

MACROMUNDA

CHAOS KNIGHTS

HOUSE BOOK

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CONTENTS

CHAOS KNIGHTS 4

Faction Special Rules	5
Armoury	6
Weapon Traits	7
Skills	9

THE CHAOS KNIGHTS 11

Gang Composition	12
Gang Rules	13
Fighters	14
Vehicles	16
Gang Tactics	22
Alliances	25
Favours	26
Sub-plots	28
Legendary Names	29
Terrain	30
Scenarios	31



F A C T I O N

CHAOS KNIGHTS

The handful of damned titans that grows more terrible the longer it kills - 2 to 4 corrupted war-engines, each wreathed in the flare-and-fail Daemon-Forge Field, radiating the Harrowing that pins and breaks, climbing the Dread Ascension toward daemonhood, and fed by a thin retinue of whipped thralls the machine will eat.

The Dread Households field no line of infantry — only a handful of damned god-machines and the whipped thralls that keep them upright. Two to four corrupted war-engines take the field, each once a proud Knight of the Imperium, each now a daemon chained screaming into its reactor. They fight as titans: striding over walls and wreckage, crushing lesser things beneath their feet, their great guns firing into a single front arc. Around every engine hangs the Harrowing, a cold dread that pins and unmans any mortal who stands too near; across its declared facing flickers the Daemon-Forge Field, a curtain of warp-fire that turns aside a lascannon as readily as it bites the hand that fired it, and that gutters out on occasion at the cruel whim of the thing that casts it. Such a household grows more terrible the longer it kills. The Dread Ascension climbs a step with every enemy dragged down, lengthening the shadow and sharpening the field, until the engines strike an extra time and burst like small suns when at last they fall. A thin retinue of Iconoclast Helots feeds and mends the hulls, and is fed to them when the rites turn. This is a warband that begins the battle merely damned and ends it something worse.

☠ FACTION SPECIAL RULES

⌘ THE COWED HELOT RITES

GANG RULE

The Iconoclast Helots are not warriors and not willing — they are whipped tech-thralls who keep the engines walking on pain of being fed to them. Their Profane Rites are the only mending the gang has.

When a Helot within 2" of a friendly war-engine spends its activation on a Profane Rites (Double) action, roll a D6. On a 3+ the rite holds: it restores D3 lost Wounds to the hull, or re-raises a collapsed Daemon-Forge Field. On a 1 or 2 the daemon-engine takes the thrall instead — the rite fails and the Helot is taken Out of Action. The Helot-Master skill makes the rite surer, and lets a thrall be willingly sacrificed for a guaranteed mending.

⌘ THE DAEMON-FORGE FIELD

GANG RULE

The loyal Knights raise a disciplined shield wherever their pilot points it. A Dread Household raises the same field corrupted — a curtain of warp-fire spat from the daemon in the reactor, and the daemon is no one's servant. The Daemon-Forge Field is inherent to every war-engine.

At the start of each round, each war-engine's pilot declares one facing: front, left flank, right flank or rear, a single 90° arc. Until the start of the next round, any attack from within that arc is saved on the war-engine's Field value — 5+ for a Questoris, 4+ for a Dominus-class or Infernal Lord, 6+ for a War Dog — an invulnerable save that ignores AP. An attack from any other facing is met only by the fixed ceramite hull. The daemon's temper is read on the save die. On a natural 6 the field Flares, and the attacking fighter suffers an automatic S6, AP-1 hit. On a natural 1 the field Fails: the attack is not saved, and the field collapses across every facing until the pilot re-declares at the start of the next round.

✧ THE DREAD ASCENSION

GANG RULE

Damnation is a climb, not a condition, and a Dread Household measures its descent by a single rising count. The gang keeps a Dread Ascension count that begins each battle at zero — or at one if it bears the Heart of the Abomination — and only ever climbs, never falling.

The count advances by one step whenever one of the gang's war-engines takes an enemy fighter Out of Action; the Stomp counts, and so do the daemonic death-throes. As it passes each threshold, the curse settles over the whole gang for the rest of the battle. At the second step, the Harrowing widens to 9". At the third, every Daemon-Forge Field's Flare sharpens to a S7, AP-2 hit. At the fifth, an enemy that fails the Harrowing is Pinned and fights at -1 to Hit. At the seventh, every war-engine gains +1 Attack, and its daemonic death-throes erupt on a 4+ whatever its size.

✧ THE HARROWING

GANG RULE

Every war-engine of a Dread Household carries a daemon chained into its furnace, and its voice reaches further than its guns. The Harrowing is inherent to every war-engine in the gang.

When an enemy fighter begins its activation within 6" of one of these war-engines, it must take a Nerve test on its Cool. On a failure it is Pinned. If it cannot be Pinned, or already is, it instead makes no Move toward the war-engine this activation and must test Nerve as though one of its own had just been taken Out of Action. The aura widens and sharpens as the Dread Ascension climbs — at the second step its radius grows to 9", and at the fifth a fighter that fails is Pinned and fights at -1 to Hit until the start of its next turn. A fighter that cannot feel fear — one that automatically passes Nerve and cannot be Pinned — walks through the shadow untouched.

✧ TOWERING DAEMON-ENGINE

GANG RULE

Every fighter of the gang that matters is a war-engine — a thing the size of a hab-block, once a proud Knight of the Imperium, now a daemon-haunted ruin. Every Questoris, War Dog and Dominus-class carries this package.

- **Facing and Arc-of-Fire.** A war-engine has a front, and its great guns fire only into its front arc. It pivots on the spot before it moves, and strides over intervening low terrain and walls as though they were not there.
- **The Stomp.** In close combat a war-engine may bring a foot down on a fighter in base contact — a Stomp at S+4, AP-2, Knockback.
- **Unbowed by mortal fear.** A war-engine cannot be Pinned and automatically passes any Nerve test caused by its own gang's losses. It radiates the Harrowing; it does not suffer it.
- **Daemonic death-throes.** When a war-engine is taken Out of Action, roll a D6: on a 6 — a 4+ for a Dominus-class — the bound daemon is torn free. Centre a Blast (large) on the wreck; every fighter beneath it, friend or foe, is hit at S8, AP-2, Damage 2, and each enemy under it must pass a Nerve test or be Pinned.

