

MACROMUNDA

IMPERIAL KNIGHTS

HOUSE BOOK

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F A C T I O N

IMPERIAL KNIGHTS

The handful of titans that out-fights the horde and loses the footrace - two to four plasteel war-engines, each obscenely durable, defended by the directional Ion Shield and patched by a thin human Sacristan crew, fighting by facing, arc-of-fire and the titanic stomp.

The Imperial Knights march to war as a banner of towering war-engines — two to four plasteel-and-adamantium titans, each a multi-Wound walker that strides over the battlefield and crushes rival soldiers underfoot. Where other forces field ranks of bodies, a Knight Household fields engines, and asks each one to be worth a whole warband.

Every war-engine is obscenely durable, wearing an armoured ceramite hull and shielded by the directional Ion Shield — an invulnerable field the pilot swings to cover a single arc each round. Beneath the striding legs runs a thin household crew of human Sacristans, who dart between the feet to weld a breached hull and re-raise a downed shield. The titans fight by facing, arc-of-fire and the titanic stomp: they win every exchange their declared shield can reach, and lose every footrace across the ground.

The Household is few, and each of its warriors is a cathedral that walks and kills — but a cathedral cannot stand in two places, and its shield faces only one way. Left to fight surrounded, out-marched and swarmed from the flank and rear, a war-engine is only its fixed hull against the flood, and even a titan of ten thousand years can finally be pulled down.

☠ FACTION SPECIAL RULES

⌘ TOWERING WAR-ENGINE

GANG RULE

The Ion Shield: 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 that originates from within that declared arc is saved on the engine's Ion value, an invulnerable field that ignores AP — a Questoris on 5+, a Dominus-class or command Knight on 4+, an Armiger on 6+. Attacks from any other facing meet no field at all, only the fixed ceramite hull.

The field faces one way, and that is the seam a determined enemy works: surround the war-engine, strike from the unshielded flank and rear, and the titan stands on its hull save alone against the flood. No token is spent and no pool is tracked — the pilot declares a facing and reads the angles the round will bring.

⌘ THE SACRISTAN CREW

GANG RULE

Sacristan Repair: the household Sacristans are not warriors but the lifeblood of the war-engines. When a Sacristan is within 2" of a friendly war-engine and spends its activation on a Repair (Double) action, it welds the hull to restore D3 lost Wounds, or re-raises a downed Ion Shield. A given war-engine may be repaired only once per round.

This is the Household's only means of mending a titan mid-battle, and it is a slow one — a single crew keeps one engine standing, never the whole lance. Against massed fire the Sacristans cannot weld a hull faster than it is breached; they buy a war-engine one more round of walking, not deliverance. The much-mended thralls scramble beneath the legs under fire to do even that.

Towering War-Engine: every war-engine carries the systems that come with a body of its scale.

Facing & Arc-of-Fire. A war-engine has a front, and its heavy guns fire only into that front arc; it pivots on the spot before it moves, and strides over intervening terrain and low walls as though they were not there — a titan does not climb.

Stomp. In close combat a war-engine may make a Stomp, a crushing foot at S+4, AP-2, Knockback against a fighter in base contact.

Unbowed. A war-engine cannot be Pinned, automatically passes any Nerve test caused by its own losses, and causes Terror in enemy fighters within 6".

Reactor death-throes. When a war-engine is taken Out of Action, roll a D6: on a 6 — a 4 or higher for a Dominus-class titan — its reactor goes critical, a Blast (large), S8, AP-2, D2 detonation centred on the wreck that strikes friend and foe alike. Even felling a titan draws blood from those who did it.

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
Las Cutter	-	E	-	-	6	-3	2	6+	Cutting Melee
Sacristan Salvaged Flamer	T	T	-	-	5	-1	1	5+	Blaze Template
Avenger Gatling Cannon	24	48	-	-	6	-2	2	6+	Arc (front) Rapid Fire(3)
Conflagration Cannon	T	T	-	-	7	-2	2	-	Blaze Dominus - scoped to Brute Template (large)
Heavy Stubber	18	36	-	-	4	-1	1	4+	Rapid Fire(2)
Ironstorm Missile Pod	24	48	-	-	5	-1	2	5+	Blast (large) Indirect
Plasma Decimator	30	60	-	-	9	-3	3	-	Arc Blast (large) Dominus - scoped to Brute Maelstrom
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
Thermal Spear	12	24	-	-	8	-4	3	6+	Arc (Armiger arm-mount) Melta
Twin Armiger Autocannon	24	48	-	-	6	-1	2	5+	Arc Rapid Fire(2)
Volcano Lance	36	72	-	-	12	-5	5	-	Arc Blast (large) Dominus - scoped to Brute Melta
Ion Gauntlet	-	E	-	-	+1	-	1	-	Melee Shield (reinforces the front-arc Ion Shield by +1)
Reaper Chain Cleaver	-	E	-	-	+4	-2	3	-	Melee Rending (Armiger)
Reaper Chainsword	-	E	-	-	+4	-3	3	-	Melee Rending Unwieldy (war-engine)

⚔ Thundercoil Harpoon	-	E	-	-	+6	-4	5	-	Dominus - scoped to Brute Melee	Drag (D6" pull)
⚔ Thunderstrike Gauntlet	-	E	-	-	+6	-3	4	-	Crush (Out-of-Action models hurled D6") Melee	Smash
⚔ Titanic Foot	-	E	-	-	+4	-2	2	-	Knockback (integral - every war-engine) 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	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.

