transport one of the following: Militia, Heavy AA Gun, Earthshaker Platform, Light Artillery, Rapier).




IMPERIAL HEAVY AA GUN				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	0cm	-	-	6+
Weapon	Range	Fire Power	Notes	
Heavy AA Gun	60cm	AP5+/AT5+/AA5+	-	

Notes:



IMPERIAL EARTHSHAKER PLATFORM				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	0cm	-	-	6+
Weapon	Range	Fire Power	Notes	
Earthshaker	120cm	AP4+/AT4 <u>or</u> 1BP	Indirect Fire	

Notes: May either shoot normally or fire a barrage. May only use the indirect fire ability when firing a barrage.



IMPERIAL NAVY SUPPORT

IMPERIAL NAVY THUNDERBOLT FIGHTER				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Fighter Bomber	6+	n/a	n/a
Weapon	Range	Fire Power	Notes	
Storm Bolters	15cm	AP4+/AA5+	Fixed Forward Arc	
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Underwing Rockets	30cm	AT4+	Fixed Forward Arc	

Notes:



IMPERIAL NAVY MARAUDER BOMBER				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Fire Power	Notes	
2 x Twin Heavy Bolters	15cm	AA5+	-	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Bomb Racks	15cm	3BP	Fixed Forward Arc	

Notes:



IMPERIAL KNIGHTS ARMY LIST

Imperial Knights armies have a strategy rating of 2. All Knight Household and Support formations have an initiative rating of 1+. All Retainer formations and Imperial Navy have an initiative rating of 2+.

HOUSEHOLD			
FORMATION	UNITS	UPGRADES	POINTS COST
0-1 Baron	One Baron and five Paladin Knights	Errant	600
Paladin	Six Paladin Knights	Seneschal, Errant	500

SUPPORT			
(Up to two for each Household taken)			
FORMATION	UNITS	UPGRADES	POINTS COST
Support	Three Knights chosen from the following list: Castellan, Crusader	Seneschal, Support	350
Lancer	Three Lancer Knights	Seneschal	300
Errant	Three Errant Knights	Seneschal, Errant	350

RETAINERS			
(Up to one for each Household or Support formation taken)			
FORMATION	UNITS	UPGRADES	POINTS COST
Field Guns	Four Light Artillery and four Tractors	-	150
AA Battery	Three Heavy AA Guns and three Tractors	-	150
Light Tanks	Six Siegfried Light Tanks	-	175
Rapiers	Four Rapier units and four Tractors	-	150
Militia	Six Militia units	May be upgraded to have six Tractors for 50 points	125
Artillery	Three Earthshaker Platforms and three Tractors	-	200

KNIGHT UPGRADES			
(Any number of allowed upgrades may be taken by each formation)			
UPGRADE	UNITS		POINTS COST
Seneschal	Add one Seneschal character to a Knight		25
Errant	Add one Errant Knight		100
Support	Add one Castellan or Crusader Knight		100

Imperial Navy	
FORMATION	POINTS COST
Two Thunderbolt Fighters	150
Two Marauder Bombers	250

USING THE ARMY LIST

- Each allowed Knight upgrade can be taken once per formation.
- A maximum of up to a quarter of the points available to the army may be spent on Imperial Navy Support.

EPIC UK IMPERIAL KNIGHTS

WHAT, HOW AND WHY

So you've just finished reading through the new EPIC UK Imperial Knights codex, however you have some questions; what has EPIC UK done? How have we done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we designed the Imperial Knight army list.

IMPERIAL KNIGHTS

This list is based on the NetEA House Lakar Knight World Defence Force army list and so special thanks must be given to all the play testers who have contributed to the development of this list on the tactical command forums which can be found at <http://www.taccmd.tacticalwargames.net/index.php> and to Dave for his work.

Most changes made to the list are cosmetic in nature and designed to simplify the list for tournament play, although it was also decided to make the list slightly more attack orientated.

To this end the special rule **bravery** has been removed from the list and replaced with a straight 1+ initiative value. Also the **knight shield** rule has been simplified to an invulnerable save. For harmonisation reasons the **AA gun** and **Gun transporter** have been replaced by **Heavy AA guns** and **Tractors** respectively. It was also decided to replace the cheap **Howitzers** with **Earthshaker platforms**.

For simplification reasons and to focus the list more towards an attacking Knight army, **Snipers** and **Levy command** as well as the options to field defensive positions have been dropped from the list. The **Rough Riders** role of fast attacking scouts has also been replaced by **Siegfried light tanks** for thematic reasons.

When it came to the Knights themselves we decided to drop the option of fielding the more defensive **Warden** from the list as it was felt mainly superfluous outside a defensive AA role and we wanted this area of the list to be filled by retainer formations.

The role of the **Crusader** and **Castellan** have also been more clearly defined by giving each a specialised weapon (not admittedly canon, but from an army design perspective more interesting).

The **Errant's** focus has been shifted slightly to a powerful shooting and fire fight support role with a boost to its thermal cannon. However this has seen its points cost increased, it has also been moved to support. Also **Lancers** have gained a shock lance as a slight boost.

Paladins have been kept as the armies core formations and although they have been made individually cheaper they have been kept as larger, slightly inflexible and overall more expensive formations. At the same time the ratio of allowed support households has been increased and it was decided that up to one retainer formation could be taken for each household or support formation in the army.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer any queries you may have.

Thank you

The EPIC UK Team