☠ ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					

☛ Autopistol	6	12	+1	–	3	–	1	4+	Pistol	Rapid Fire (1)	
☛ Servitor Laspistol	8	16	+1	–	3	–1	1	5+	Pistol		
☛ Helot Rad Cleanser	T	T	–	–	3	–1	1	6+	Rad	Template	Toxin
☛ Las Cutter	–	E	–	–	6	–3	2	6+	Cutting (anti-armour)		Melee
☛ Avenger Chaincannon	24	48	–	–	6	–2	2	6+	Arc (front)	Rapid Fire (3)	
☛ Avenger Chaincannon War Dog	24	48	–	–	6	–2	2	6+	Arc	Rapid Fire (3)	
☛ Daemonbreath Ironstorm	24	48	–	–	5	–1	2	5+	Blast (large)	Daemonic	Indirect
☛ Daemonbreath Spear	12	24	–	–	8	–4	3	6+	Arc (arm)	Daemonic	Melta
☛ Daemonbreath Weapon	T	T	–	–	7	–2	2	–	Blaze	Daemonic (Dominus)	
									Template (large)		
☛ Diabolus Heavy Stubber	18	36	–	–	4	–1	1	4+	Rapid Fire (2)		
☛ Ectoplasma Decimator	30	60	–	–	9	–3	3	–	Arc (Dominus)	Blast (large)	Daemonic
									Maelstrom		
☛ Havoc Multilaser	24	48	–	–	6	–1	2	5+	Arc	Rapid Fire (2)	
☛ Rapid Fire Battle Cannon	30	60	–	–	8	–2	3	6+	Arc	Blast	Rapid Fire (2)
☛ Thermal Cannon	18	36	–	–	9	–4	4	6+	Arc	Blast	Melta
☛ Twin Volkite Combustor	24	48	–	–	6	–1	2	–	Arc (Dominus)	Deflagrate	Rapid Fire (2)
☞ Daemon Forge Gauntlet	–	E	–	–	+1	–	1	–	Melee		
									Shield (reinforces the front-arc Field by +1)		
☞ Reaper Chainsword	–	E	–	–	+4	–3	3	–	Melee	Rending	Unwieldy (war-engine)
☞ Reaper Chaintalon	–	E	–	–	+4	–2	3	–	Melee	Rending (War Dog)	
☞ Slaughter Gauntlet	–	E	–	–	+6	–3	4	–	Crush	Melee	Smash
☞ Slaughterclaw	–	E	–	–	+5	–3	3	–	Crush	Drag (D6" pull)	Melee
☞ Titanic Foot	–	E	–	–	+4	–2	2	–	Knockback	Melee	Stomp
Frag Grenade	–	Sx2	–	–	3	–	1	4+	Blast	Knockback	
Krak Grenade	–	Sx2	–	–	6	–1	2	4+	–		
Melta Bomb	–	E	–	–	8	–4	3	6+	Demolitions (anti-engine)		Melee

☠ WEAPON TRAITS

☛ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

☛ DEMOLITIONS

WEAPON TRAIT

The weapon/charge is for **destroying terrain and structures** (and devastating to anything caught) — used to blow doors, walls, scenario objectives. Demolition/blasting charges. Often pairs with Blast.

✧ KNOCKBACK WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✧ MAELSTROM WEAPON TRAIT

The shot continues to affect the area / the target keeps being hit (e.g. some grav and warp weapons) — sustained effect after the initial hit.

✧ MELEE WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✧ MELTA WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's **Damage** is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✧ RAPID FIRE WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll **X additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✧ RENDING WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 **Damage** (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✧ TEMPLATE WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✧ TOXIN WEAPON TRAIT

Poison. Instead of using **Strength-vs-Toughness**, the attack wounds if the target **fails a Toughness check** (roll D6, fail if under T-related target). Toxin **ignores Toughness scaling** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

✧ UNWIELDY WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

DAEMON

✖ FORGE SURGE

CHAOS KNIGHTS
SIGNATURE SET

Daemon-Forge Surge is the pilot who stops fighting the thing in his reactor and starts feeding it, letting the warp-fire burn hotter and bite harder. This war-engine's Daemon-Forge Field improves by one against attacks from its declared facing — 4+ for a Questoris, 3+ for a Dominus-class, 5+ for a War Dog. When the field Flares on a natural 6, the lash-back is far worse: the attacker takes an automatic S8, AP-3, Damage 2 hit instead of the base S6, AP-1. Once per round the pilot may re-declare the shielded facing as a free action, swinging the field to meet a new threat. The daemon is not tamed by any of this — the field still Fails on a natural 1, collapsing on every facing until the next round's declaration.

DIABOLIC

✖ RESILIENCE

CHAOS KNIGHTS
SIGNATURE SET

Diabolic Resilience is the bound daemon's refusal to release a fine engine merely because the man strapped into the throne has died. When this war-engine would be taken Out of Action, roll a D6. On a 4+ the daemon will not let go: instead of falling, the engine suffers a catastrophic damage result and fights on at its last Wound, treated thereafter as carrying a lasting Flesh Wound and fighting at -1 to Hit. The pilot may be a corpse; the daemon does not need him. It is a coin-flip, not a promise — on a 3 or less the daemon lets go and the engine falls as any other would.

FEAST

✖ OF RUIN

CHAOS KNIGHTS SIGNATURE
SET

Feast of Ruin is the daemon that does not merely register a death but savours it, swelling on the ruin and dragging the whole household a step further down the path. When this war-engine takes an enemy fighter Out of Action — by any means, including a Stomp or the engine's own daemonic death-throes — the gang's Dread Ascension count advances by an extra step, on top of the step the kill already grants. There is no limit on how often this triggers in a battle. A war-engine bearing this skill and turned loose on massed, easily butchered foes hauls the household up the rungs of damnation twice as fast as the rest; against an enemy that gives up nothing to kill, it feeds on nothing.