⌘ 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

✧ ADAMANTINE WILL KNIGHTS SIGNATURE SET

ADAMANTINE WILL

When this war-engine would be taken Out of Action, roll a D6. On a 4 or higher it is not felled: instead it suffers a catastrophic damage result and fights on at its last Wound, taking a -1 modifier to Hit for the rest of the battle. The reactor screams and plating sloughs away, but the titan keeps walking and keeps killing until the wound finally closes over it.

✧ DEVASTATING SALVO KNIGHTS SIGNATURE SET

DEVASTATING SALVO

Once per round, when this war-engine shoots a Heavy weapon at a target within its declared arc, it may re-roll all failed Hit rolls, and any wound it inflicts ignores the target's cover. These are guns built to crack a battle-tank, turned instead on soldiers who have none — the macro-shell finds them wherever they crouch, and the ground they hid behind is no shelter at all.

✧ HONOUR OF THE HOUSEHOLD KNIGHTS SIGNATURE SET

HONOUR OF THE HOUSEHOLD

While the bearer carries the household banner — a Knight Preceptor or a Knight Seneschal — friendly fighters within 12" of it auto-pass every Nerve test, are immune to Terror, and may re-roll one failed Ion Shield save once per battle. The heraldry of a Household that has not broken in ten thousand years steadies the whole lance around it, engine and crew alike, so long as the banner still stands.

✧ ION BULWARK KNIGHTS SIGNATURE SET

ION BULWARK

This war-engine's Ion Shield improves by one against attacks from its declared facing — a Questoris field deepening from 5+ to 4+, a Dominus from 4+ to 3+. In addition, once per round the pilot may re-declare the shielded facing as a free action, pivoting the field to meet a new threat as it emerges. The arc remains a single arc: the flank and rear the field has turned away from stay open, and a fighter who reaches them strikes an unshielded hull.

✧ SACRISTAN BONDSMAN KNIGHTS SIGNATURE SET

SACRISTAN BONDSMAN

When a Sacristan is within 2" of a friendly war-engine and uses its activation on a Repair (Double) action, it restores D3 lost Wounds to the engine's hull, or re-raises a downed Ion Shield. A given war-engine may be repaired only once per round. The thin household crew keep a single titan standing under fire — enough to buy it another round of walking, never enough to out-mend the massed guns turned against the lance.

✧ THUNDEROUS STOMP KNIGHTS SIGNATURE SET

THUNDEROUS STOMP

When this war-engine makes a Stomp in close combat, the crushing foot strikes every enemy fighter in base contact rather than a single one, each hit resolved at the Stomp profile of S+4, AP-2, Knockback. Any non-vehicle fighter taken Out of Action by the stomp is crushed outright, and no recovery roll is taken for it. The ground shakes where the titan walks, and soldiers caught beneath the descending foot are simply gone.



IMPERIAL KNIGHTS • HOUSE DOSSIER

THE IMPERIAL KNIGHTS

A lance of two to four plasteel-and-adamantium war-engines, each an obscenely durable titan carrying the directional Ion Shield, grown one titan at a time on hard-won Reputation

The Imperial Knights are the handful of titans that out-fights the horde and loses the footrace. This House marches to war not as a gang of bodies but as a lance of two to four plasteel-and-adamantium war-engines, each a multi-Wound walker that strides over the battlefield and crushes rivals underfoot.

Every engine is obscenely durable and defended by the Ion Shield — a directional field for which the pilot declares one facing at a time, so the open flank and rear stay a seam a foe can exploit. A thin human crew of Sacristans scrambles beneath the legs to weld a torn hull and re-raise a downed shield, the household's only healing and never quick enough to save them all. Fighting by facing, arc-of-fire and the crushing stomp is the whole of what a Knight is — a way of war no other House brings to the field.

A Knight household grows one titan at a time, only on hard-won Reputation, and it is the single source from which the wider Imperium requisitions a war-engine when the war is worth marching for.

