

CODEX IMPERIAL KNIGHTS QUICK REFERENCE SHEET

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.

CODEX IMPERIAL KNIGHTS

Strategy Rating: 2

Initiative: 1+ (Retainers 2+)

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Knight Seneschal	Ch	N/A	N/A	N/A	N/A	-	-	-	Commander, Leader
Imperial Baron Knight	WE	25cm	4+	3+	5+	Battle Cannon Knight Power Gauntlet Shock Lance	75cm (base contact) (15cm)	AP4+/AT4+, FF Arc Assault Wpn, EA (+1), TK (1) Small Arms, EA (+1), First Strike, F Arc	Fearless, Inspiring, Walker, Reinforced Armour, Invulnerable Save, Supreme Commander Dam Cap: 2, Crit: Destroyed
Imperial Paladin Knight	WE	25cm	5+	4+	5+	Battle Cannon Knight Chainsword Shock Lance	75cm (base contact) (15cm)	AP4+/AT4+, FF Arc Assault Wpn, MW, EA (+1) Small Arms, EA (+1), First Strike, F Arc	Walker, Reinforced Armour, Invulnerable Save Dam Cap: 2, Crit: Destroyed
Imperial Errant Knight	WE	25cm	5+	4+	5+	Thermal Cannon <u>and</u> Knight Power fist Shock Lance	30cm (15cm) (base contact) (15cm)	MW4+, TK (1), FF Arc Small Arms, EA (+1), TK (1), FF Arc Assault Wpn, MW, EA (+1) Small Arms, EA (+1), First Strike, F Arc	Walker, Reinforced Armour, Invulnerable Save Dam Cap: 2, Crit: Destroyed
Imperial Castellan Knight	WE	20cm	4+	5+	4+	2 × Twin Autocannon Heavy Cannon	45cm 75cm	AP4+/AT5+, FF Arc 2 BP, FF Arc	Walker, Reinforced Armour, Invulnerable Save Dam Cap: 2, Crit: Destroyed
Imperial Crusader Knight	WE	20cm	4+	5+	5+	2 × Twin Lascannon Long Cannon	45cm 90cm	AT4+, FF Arc MW3+, FF Arc	Walker, Reinforced Armour, Invulnerable Save Dam Cap: 2, Crit: Destroyed
Imperial Lancer Knight	WE	30cm	5+	5+	5+	Battle Cannon Power Lance Shock Lance	75cm (15cm) (15cm)	AP4+/AT4+, FF Arc Small Arms, MW, EA (+1), First Strike, F Arc Small Arms, EA (+1), First Strike, F Arc	Walker, Reinforced Armour, Invulnerable Save Dam Cap: 2, Crit: Destroyed
Imperial Knight Militia	Inf	15cm	-	6+	5+	Heavy Bolters Autoguns	30cm (15cm)	AP5+ Small Arms	-
Imperial Rapier	Inf	10cm	-	-	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+	
Imperial Light Artillery	Inf	10cm	-	-	5+	Light Artillery Gun	45cm	AP4+/AT6+, Indirect Fire	Light Artillery may use the Indirect Fire rules normally only allowed to units that can fire barrages.
Imperial Earthshaker Platform	LV	0cm	-	-	6+	Earthshaker	120cm	AP4+/AT4+ <u>or</u> 1BP, Indirect Fire	May only use the indirect fire ability when firing a barrage.
Imperial Guard Heavy AA Gun	LV	0cm	-	-	6+	Heavy AA Gun	60cm	AP5+/AT5+/AA5+	-
Imperial Guard Tractor	LV	20cm	6+	-	6+	Heavy Stubber	30cm	AP6+	Transport (one: Grenadier, Heavy AA Gun, Earthshaker Platform, Howitzer, Light Artillery, Medusa Platform, Rapier).
Imperial Guard Siegfried Light Tank	AV	30cm	5+	6+	5+	Multi Laser	30cm	AP5+/At6+	Scout

CODEX IMPERIAL KNIGHTS – NAVY SUPPORT

Strategy Rating: 2

Initiative: Navy 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Marauder Bomber	AC	Bomber	4+	na	na	2 × Twin Heavy Bolters Twin Lascannons Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+, FF Arc 3BP, FF Arc	
Thunderbolt	AC	Fighter Bomber	6+	na	na	Storm Bolters Multi Laser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FF Arc AP5+/AT6+/AA5+, FF Arc AT4+, FF Arc	