HARROWING

✖ DREAD

CHAOS KNIGHTS
SIGNATURE SET

Harrowing Dread is the deepened shadow of a war-engine that has been damned longer than its kin, its reactor's scream carrying across the whole battlefield. This war-engine's Harrowing aura widens to 9", and any enemy that fails its Nerve test against the Harrowing also suffers -1 to Hit, in melee and at range alike, until the start of its next turn — the terror gets into its aim as well as its legs. The wider aura turns the engine into ground the enemy will not willingly enter. It does nothing to a fighter that cannot feel fear, one that automatically passes Nerve and cannot be Pinned.

✧ HELOT MASTER CHAOS KNIGHTS SIGNATURE SET

Helot-Master is the thrall who has tended the engines long enough to work the Profane Rites with a surer hand — and to give itself to them on purpose. When this Helot performs a Profane Rites (Double) action within 2" of a friendly war-engine, it succeeds on a 2+ instead of 3+, and is taken by the daemon-engine only on a roll of 1. Alternatively, the Helot may willingly sacrifice itself, taken Out of Action to auto-succeed with no roll, restoring D3 lost Wounds to the hull or re-raising a collapsed Daemon-Forge Field. A war-engine may be tended once per round.

✧ PROFANE STOMP CHAOS KNIGHTS SIGNATURE SET

Profane Stomp is the titanic foot brought down where a damned thing walks, and the ground splitting under it. When this war-engine makes a Stomp close-combat action, it strikes every enemy fighter in base contact rather than one, each hit at the Stomp profile of S+4, AP-2, Knockback. Any non-vehicle fighter taken Out of Action by such a Stomp is crushed outright — no recovery roll is made. A war-engine that has learned this answers a whole knot of chargers at once, and leaves nothing beneath its foot to rise again.



CHAOS KNIGHTS · HOUSE DOSSIER

THE CHAOS KNIGHTS

The fallen Dread Households marched as one - two to four damned god-engines, each grown a single weapon at a time down the long road to daemonhood, a household that does not recruit but descends.

The Chaos Knights are the fallen Dread Households — the Lords of Ruin, the Iconoclast and the Infernal folded into one gang of damned war-engines. Where every other force fields bodies, a Dread Household fields engines: two to four corrupted titans, each a multi-Wound walker with a daemon screaming in its reactor, striding over the field to crush rivals underfoot. Each is wreathed in the Daemon-Forge Field, a warp-shield that bites the hand striking it and burns out by turns; each radiates the Harrowing, a dread that breaks the will of everything near; and the whole household climbs the Dread Ascension toward daemonhood with every kill, growing more terrible the longer it fights. Beneath the engines scurries a thin retinue of whipped thralls who feed the machine to keep it walking — and are eaten when the rites turn. The household does not recruit; it descends, one war-engine at a time, deeper into damnation.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	1

BUILD RULES

- ♦ exactly 1 Leader (Infernal Lord)
- ♦ 0-1 Champion (Iconoclast Tyrant)
- ♦ Questoris Chaos Knights / War Dogs the war-engine bulk
- ♦ Iconoclast Helots 0-3 + Cowed Serfs 0-2 (the thin human retinue)
- ♦ 0-1 Brute (super) - a Dominus-class Knight Tyrant or Abominant; taking one means fielding little else
- ♦ backbone rule: at least one war-engine beyond the Leader OR a Dominus - never only Leader-and-thralls, never all human crew
- ♦ allegiance fork (heraldry, not a split): every Noble sworn Iconoclast or Infernal
- ♦ slot growth: the second Questoris / War Dog pack / Dominus / extra Helot slots unlock with Reputation
- ♦ the Harrowing, Daemon-Forge Field, Dread Ascension and Helot rites are inherent to the war-engines, never purchased upgrades

A Dread Household marches to war as a handful of titans, not a crowd. A starting gang is built on 1,500 credits and numbers just two to six models: exactly one Leader, the Infernal Lord, and at most one Champion, the Iconoclast Tyrant, with Questoris Chaos Knights and War Dogs forming the war-engine bulk. A thin human retinue rounds it out — up to three Iconoclast Helots and up to two Cowed Serfs — and a single Dominus-class super-Brute may be taken, though fielding one leaves room for little else. The gang must always hold at least one war-engine beyond its Leader, or a Dominus: it is never only a Leader and its thralls, and never all human crew. Every Noble swears either Iconoclast or Infernal, a matter of colour and oath rather than a roster split. Further engines and Helot slots unlock as the household's Reputation grows.

🦴 GANG RULES

✂️ ICON OF THE DAMNED

GANG RULE

The Icon of the Damned is the blasphemous standard borne by an Infernal Lord or Iconoclast Tyrant — a household oath raised on bone and warp-iron, damning all it overshadows. While a friendly fighter is within 12" of the bearer, it automatically passes Nerve tests and is immune both to the gang's own Harrowing and to enemy Terror; the lance and its thralls do not break where the icon stands. The same standard deepens the household's dread — any enemy within 12" of the bearer worsens its test against the Harrowing by -1, its courage guttering in the icon's shadow. It is the anchor of a damned lance's will: it steadies the household's own even as it unmakes the resolve of everything it looms over.

FIGHTERS

ICONOCLAST HELOT

GANGER

✖ 65 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	6+	5+

SAVE 5+

SPECIAL RULES The Cowed Helot Rites (*profane rites*) SEE SPECIAL RULES

Typed Effects

- heal

PRIMARY

Agility

Cunning

Savant

SECONDARY

Brawn

Shooting

Chaos Knights Signature

STARTING GEAR Helot Bionics

FREE SKILL —

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

Servitor Laspistol 10 credits

SPECIAL

Las Cutter 25 credits

✦ Helot Rad Cleanser 35 credits

A Knight rad-cleanser furnace-nozzle torn from a wreck and lashed to a Helot backpack rig (Codex: Chaos Knights — rad-cleanser); kitbash onto an Iconoclast Helot. Priced above the Helot's cheapest stock special (las-cutter 25).