◉ 🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	1

BUILD RULES

- ♦ exactly 1 Leader (Knight Preceptor)
- ♦ 0-1 Champion (Knight Seneschal)
- ♦ Questoris Knights / Armigers the war-engine bulk
- ♦ Sacristan Engineers 0-3 + Bondsman Squires 0-2 (the thin human crew)
- ♦ 0-1 \$5c super-heavy Vehicle (a Dominus-class Castellan or Valiant, reckoned through the Ash-Wastes vehicle rules — \$Vehicles; taking one means fielding little else)
- ♦ backbone rule: at least one war-engine beyond the Leader OR a Dominus - the gang is never only Leader-and-crew, and never all human crew
- ♦ slot growth: the second Questoris / the Armiger pair / the Dominus / extra Sacristan slots unlock with Reputation (the household marches one war-engine at a time)
- ♦ no per-fighter currency tithe - the Ion Shield and the Sacristan repair are inherent systems, costing no credits and drawing on no pool

A starting Knights household is built from 1500 credits and fields exactly one Leader — a Knight Preceptor — and at most one Champion, the Knight Seneschal. The war-engine bulk is made of Questoris Knights and the lighter Armigers, joined by a thin human crew: no more than three Sacristan Engineers and no more than two Bondsman Squires.

At most one Dominus-class super-heavy \$5c war-engine — a Castellan or Valiant, reckoned through the Ash-Wastes vehicle rules (\$Vehicles) rather than the old Brute grid — may be taken, and fielding one leaves room for little else. The household is never only its Leader and crew: a starting gang must include at least one further war-engine beyond the Preceptor, or a single Dominus in its place — the Sacristans are auxiliary, and the titans are the gang. The Ion Shield and the Sacristan repair are inherent systems, free of any credit cost or pool. A household grows its second engine, its Armiger pair or its Dominus one at a time as Reputation is won.



GANG RULES

✂ HONOUR OF THE HOUSEHOLD

GANG RULE

Honour of the Household is the heraldry a lance rallies on — the banner of a household that has not broken in ten thousand years, borne by the Knight Preceptor or the Knight Seneschal.

While a friendly fighter is within 12" of the banner-bearer, it stands under the household's oath. Such fighters — the war-engines of the lance and their Sacristan crew alike — automatically pass Nerve tests and are immune to the Terror that war-engines and monsters cause. Once per battle, a fighter within the aura may re-roll a single failed Ion Shield save, the banner turning aside a blow that should have told.

The aura reaches only 12", and it moves with the bearer. A foe that isolates an engine beyond the banner's reach, or cuts the bearer down, strips the lance of the discipline that holds it together — and a household that loses its standard fights the rest of the battle alone.

FIGHTERS

SACRISTAN ENGINEER

GANGER

✖ 65 CREDITS

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

SAVE 5+

SPECIAL RULES the Sacristan crew (*crew*) SEE SPECIAL RULES

Typed Effects

- heal

PRIMARY

Agility

Cunning

Savant

SECONDARY

Brawn

Shooting

Knights Signature

STARTING GEAR Sacristan Bionics

FREE SKILL —

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

Servitor Laspistol 10 credits

SPECIAL

Las Cutter 25 credits

✦ *Sacristan Salvaged Flamer* 35 credits

A heavy-flamer nozzle salvaged from a wrecked Armiger's secondary hard-point and lashed to a Sacristan backpack rig (Codex: Imperial Knights — Armiger heavy flamer secondary); kitbash onto a Sacristan Engineer. Priced above the Sacristan's cheapest stock special (las-cutter 25).

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Melta Bomb 60 credits

PERSONAL

Sacristan Bionics

included

STATUS

Servo Skull 30 credits

The household tech-thrall — a much-mended human artisan who darts beneath the war-engines' legs to weld a torn hull whole and haul a downed shield back up. The Sacristan Engineer is no warrior: S3, T3, a single Wound and a 5+ save, the frailest body in the household.

Its worth is the Bondsman repair action. Working within 2" of a war-engine, a Sacristan can restore lost Wounds to the hull or re-raise a downed Ion Shield — the lance's only healing, and never fast enough to keep every engine standing at once. It carries a las-cutter that doubles as an anti-armour torch and a servitor laspistol for its own defence, with a melta bomb for sabotage when its buy-list allows.

Cheap and fragile, the Sacristan keeps a single titan on its feet, not the whole lance. Cut the crew down and the household's engines stop rising again.

BONDSMAN SQUIRE

JUVE

× 40 CREDITS

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

SAVE 6+

PRIMARY

Agility

Cunning

SECONDARY

Combat

Savant

Shooting

Knights Signature

FREE SKILL

—

EQUIPMENT LIST

PISTOL

Autopistol

10 credits

GRENADE

Frag Grenade

30 credits

Krak Grenade

45 credits

The cheap aspirant body — a household bondsman not yet trusted with a war-engine, sent ahead on foot to run the ground the titans are too few to reach. The Bondsman Squire is the lightest body in the household: S3, T3, a single Wound and a 6+ save, armed only with an autopistol.

It carries no war-engine, no shield and no special rule — its value is in its legs. Where two to four titans cannot be everywhere, the Squire runs objectives, scouts the approach, and screens the crew while the lance grinds forward. Frag and krak grenades let it trouble a heavier target it could never hope to fight in the open.

The Squire is spent freely and replaced cheaply, the one body in the household that can be. It runs where the giants cannot go and holds what they cannot reach.

VEHICLES

ARMIGER HELVERIN

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+	5+	5+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Twin Armiger Autocannon — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Armiger Helverin is the household's light ranged war-engine — the Warglaive'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 Ion Shield a 6+ arc-invulnerable field on one declared facing each round. It moves at a Walker's Movement 10", the twin armiger autocannon raking targets from range while the titanic foot answers anything that closes the distance — both fixed Front hardpoints, so it must face what it shoots. Its Terror frays the nerve of the foe it ranges upon, and as a Towering War-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).

ARMIGER WARGLAIVE

VEHICLE

✖ 500 CREDITS

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

LOCOMOTION Walker

HARDPOINTS

- ♦ Reaper Chain Cleaver — Front arc (Crew)
- ♦ Thermal Spear — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Armiger Warglaive is the household's light melee war-engine — a swift lesser knight 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 Ion Shield a 6+ arc-invulnerable field on one declared facing each round. It runs at a Walker's Movement 10" — fast for a titan — the reaper chain-cleaver rending anything it catches and the thermal spear cracking armour at close range, with the titanic foot to stamp the rest; all fixed Front hard-points, so it hunts facing its prey. Its Terror unnerves the foe it charges, and as a Towering War-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.

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KNIGHT CASTELLAN

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+	4+	4+	5+

LOCOMOTION Walker

HARDPOINTS

- ♦ Volcano Lance — Front arc (Crew)
- ♦ Plasma Decimator — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Knight Castellan 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), its Ion Shield the surest of the household — a 4+ arc-invulnerable field on one declared facing each round. It grinds forward at a ponderous Walker's Movement 6", the volcano lance and the plasma 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. Its Terror breaks the nerve of the foe, and as a Towering War-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).

KNIGHT PRECEPTOR

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+	4+	4+	5+

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 Knight Preceptor is the lance commander — a veteran Noble who leads the household to war, 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 Sv 3+ ceramite, front-weighted to Toughness 8, and its Ion Shield holds one declared facing behind a 4+ arc-invulnerable field each round. It strides forward at a Walker's Movement 8", the thermal cannon melting armour at close range while the reaper chainsword and titanic foot break anything that closes — all fixed Front hardpoints, so it must face its prey to bring them to bear. Its Terror unmans the foe that stands before it, and as a Towering War-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 the Brute chassis it left behind.

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KNIGHT SENESCHAL

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+	4+	4+	4+	5+

LOCOMOTION Walker

HARDPOINTS

- ♦ Avenger Gatling Cannon — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Knight Seneschal is the household's sworn bannerman — a senior Noble who fights at the Preceptor's flank, standing 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 Ion Shield a 5+ arc-invulnerable field on one declared facing each round. The avenger gatling cannon scours a firing lane of everything short of 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. Its Terror breaks the nerve of the foe, and as a Towering War-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).

KNIGHT VALIANT

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+	4+	4+	5+

LOCOMOTION Walker

HARDPOINTS

- ♦ Conflagration Cannon — Front arc (Crew)
- ♦ Thundercoil Harpoon — Front arc (Crew)
- ♦ Titanic Foot — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Knight Valiant is a Dominus-class close-range titan — an apex hull built to walk into the enemy's teeth and burn them out, 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 Ion Shield a 4+ arc-invulnerable field on one declared facing each round. It advances at a ponderous Walker's Movement 6", the conflagration cannon drowning everything ahead in flame while the thundercoil harpoon drags down and impales whatever tries to flee, and the titanic foot crushes the rest — all fixed Front hardpoints, so it fights facing its prey. Its Terror unmans the foe it bears down upon, and as a Towering War-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 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+	5+	4+	5+

LOCOMOTION Walker

HARDPOINTS

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

SPECIAL RULES

- ♦ 0-1 per gang

The Questoris Knight is the line war-engine of the 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), its Ion Shield a 5+ arc-invulnerable field on one declared facing each round. 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 hardpoints, so it fights facing forward. Its Terror shakes the enemy's resolve, and as a Towering War-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).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Shields To The Fore. <i>Shields to the Fore.</i> Play this at the start of your turn. Every war-engine in your gang declares the same Ion Shield facing this round, presenting a single unbroken wall of fields toward one quarter of the battlefield. Nothing gets through the front the lance chooses — but the flanks and rear it turns away from lie wide open to a foe quick enough to reach them.	YOUR TURN
12	Full Tilt. <i>Full Tilt.</i> Play this at the start of your turn. Choose one Armiger war-engine in your gang; this turn it may make a full Move at its highest speed and still make a Stomp close-combat action in the same activation, its long stride carrying it into the enemy line without slowing to strike. A squire-walker at full tilt is a battering ram with a foot — and the flood cannot out-run it the way it out-runs the greater titans.	YOUR TURN
13	For The Household. <i>For the Household!</i> Play this at any time. For the remainder of the round, every war-engine in your gang may re-roll a failed Ion Shield save. The oath is spoken aloud and the whole lance answers it — for one round of fire, the fields of the Household do not fail.	ANY