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Melta Bomb 60 credits

PERSONAL

Helot Bionics

included

STATUS

Mutation Graft 30 credits

The Iconoclast Helot is no warrior — a whipped traitor tech-thrall who scurries between the war-engines' legs to keep them walking on pain of being fed to them. Its work is the Profane Rites: within reach of a war-engine it labours to patch a rent hull or coax a collapsed Daemon-Forge Field back to life, though the daemon-engine as often takes the thrall as accepts the tending. It fights only in desperation, with a servitor laspistol and the las-cutter torch it carries for the hull — a tool that bites armour in a pinch. Frail and terrified, the Helot is the household's only mender, and the price of that mending is counted in Helots. It runs on fear and the lash, patching the machine until the machine turns on it.

COWED SERF

JUVE

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	4+	3	3	1	4+	1	7+	7+	6+	6+

SAVE 6+

PRIMARY

Agility

Cunning

SECONDARY

Combat

Savant

Shooting

Chaos Knights Signature

FREE SKILL

—

EQUIPMENT LIST

PISTOL

Autopistol

10 credits

ACCESSORY

Scryer Array

25 credits

GRENADE

Frag Grenade

30 credits

Krak Grenade

45 credits

The Cowed Serf is the cheapest body a Dread Household fields — a whipped mortal driven onto the objectives its towering engines are too few to reach. Armed with nothing but an autopistol and its terror, the Serf exists to run, to screen, and to hold ground the titans cannot be everywhere to claim. It carries no war-engine systems, no Daemon-Forge Field, and no worth to the household beyond the task it is driven to. Where the engines break the enemy's will, the Serf is simply spent — sent forward under the lash to do the small work of a battle while the cathedrals walk and scream behind it.

VEHICLES

ICONOCLAST TYRANT

VEHICLE

✕ 560 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	11	6+	3+	3+	5+	5+	4+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Avenger Chaincannon — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Iconoclast Tyrant is the household's sworn bannerman — a renegade Noble who leans the war-engine's will rather than its daemon, and stands as a \$5c war-engine resolved through the Necromunda: Ash-Wastes vehicle rules. Eleven Hull Points behind Sv 3+ plate carry it forward at a Walker's Movement 8", its Daemon-Forge Field a 5+ arc-shield on one declared facing that flares and fails. The avenger chaincannon scours a firing lane of everything lighter than a titan, and the titanic foot answers whatever survives to reach it — both fixed Front hardpoints, so it must turn to bring the guns round. The Harrowing wears at the nerve of the foe, and as a Towering Daemon-Engine it cannot be Pinned and steps over low cover; its handling, damage, and every Loss of Control are reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

INFERNAL LORD

VEHICLE

✖ 560 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	12	6+	3+	3+	4+	5+	3+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Thermal Cannon — Front arc (Crew)
- ♦ Reaper Chainsword — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Infernal Lord is the lance commander — a Noble long since given body and reactor to the Dark Gods, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Necromunda: Ash-Wastes vehicle rules. Twelve Hull Points ride behind a front-weighted hull, Sv 3+ ceramite to the front (Toughness 8), thinner at the flank and rear, and its Daemon-Forge Field wards one declared facing behind a 4+ arc-shield that flares and, sometimes, fails. It strides forward at a Walker's Movement 8", the thermal cannon deleting armour at close range while the reaper chainsword and the titanic foot finish anything that closes — all fixed Front hardpoints, so it must face its prey to bring them to bear. The Harrowing breaks the will of everything near, and as a Towering Daemon-Engine it cannot be Pinned and strides over low walls; its handling, its damage, and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

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KNIGHT ABOMINANT

VEHICLE

✖ 560 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	15	7+	3+	3+	4+	5+	2+	6+

LOCOMOTION Walker

HARDPOINTS

- ◆ Daemonbreath Weapon — Front arc (Crew)
- ◆ Twin Volkite Combustor — Front arc (Crew)
- ◆ Slaughter Gauntlet — Front arc (Crew)
- ◆ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Knight Abominant is a Dominus-class hull wholly given to the warp — a daemon-infested apex titan whose reactor houses a bound predator, a \$5c war-engine resolved through the Necromunda: Ash-Wastes vehicle rules. Fifteen Hull Points behind Sv 3+ ceramite (Toughness 9 front, 8 flank, 7 rear), its Daemon-Forge Field a 4+ arc-shield that flares and fails on one declared facing, and its Willpower burns almost unbreakable (2+) for the daemon that steers it. It advances at a Walker's Movement 6", the daemonbreath weapon and the twin volkite combustor scouring the field while the slaughter gauntlet and titanic foot tear apart anything that reaches it — all fixed Front hardpoints, so it fights facing its prey. The Harrowing is a physical dread around it, and as a Towering Daemon-Engine it cannot be Pinned, strides over low walls, and unleashes daemoniac death-throes when finally slain; its handling, damage, and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

KNIGHT TYRANT

VEHICLE

✖ 560 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	15	7+	3+	3+	4+	5+	3+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Twin Volkite Combustor — Front arc (Crew)
- ♦ Ectoplasma Decimator — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Knight Tyrant is a Dominus-class gunline titan — an apex hull that anchors the household and rains fire across the field, a \$5c war-engine resolved through the Necromunda: Ash-Wastes vehicle rules. Fifteen Hull Points ride behind Sv 3+ ceramite of a scale few things in the ash wastes can crack (Toughness 9 to the front, 8 flank, 7 rear), and its Daemon-Forge Field is the surest of the household — a 4+ arc-shield that flares and fails on one declared facing. It grinds forward at a ponderous Walker’s Movement 6”, the twin volkite combustor and the ectoplasma decimator obliterating targets at range while the titanic foot deals with anything mad enough to close — all fixed Front hardpoints, so the gunline fights facing forward. The Harrowing breaks the nerve of the foe, and as a Towering Daemon-Engine it cannot be Pinned and steps over low walls; its handling, damage, and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