14	Sacristan Triage. <i>Sacristan Triage.</i> Play this at the start of the round, before any fighter is activated. One Sacristan in your gang may immediately make its Bondsman repair on a war-engine within reach, welding the hull or re-raising a downed shield before the fighting begins. Triage first, then war.	START OF ROUND
15	Honour Unbroken. <i>Honour Unbroken.</i> Play this when one of your war-engines would be broken by a failed Nerve or Bottle test. It passes the test automatically and remains Standing and Active. A Household that has not broken in ten thousand years does not break today, and the sight of the titan holding steadies the crew around it.	WHEN A WAR-ENGINE WOULD BREAK
16	Pivot The Field. <i>Pivot the Field.</i> Play this as a reaction, when an enemy declares an attack against one of your war-engines from outside its declared arc. The pilot wrenches the field around: re-declare that engine's Ion Shield facing to cover the incoming attack before it is resolved. The seam a foe thought it had found closes in an instant — but the field still faces only one way, and the flank it leaves open is a new one.	REACTION
21	The Lance Advances. <i>The Lance Advances.</i> Play this at the start of your turn. Every war-engine in your gang may make a full Move this turn without losing the benefit of its declared Ion Shield arc — the whole lance rolling forward as one wall of guns and fields. The Household does not creep; it advances, and the ground it takes it does not give back.	YOUR TURN
22	Crushing Stride. <i>Crushing Stride.</i> Play this when one of your war-engines makes a charge. Any enemy fighter whose base the engine moves over during that charge suffers an automatic hit at its titanic foot's Strength before the engine even reaches its target. A war-engine does not go around what stands in its path; it walks through it.	CLOSE COMBAT
23	Reactor Overcharge. <i>Reactor Overcharge.</i> Play this at the start of your turn. Choose one war-engine; this turn it adds 3" to its Move and may re-roll a single failed Hit roll in each of its attacks, its reactor driven past its safe limits. But push the machine-spirit too hard: at the end of the turn, roll a D6, and on a 1 the engine suffers a single Wound as the reactor protests.	YOUR TURN
24	Macharian Fury. <i>Macharian Fury.</i> Play this when one of your war-engines is activated to shoot. Driven by the fury of a legendary conqueror, it may make a second Shoot action this activation against a target in its declared arc. The macro-guns speak twice, and whatever stood in the arc rarely survives the answer.	SHOOTING
25	Hold The Line. <i>Hold the Line.</i> Play this during the enemy turn. Choose one war-engine; until the start of your next turn, enemy fighters treat it as being in cover and it cannot be charged from within its own declared arc. The line holds where the titan stands, and the enemy learns not to come at it head-on.	ENEMY TURN
26	Terror Of Titans. <i>Terror of Titans.</i> Play this during the enemy turn, when an enemy fighter must take a test caused by the Terror your war-engines provoke. That fighter suffers a penalty to the test, cowering before the walking cathedrals of guns. Some enemies break not from wounds but from the simple, crushing fact of what is coming for them.	ENEMY TURN
31	Sacristans Scramble. <i>Sacristans' Scramble.</i> Play this at any time. Choose a Sacristan in your gang; it may immediately make a free Move of up to its full distance toward the nearest friendly war-engine, scrambling across the field to reach a wounded hull. The crew do not wait to be activated when a titan is bleeding.	ANY

32	The Errants Charge. <i>The Errant's Charge.</i> Play this when a war-engine armed with a Melta weapon shoots after moving toward its target this turn. That attack treats the target as within short range and may re-roll a failed wound, the Errant advancing into the very teeth of the enemy to make its furnace-shot tell. The anti-armour titan does its best work up close.	SHOOTING
33	Interlocking Arcs. <i>Interlocking Arcs.</i> Play this at the start of your turn. Choose two of your war-engines within 6" of one another; this round each may extend its declared Ion Shield arc to also cover the other's facing, so an attack shielded by one is shielded by both. Two titans set back to back leave far fewer seams for a swarm to find.	YOUR TURN
34	Walk The Wreck. <i>Walk the Wreck.</i> Play this when one of your war-engines is destroyed. Before it is removed, its reactor goes critical on any result — resolve its death-throes detonation centred on the wreck, striking friend and foe alike. Even in death, the titan takes a toll; the ground where a Knight falls is no safe place to stand.	WHEN A WAR-ENGINE IS DESTROYED
35	The Gallants Wrath. <i>The Gallant's Wrath.</i> Play this when a war-engine makes a close-combat attack with a melee weapon. It may make one additional Attack with that weapon, and any fighter it takes Out of Action is hurled D6" into its friends, as the Gallant tears through the enemy line in a frenzy of rending blades. Where it wades in, a formation comes apart.	CLOSE COMBAT
36	Unbowed. <i>Unbowed.</i> Play this at any time. Choose one war-engine; until the end of the round it ignores all to-Hit and to-Wound penalties from Flesh Wounds and damage, fighting at full strength however battered its hull. A Knight does not fight less well for being wounded — it fights harder, so long as it still stands.	ANY
41	Storm Of Fire. <i>Storm of Fire.</i> Play this when one of your war-engines shoots a weapon with the Rapid Fire trait into its declared arc. That weapon adds one to its number of shots for the attack, drowning everything ahead in a torrent of fire. The gun built to kill a tank, turned on a swarm and set to empty.	SHOOTING
42	The Anvil. <i>The Anvil.</i> Play this during the enemy turn. Choose one war-engine holding an objective; until your next turn it cannot be moved by any Knockback, Drag or similar effect, and enemy fighters in base contact with it may not leave combat. It is the anvil the enemy breaks upon — what closes with it, stays with it.	ENEMY TURN
43	Forge Blessed. <i>Forge-Blessed.</i> Play this at the start of the battle, before the first round. Choose one war-engine; the Sacristans have blessed and tuned its hull through the night, and once during the battle it may repair D3 lost Wounds as a free action without a Sacristan present. The machine-cult's work holds a while into the fighting.	START OF BATTLE
44	Relic Awakened. <i>Relic Awakened.</i> Play this at any time. Choose one war-engine; until the end of the round its weapons count as Master-crafted, letting it re-roll a single failed Hit roll with each, as the ancient machine-spirit stirs fully awake. The relic remembers what it was built to kill, and for a moment it fights as it did in the age of its forging.	ANY
45	The Long Watch. <i>The Long Watch.</i> Play this at the start of your turn. Choose one war-engine that takes no action this turn; at any point before your next turn, it may make a free Shoot action into its declared arc against an enemy that moves within range. A patient titan is a loaded gun — the enemy chooses when to die by stepping into the arc.	YOUR TURN
46	Squires Run. <i>Squires' Run.</i> Play this at the start of your turn. Every Armiger war-engine in your gang may add its highest speed to its Move this turn, the light walkers running full-out across the field. The squires do the work of numbers the great titans cannot — reaching the flank, the objective, the far edge before the enemy expects them.	YOUR TURN

51	Shatter The Charge. <i>Shatter the Charge.</i> Play this during the enemy turn, when an enemy fighter declares a charge against one of your war-engines. Before the charge is resolved, that engine may make a free Shoot or Stomp action against the charging fighter. A titan meets a charge with a wall of fire and a falling foot — many attackers never arrive.	ENEMY TURN
52	The Seneschals Command. <i>The Seneschal's Command.</i> Play this at any time while your Knight Seneschal is on the table. Choose one friendly war-engine within 12" of the Seneschal; it may immediately be activated out of sequence, taking its turn now at the bannerman's word. The second commander of the Household turns the lance's few activations into the right activations.	ANY
53	Arc Of Annihilation. <i>Arc of Annihilation.</i> Play this when one of your war-engines shoots a Heavy weapon into its declared arc. It may re-roll all failed Hit rolls for that attack, and any target it wounds gains no benefit from cover. For a single terrible moment, everything standing in the titan's arc is simply in the way of the gun.	SHOOTING
54	Dig In. <i>Dig In.</i> Play this at the start of your turn. Choose one war-engine that will not move this turn; until your next turn its declared Ion Shield arc improves by one, the engine planting itself and pouring all its power into the field. A titan that will not be moved is very hard to unmake from the front.	YOUR TURN
55	The Preceptors Banner. <i>The Preceptor's Banner.</i> Play this at any time while your Knight Preceptor is on the table. Until the end of the round, the reach of Honour of the Household around the Preceptor extends to 18", and friendlies within it may re-roll failed Nerve and Bottle tests. The banner raised high is a line the whole lance rallies behind.	ANY
56	Ancestral Machine Spirit. <i>Ancestral Machine-Spirit.</i> Play this when one of your war-engines is taken Out of Action. Its ancient machine-spirit refuses the dark: roll a D6, and on a 4+ the engine is instead left standing on a single Wound with a Flesh Wound, rather than removed. The relic has been struck down before and risen; it never learns to stay down.	WHEN OUT OF ACTION
61	Wall Of Plasteel. <i>Wall of Plasteel.</i> Play this at the start of your turn. Until your next turn, friendly Sacristans and Bondsman Squires within 2" of a war-engine count as being in full cover, sheltered behind the vast plasteel hulls. The titans are a moving fortress, and the frail crew live in its shadow.	YOUR TURN
62	Melta Doctrine. <i>Melta Doctrine.</i> Play this when one of your war-engines shoots a weapon with the Melta trait. For that attack, treat the target as within the weapon's short range whatever the true distance, unleashing the fusion beam at full killing power. The doctrine that turns every melta-shot into a tank-killer's coup.	SHOOTING
63	The Final Stand. <i>The Final Stand.</i> Play this when your gang is reduced to a single war-engine still standing. That engine, alone and unbowed, may re-roll all failed Hit rolls and all failed Ion Shield saves until the end of the battle. A Household is never more dangerous than in its last hour — one titan, every gun, and nothing left to lose.	WHEN REDUCED TO ONE WAR-ENGINE
64	Sacristan Sacrifice. <i>Sacristan Sacrifice.</i> Play this at any time, when one of your war-engines would lose Wounds from an attack. A Sacristan within 2" of that engine throws itself into the breach: remove the Sacristan as a casualty, and the war-engine ignores the lost Wounds entirely. The crew spend their lives to keep the titans standing — that is what the crew are for.	ANY
65	Crush Them Underfoot. <i>Crush Them Underfoot.</i> Play this when one of your war-engines makes a Stomp action. The Stomp strikes every enemy fighter in base contact rather than one, and any fighter it takes Out of Action is crushed outright, allowed no recovery roll. Where the titan sets its foot, the ground is made empty.	CLOSE COMBAT