QUESTORIS CHAOS KNIGHT

VEHICLE

✖ 560 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	10	6+	3+	3+	6+	6+	4+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Rapid Fire Battle Cannon — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Questoris Chaos Knight is the line war-engine of the damned household — the workhorse titan behind the Nobles, a \$5c war-engine resolved through the Necromunda: Ash-Wastes vehicle rules. Ten Hull Points ride behind Sv 3+ ceramite, front-weighted (Toughness 8 to the face, thinner at flank and rear), the Daemon-Forge Field a 5+ arc-shield on one declared facing that flares and fails. It advances at a Walker's Movement 8", the rapid-fire battle cannon reaching out to crack armour while the titanic foot crushes whatever closes — both fixed Front hard-points, so it fights facing forward. The Harrowing gnaws at the enemy's nerve, and as a Towering Daemon-Engine it cannot be Pinned and strides over low walls; its handling, damage, and every Loss of Control are reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAR DOG KARNIVORE

VEHICLE

✖ 470 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	7	6	5	7	5+	4+	4+	6+	6+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Reaper Chaintalon — Front arc (Crew)
- ♦ Slaughterclaw — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The War Dog Karnivore is the household's light melee walker — a swift, savage lesser engine loosed ahead of the Nobles, a \$5c war-engine resolved through the Necromunda: Ash-Wastes vehicle rules. Seven Hull Points behind Sv 4+ armour, front-weighted to Toughness 7, its Daemon-Forge Field a 6+ arc-shield that flares and fails on one declared facing. It runs at a Walker's Movement 10" — fast for a titan — the reaper chaintalon and the slaughterclaw rending anything it catches and the titanic foot stamping the rest, all fixed Front hardpoints, so it hunts facing its prey. The Harrowing unnerves the foe it charges, and as a Towering Daemon-Engine it cannot be Pinned and vaults low walls; its handling, damage, and every Loss of Control are reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAR DOG STALKER

VEHICLE

✖ 395 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	7	6	5	7	5+	4+	4+	6+	6+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Havoc Multilaser — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The War Dog Stalker is the household's light ranged walker — the Karnivore's gun-armed litter-mate, ranging ahead to soften the foe, a \$5c war-engine resolved through the Necromunda: Ash-Wastes vehicle rules. Seven Hull Points behind Sv 4+ armour, front-weighted to Toughness 7, its Daemon-Forge Field a 6+ arc-shield that flares and fails on one declared facing. It moves at a Walker's Movement 10", the havoc multilaser hosing lighter targets from range while the titanic foot answers anything that closes the distance — both fixed Front hardpoints, so it must face what it shoots. The Harrowing frays the nerve of those it stalks, and as a Towering Daemon-Engine it cannot be Pinned and clears low walls; its handling, damage, and every Loss of Control are reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Dread Advance. Play at the start of a round, as facings are declared. Every war-engine in your gang declares the same facing this round; while they do, each treats its Daemon-Forge Field as one better against attacks from that arc — a wall of warp-fields presented as one.	PROACTIVE
12	Full Tilt. Play at the start of a War Dog's activation. It may make a full Move and still make a Stomp this turn, closing the ground at a dead run and crushing whatever it reaches.	PROACTIVE
13	For The Dark Gods. Play at the start of a round. Until the next round, every war-engine may re-roll a single failed Daemon-Forge Field save — though a natural 1 still collapses the field as ever, for even the gods' favour does not still the Fail.	REACTIVE
14	Feed The Machine. Play at the start of a round, before any fighter activates. One of your Helots may immediately perform a Profane Rites action on a war-engine within reach, tending the machine before the killing begins.	PRE-ROUND

15	The Scream Of The Damned. Play at the start of your turn. Every enemy fighter within 6" of a war-engine must immediately take a Nerve test against the Harrowing — the household loosing its dread all at once across the field.	PROACTIVE
16	Warp Surge. Play when your Dread Ascension reaches a new threshold. Its bracket effect applies immediately, without waiting for the round to turn — the household's rise surging ahead of itself.	REACTIVE
21	Crush The Line. Play at the start of a war-engine's activation. Its next Stomp this turn strikes every enemy fighter in base contact rather than one — the titan wading bodily through the line.	REACTIVE
22	Iron Descent. Play when a war-engine of yours would suffer a Flesh Wound. Ignore it for the rest of this battle — the daemon holding the ruined hull together by will alone, unwilling to let the engine falter.	REACTIVE
23	Terror Lengthens. Play at the start of your turn. Until your next turn, any enemy that fails a Nerve test against the Harrowing may not move toward a war-engine — the dread rooting them where they stand.	PROACTIVE
24	Cornered Beast. Play when a war-engine of yours is reduced to its last Wound. Until the start of your next turn it adds 1 to its Attacks and re-rolls failed Hits in melee — a dying titan is the most dangerous thing on the field.	REACTIVE
25	Sacrificial Weld. Play when a war-engine of yours loses its last Wound. A Helot within reach may be taken Out of Action to auto-succeed a Profane Rites, restoring the engine to a single Wound — the thrall spent to keep the machine walking.	REACTIVE
26	Warp Blink. Play when a war-engine is targeted by a shooting attack from outside its declared arc. Roll a D6; on a 5+ the warp shudders and the attack is treated as though it struck the declared facing, saved on the Field.	REACTIVE
31	Predator S Patience. Play at the start of a war-engine's activation if it did not move last turn. Its shooting attacks this turn re-roll failed Hits — the titan that holds still and waits strikes surest.	PROACTIVE
32	Damned Momentum. Play when a war-engine ends an enemy fighter in melee. It may immediately make a free Move of up to half its Movement toward the nearest remaining enemy — the household never stops advancing.	REACTIVE
33	Burning Wrath. Play when a war-engine of yours is taken Out of Action. Its daemonic death-throes trigger automatically, with no roll — the freed daemon's fury unleashed in full upon everything around the wreck.	REACTIVE
34	Unstoppable Stride. Play at the start of a war-engine's activation. It adds 2" to its Movement this turn and may not be interrupted by reactions as it moves — the stride of a Dread Household is not stopped.	PROACTIVE
35	Whipped Onward. Play at the start of a round, before activations. One of your thralls may immediately make a free Move — driven forward under the lash before the battle proper begins.	PRE-ROUND
36	The Furnace Roars. Play when a war-engine makes a shooting attack with a Daemonic weapon. That attack re-rolls a single failed Wound — the furnace-daemon hunting the kill through the barrel.	REACTIVE
41	Broken Will. Play when an enemy fighter fails a Nerve test against the Harrowing. That fighter also suffers –1 to Hit until the end of its next activation, its aim ruined by the terror of the thing before it.	REACTIVE