66	The Household Eternal. <i>The Household Eternal.</i> Play this at any time. Until the end of the round, every war-engine in your gang counts its Ion Shield as covering two adjacent arcs, ignores all Terror and Nerve tests, and may re-roll a failed Ion Shield save. For one round the Household fights as it did in its founding age — unbreakable, unbowed, eternal — before the fields narrow again to a single arc apiece.	ANY
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ALLIANCES



NO TRUCE WITH THE TIDE

ALLIANCE

WHO	the swarms and tides that out-body a lance (Orks, Tyranids, Genestealer Cults, Guard blobs) - the natural predators of a two-to-four-model gang
FACTION	none
MY ROLE	feud
PHASE GATE	standing throughout the campaign - a Household has no truce to offer a flood and none to seek
TERMS	campaign-only map-level enmity: a swarm House sharing a world with the Knights seizes the initiative in scenarios against them (the out-activation counter made a map rule); no shared gang lists, no alliance possible with a tide

A Household has no truce to offer a flood, and none to seek. The Imperial Knights stand in permanent enmity with the swarms and tides that out-body a lance — the Ork mobs, the Tyranid broods, the Genestealer Cults, the massed Guard blobs — the natural predators of a gang two to four models strong.

There is no alliance to be made here and no shared banner: the tide exists to drown the giants, and the giants exist to hold against the tide. In campaign play, a swarm House sharing a world with the Knights seizes the initiative in scenarios fought against them, flooding activations the lance can never match. This enmity stands throughout the campaign — it is never bought off, and the Household never seeks to.

WHO	an allied Imperium war-host (an Astra Militarum regiment, an Inquisitor's retinue, an Adeptus Mechanicus maniple) that requisitions a single Knight war-engine as a superheavy Brute
FACTION	imperium
MY ROLE	lend
PHASE GATE	opens as the campaign deepens - a Household swears its oath and lends an engine only once the war is worth marching for
TERMS	campaign-only: the Household lends a single Questoris or Armiger war-engine as a superheavy Brute ally, inlined by reference and NEVER re-authored in the requisitioning House; no Imperium fighter joins a Knights gang in a normal battle, and this House consumes no retinue of its own

The war-engine, lent to the Imperium. This Household is the single source from which an allied Imperial war-host borrows a titan when the war is worth marching for.

An allied Imperium force — an Astra Militarum regiment, an Inquisitor's retinue, an Adeptus Mechanicus maniple — may requisition a single Questoris or Armiger war-engine from this Household as a superheavy Brute ally. The oath opens only as the campaign deepens: a Household swears its word and lends an engine only once the war has proven worth the march.