42	Reactor Overload. Play at the start of a war-engine's activation. Its shooting this turn gains 1 Strength, but at the end of the turn the engine loses a single Wound as the daemon-reactor is driven past its limit.	PROACTIVE
43	Dread Reprisal. Play when a war-engine of yours is struck from within its declared arc and its Daemon-Forge Field Flares. The lash-back strikes the attacker at S8, AP-3, D2 instead of its base profile — the daemon answering the insult with fury.	REACTIVE
44	Encircling Fear. Play at the start of your turn. Until your next turn, the Harrowing of every war-engine in your gang widens by 3" — the household's dread closing in around the enemy from every side.	PROACTIVE
45	Titan S Guard. Play when an enemy declares a charge against one of your thralls within 3" of a war-engine. That war-engine may make a free Stomp against the charging fighter before the charge resolves — the titan guarding its crew.	REACTIVE
46	Relentless. Play when a war-engine is knocked back or forced to give ground. It ignores the movement and holds its place — a titan does not surrender a step it has taken.	REACTIVE
51	Warp Fire Cascade. Play when a war-engine's Blast or Template weapon takes an enemy Out of Action. Resolve a single automatic hit at the same weapon's Strength against another enemy within 3" — the warp-fire leaping from body to body.	REACTIVE
52	Ascendant Fury. Play when your Dread Ascension advances a step. Until the end of the round, every war-engine in your gang adds 1 to its Attacks — the household surging as it climbs.	REACTIVE
53	Grinding Advance. Play when a war-engine makes a Move. It may move through a piece of terrain or a barricade in its path as though it were not there, grinding the obstacle to rubble underfoot.	REACTIVE
54	The Damned Do Not Break. Play when a fighter of your gang must take a Nerve or Bottle test. It automatically passes — the damned hold where lesser wills break and flee.	REACTIVE
55	Hunt The Fearless. Play when a war-engine targets an enemy fighter immune to the Harrowing or to fear. Until the end of the turn, that war-engine re-rolls failed Hits and Wounds against that fighter — the household turning its cruelty on the one foe its dread cannot reach.	REACTIVE
56	Profane Repair. Play when a war-engine's Daemon-Forge Field collapses on a Fail. A Helot within reach may immediately attempt a Profane Rites to re-raise it, snatching the field back before the next blow lands.	REACTIVE
61	Daemon Unleashed. Play when a war-engine of yours would be taken Out of Action. Roll a D6; on a 4+ the bound daemon refuses to let go and the engine fights on at a single Wound instead of falling.	REACTIVE
62	Field Of Ruin. Play at the start of a war-engine's activation. Its next shooting attack this turn ignores the target's cover — the warp-fire of a Dread Household spilling around every barricade the enemy hides behind.	PROACTIVE
63	Merciless Pursuit. Play when an enemy within a war-engine's reach breaks and flees. That war-engine may immediately make a free attack against it as it turns to run — no quarry escapes a Dread Household clean.	REACTIVE
64	The Long Scream. Play when a war-engine of yours is taken Out of Action. Every enemy within 6" of the wreck must immediately take a Nerve test against the Harrowing as the freed daemon screams into the dark.	REACTIVE

65	Warp Touched Aim. Play when a war-engine makes a shooting attack. It may re-roll a single failed Hit — the daemon in the reactor guiding the shot to its mark.	REACTIVE
66	Apotheosis. Play when a war-engine of yours takes an enemy fighter Out of Action. That war-engine advances your Dread Ascension by two steps instead of one — the kill hastening the household's rise toward daemonhood.	REACTIVE



ALLIANCES



THE FEARLESS FOE

ALLIANCE

WHO	the unbreakable enemy - Necrons, mindless Tyranids, Khornate berserkers, Plague Marines: any force immune to fear
MY ROLE	feud
TERMS	campaign-only standing feud: no pact is possible with a foe the Harrowing cannot touch; when the campaign pairs a Dread Household against a Fearless faction, the two never ally, share no map-level non-aggression, and every scenario between them is fought to the bitter end - the enemy walks into the engines unafraid, and the household hunts the one enemy its dread is wasted on

Some enemies the Harrowing cannot touch — Necrons, mindless Tyranids, Khornate berserkers, Plague Marines, any force immune to fear. No pact is possible with such a foe. Where a campaign pairs a Dread Household against a Fearless faction, the two never ally and share no map-level truce; every scenario between them is fought to the bitter end. The enemy walks into the engines unafraid, and the household hunts the one foe on whom its dread is wasted.

WHO	an allied Chaos force - a Heretic Astartes legion, a summoned daemon Host, or a renegade Dark Mechanicum cabal
FACTION	chaos-space-marines
MY ROLE	lend
PHASE GATE	opens once this House has reached the campaign's later phase (a Dread Household lends its engines only once the oaths of allegiance are sworn and the war has deepened)
TERMS	campaign-only: the Dread Households lend a single corrupted War Dog or Questoris Chaos Knight onward as a superheavy Brute requisition; no Chaos ally joins a Chaos Knights gang in a normal battle, and no war-engine is re-authored downstream - the body is inlined by reference from this House

A Dread Household is the heavy that other Chaos forces borrow. Once a campaign has deepened and the oaths of allegiance are sworn, an allied Chaos warband — a Heretic Astartes legion, a summoned daemon Host, or a renegade Dark Mechanicum cabal — may requisition a single corrupted War Dog or Questoris Chaos Knight from the household as a superheavy Brute ally. No Chaos ally joins the Dread Households in an ordinary battle in return; the household lends its engines onward, and the borrowed war-engine fights under the ally's banner exactly as it stands here.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Warps Due. The Dark Gods give nothing without taking first. Before the battle, the warp collects its due: roll a D3, and that many of your Iconoclast Helots are dragged screaming into the reactors and do not deploy. If you field no Helots, one of your war-engines instead begins the battle having already lost a single Wound to the daemon feeding within it. The lowest of the patron's answers is a bill, not a boon.	THE DARK GODS AND THE HOUSEHOLD'S DARK MECHANICUM (A DREAD HOUSEHOLD ANSWERS ONLY ITS OATHS AND THE POWERS IT FEEDS)
3	Scavenged Plating. The household's Dark Mechanicum bolts salvaged plate over the worst of the battle-scars. Choose one war-engine; for this battle, the first time it would lose a Wound, that Wound is ignored as the scavenged plating shears away instead. A small mercy, and a temporary one — the plate is gone the moment it is struck.	THE DARK GODS AND THE HOUSEHOLD'S DARK MECHANICUM (A DREAD HOUSEHOLD ANSWERS ONLY ITS OATHS AND THE POWERS IT FEEDS)

4	The Mechanicums Hand. A renegade tech-priest walks with the household this battle, tending the engines with a steadier hand than any whipped thrall. Once during the game, one war-engine may make a Profane Rites as though a Helot stood beside it — auto-successful, with no thrall risked and no roll — the Mechanicum's hand doing what fear-driven crew cannot.	THE DARK GODS AND THE HOUSEHOLD'S DARK MECHANICUM (A DREAD HOUSEHOLD ANSWERS ONLY ITS OATHS AND THE POWERS IT FEEDS)
5	Whispered Coordinates. The warp whispers the enemy's positions before the guns speak. At the start of the first round, choose one enemy fighter; until it activates, every war-engine that can draw the target into its declared arc may re-roll a single failed Hit against it. The Dark Gods point, and the titans oblige.	THE DARK GODS AND THE HOUSEHOLD'S DARK MECHANICUM (A DREAD HOUSEHOLD ANSWERS ONLY ITS OATHS AND THE POWERS IT FEEDS)
7	Gift Of Ruin. The Dark Gods lend an edge of pure spite. Choose one war-engine; for this battle its melee attacks gain the Rending trait, or improve their Rending if they already carry it. A gift given freely — for now the household owes only its continued ruin.	THE DARK GODS AND THE HOUSEHOLD'S DARK MECHANICUM (A DREAD HOUSEHOLD ANSWERS ONLY ITS OATHS AND THE POWERS IT FEEDS)
9	The Furnace Fed. The furnace-daemons stir early, hungry before a single kill. Your Dread Ascension begins this battle at step 1 rather than 0, the household already one pace further down the path to damnation. The gods feed the fire, and ask only that you let it spread.	THE DARK GODS AND THE HOUSEHOLD'S DARK MECHANICUM (A DREAD HOUSEHOLD ANSWERS ONLY ITS OATHS AND THE POWERS IT FEEDS)
11	Ascendant Blessing. The Dark Gods mark the household for glory this day. For the whole battle, each war-engine's Daemon-Forge Field Flares on a natural 5 or 6 rather than only a 6 — the daemons in the fields lashing out at nearly every strike. The blessing does not still the Fail; the field still collapses on a natural 1, for even the gods' favour is a wager.	THE DARK GODS AND THE HOUSEHOLD'S DARK MECHANICUM (A DREAD HOUSEHOLD ANSWERS ONLY ITS OATHS AND THE POWERS IT FEEDS)

12

A Titan Woken. The greatest answer of all: the Dark Mechanicum wakes a slumbering hull in time for the war. For this battle only, add a single War Dog to your gang without paying its credits, deployed alongside the household — a daemon-haunted engine roused from its shrine to walk one more time. When the battle ends it returns to its long sleep.

THE DARK GODS
AND THE
HOUSEHOLD'S
DARK
MECHANICUM (A
DREAD
HOUSEHOLD
ANSWERS ONLY
ITS OATHS AND
THE POWERS IT
FEEDS)

SUB-PLOTS

THE DAEMON ASCENDANT

SUB-PLOT

Reward: one war-engine may permanently become a daemon-engine: for the rest of the campaign it gains +1 Attack and its daemonic death-throes trigger on a 4+, but its pilot is consumed - the engine can no longer carry the Icon of the Damned, benefit from any Leadership aura, or be steadied against fear by the household

Should your gang reach Dread Ascension step 7 in a battle, a threshold of damnation is crossed. Afterward, one of your war-engines may permanently become a daemon-engine: for the rest of the campaign it gains +1 Attack and its daemonic death-throes trigger on a 4+. But the pilot is consumed in the ascension — that engine can no longer carry the Icon of the Damned, benefit from any Leadership aura, or be steadied against fear by the household. The daemon has taken the man, and answers only to itself.

THE LONG FALL

SUB-PLOT

Reward: the household descends: from the next battle the gang begins each game with its Dread Ascension at step 1, but until the lost hull is recovered across a campaign-cycle it fields one fewer war-engine than its credits would otherwise allow - attrition it cannot afford, traded for a corruption it cannot stop

When a war-engine of your gang is taken Out of Action and its hull lost outright — not merely wounded — the household descends. From the next battle your gang begins each game with its Dread Ascension already at step 1; but until the lost hull is recovered across a campaign-cycle, you field one fewer war-engine than your credits would otherwise allow. Attrition you cannot afford, traded for a corruption you cannot stop.

LEGENDARY NAMES

✧ THE HEADSMAN

DOMINUS-CLASS RELIC

XP cost (random): 14

XP cost (chosen): 24

A fully-fallen daemon-engine — an Abominant that long ago devoured the Noble who piloted it and answers now to nothing but the thing in its reactor. It ignores its own Harrowing entirely, never tests Nerve for any reason, and its daemonic death-throes trigger on a 4+ regardless of the situation — a daemon wearing a war-engine, unbound and unafraid. But it has no pilot to steady it: the Headsman recovers no Wounds by any means once battle is joined, cannot be tended by the Profane Rites, and draws no comfort from any Leadership or Icon aura. The daemon answers to nothing, not even its own household.

✧ THE ICONOCLAST OF THE BROKEN SPIRE

NOBLE PILOT

XP cost (random): 12

XP cost (chosen): 20

A Noble whose corruption runs recklessly deep — its Daemon-Forge Field Flares on a natural 5 or 6, not only a 6, the field biting the hand that strikes it nearly twice as often. Yet the same abandon cuts both ways: its field Fails on a natural 1 or 2, not only a 1, the daemon's attention wandering more readily than any other's, so the shield collapses on its own far more often. A pilot who has given more to the warp than most, and is betrayed by that same die as readily as it is served.

✧ THE LORD OF ASHES

NOBLE PILOT

XP cost (random): 12

XP cost (chosen): 20

A named scion whose reputation precedes its war-engine onto the field — while its titan stands, the household's Harrowing widens by 3", the shadow of a name the enemy already fears lengthening across the ground. But dread cuts both ways: any gang that has faced the Lord of Ashes before knows exactly which titan to drown, and once per battle may direct all of one fighter's attacks at its war-engine as a free Focus. The name that terrifies is also the name they aim for.

☠ TERRAIN

⌘ THE DEFILED FORGE SHRINE

TERRAIN

A warp-shrine of the household — a defiled forge-temple where the Dark Mechanicum wake the war-engines, thick with daemon-incense and half-living machinery. A war-engine that ends its activation within 3" of the shrine, and is not in melee, performs a free, auto-successful Profane Rites — restoring D3 lost Wounds or re-raising a collapsed field, with no Helot risked. Each war-engine may draw on the shrine only once per game, and it cannot mend a war-engine already taken Out of Action.

⌘ THE RUBBLE FIELD

TERRAIN

A broken expanse of shattered ferrocrete and toppled spires — ground a titan's stride cannot cross clean. A war-engine that moves into or through the Rubble-Field must pivot to cross it and loses its declared Daemon-Forge Field arc until it re-declares at the start of its next round, fighting on only its fixed hull save in the meantime. Infantry and other non-war-engine fighters ignore the Rubble-Field entirely.

THE DAMNED ADVANCE

SCENARIO

ATTACKER	the Chaos Knights - 2 to 4 damned war-engines advancing behind the Harrowing
DEFENDER	a numerically superior war-host holding the ground and its objectives
DEPLOY	the war-engines deploy along one board edge; the defender deploys in depth with its full model count, objectives spread wide across the table
OBJECTIVE	the war-engines must break the defending line and hold the central ground; the defender must survive the advance and out-hold the giants it cannot be everywhere to stop
VICTORY	the Chaos Knights win by controlling the central ground with at least one war-engine at game end; the defender wins by denying it, or by taking every war-engine Out of Action
REWARDS	a Chaos Knights win drives the household one step deeper into the world and advances the control-track toward them; a defender win holds the line and shifts the marker back
CONTROL TRACK	a decisive Chaos Knights advance pushes the control-track marker one step toward the Dread Households; a marginal hold leaves it unchanged; a defender victory pushes it one step the other way - the household's slow descent into a world standing in for the war for it

A Dread Household drives forward against a foe that outnumbers it — two to four titans advancing behind the Harrowing to break a defending line that cannot be everywhere at once.

ATTACKER

The Chaos Knights: two to four damned war-engines and any thralls, advancing behind the Harrowing.

DEFENDER

A numerically superior war-host holding the ground and its objectives.

DEPLOYMENT

The war-engines deploy along one board edge. The defender deploys in depth at its full model count, its objectives spread wide across the table.

THE ADVANCE

The war-engines must break the defending line and seize the central ground. The defender must survive the advance and out-hold the giants it cannot be everywhere to stop.

ENDING THE BATTLE

The battle ends when one side is broken, or when a war-engine holds the centre uncontested at the close of a round.

VICTORY

The Chaos Knights win by controlling the central ground with at least one war-engine at game's end. The defender wins by denying it, or by taking every war-engine Out of Action.

REWARDS

A decisive Chaos Knights advance pushes the control-track one step toward the Dread Households; a marginal hold leaves it unchanged; a defender victory pushes it one step the other way — the household's slow descent into a world that stands in for the war fought over it.

ATTACKER	the enemy war-host, seeking to bring down a lone or paired Chaos Knights force
DEFENDER	the Chaos Knights - one or two war-engines that must simply survive
DEPLOY	the war-engines deploy at the centre; the attacker deploys around every board edge at its full model count, with the freedom to approach from any facing
OBJECTIVE	the attacker must take every war-engine Out of Action by out-activating them, swarming multiple facings, and pouring fire into each declared arc until the Daemon-Forge Field Fails on its own; the Chaos Knights must keep a war-engine alive to the end
VICTORY	the attacker wins by destroying every war-engine; the Chaos Knights win by keeping at least one war-engine on the table at game end
REWARDS	an attacker win husks the household's advance and pushes the control-track away from the Dread Households; a Chaos Knights survival holds the marker and proves the giants cannot simply be drowned
CONTROL TRACK	an attacker victory pushes the control-track one step away from the Dread Households; a Chaos Knights survival leaves it unchanged - the named counter made a mission, the surround-and-wait that is easier here than against the loyal Knights

The named counter made a mission: surround one or two Chaos Knights war-engines and simply weather the unstable field until it fails on its own.

ATTACKER

The enemy war-host, seeking to bring down a lone or paired Chaos Knights force.

DEFENDER

The Chaos Knights: one or two war-engines that must simply survive.

DEPLOYMENT

The war-engines deploy at the centre. The attacker deploys around every board edge at its full model count, free to approach from any facing.

THE SURROUND

The attacker must take every war-engine Out of Action — out-activating them, swarming multiple facings at once, and pouring fire into each declared arc until the Daemon-Forge Field Fails on its own and the titan stands naked. The Chaos Knights must keep a war-engine alive to the end.

ENDING THE BATTLE

The battle ends when the last war-engine is taken Out of Action, or when the final round closes with one still standing.

VICTORY

The attacker wins by destroying every war-engine. The Chaos Knights win by keeping at least one war-engine on the table at game's end.

REWARDS

An attacker victory pushes the control-track one step away from the Dread Households; a Chaos Knights survival leaves it unchanged and proves the giants cannot simply be drowned — the surround-and-wait that comes easier

here than against the loyal Knights.