The terms are campaign-only. The lent war-engine is fielded by reference in the requisitioning force and is never re-authored there; no Imperium fighter joins a Knights gang in an ordinary battle, and this Household takes no retinue of its own. The Knights are the heavy that others borrow — never the borrower.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Grudging Consignment. <i>The lowest answer the oath compels.</i> The liege-lords spare only what they can least afford: before your next battle you may restock a single crew consumable already spent — one grenade or one melta charge — and nothing further. The oath is honoured to the letter and no further; a Household that calls on its patrons too often finds the consignment grudging and small.	THE HOUSEHOLD'S OATH-BOUND LIEGE-LORDS AND THE SACRISTAN ARTISANS OF ITS FORGE WORLD (A KNIGHT ANSWERS NO MERCENARY, ONLY THE OATH AND THE MACHINE-CULT THAT MAINTAINS ITS ENGINES)

4	The Armoury Answers. <i>The Forge World's armoury opens, a little.</i> The Sacristan artisans send up an arm-weapon or carapace mount from the Household's stores: before your next battle you may equip one war-engine with a weapon from its legal list at no cost, returned to the armoury when the battle ends. The engines are kept by the machine-cult, and now and then the machine-cult answers in kind.	THE HOUSEHOLD'S OATH-BOUND LIEGE-LORDS AND THE SACRISTAN ARTISANS OF ITS FORGE WORLD (A KNIGHT ANSWERS NO MERCENARY, ONLY THE OATH AND THE MACHINE-CULT THAT MAINTAINS ITS ENGINES)
5	A Field Resupply. <i>The supply-train reaches the front.</i> The Household's patrons send forward a field-resupply: before your next battle, restock every crew consumable your gang spent in its last — its grenades, its melta charges, its las-cutter cells — all made good at no cost. A lance that keeps its oath is kept fed in turn.	THE HOUSEHOLD'S OATH-BOUND LIEGE-LORDS AND THE SACRISTAN ARTISANS OF ITS FORGE WORLD (A KNIGHT ANSWERS NO MERCENARY, ONLY THE OATH AND THE MACHINE-CULT THAT MAINTAINS ITS ENGINES)
6	The Marshals Blessing. <i>The Sacristan-Marshal himself attends the muster.</i> The Household's chief artisan blesses your engines before battle: choose one war-engine; for the coming battle, you may re-roll the first Bondsman repair roll worked on that engine. The Marshal's hands are old and sure, and what he mends stays mended a while longer.	THE HOUSEHOLD'S OATH-BOUND LIEGE-LORDS AND THE SACRISTAN ARTISANS OF ITS FORGE WORLD (A KNIGHT ANSWERS NO MERCENARY, ONLY THE OATH AND THE MACHINE-CULT THAT MAINTAINS ITS ENGINES)

7	A Lent Squire. <i>A neighbouring Household lends a squire to the oath.</i> For your next battle only, an allied Armiger walker joins your lance as a temporary war-engine, fielded from this House's own roster and returned when the battle ends. It takes no permanent slot and earns no advancement — a borrowed blade, marching under your banner for one fight before it strides home.	THE HOUSEHOLD'S OATH-BOUND LIEGE-LORDS AND THE SACRISTAN ARTISANS OF ITS FORGE WORLD (A KNIGHT ANSWERS NO MERCENARY, ONLY THE OATH AND THE MACHINE-CULT THAT MAINTAINS ITS ENGINES)
8	A Fresh Core. <i>The Forge World consigns a fresh reactor core.</i> The Sacristan artisans send up a new machine-spirit core for a wounded engine: choose one war-engine on your roster that was crippled or taken Out of Action in your last battle, and shorten its recovery by one campaign-cycle. The oath binds both ways — the Household maintains the engines that keep the oath.	THE HOUSEHOLD'S OATH-BOUND LIEGE-LORDS AND THE SACRISTAN ARTISANS OF ITS FORGE WORLD (A KNIGHT ANSWERS NO MERCENARY, ONLY THE OATH AND THE MACHINE-CULT THAT MAINTAINS ITS ENGINES)
10	The Banner Consecrated. <i>The Household's standard is consecrated before the battle.</i> A priest of the machine-cult sanctifies the banner your Preceptor or Seneschal bears: for the coming battle, the reach of Honour of the Household extends to 18" rather than 12", and its faithful gain a second re-rolled Ion Shield save. A consecrated banner is a rallying-point no swarm easily breaks.	THE HOUSEHOLD'S OATH-BOUND LIEGE-LORDS AND THE SACRISTAN ARTISANS OF ITS FORGE WORLD (A KNIGHT ANSWERS NO MERCENARY, ONLY THE OATH AND THE MACHINE-CULT THAT MAINTAINS ITS ENGINES)

The Relic Walked. *The oldest engine in the Household is walked to war.* At the summit of the oath, the liege-lords release a relic hull from the ancestral hangar: for your next battle you may field a relic war-engine — its Ion Shield covering two adjacent arcs, its guns master-crafted — that has not broken in ten thousand years. When the battle ends it returns to the hangar, and the honour of having walked it remains with the Household.

THE
HOUSEHOLD'S
OATH-BOUND
LIEGE-LORDS
AND THE
SACRISTAN
ARTISANS OF
ITS FORGE
WORLD (A
KNIGHT
ANSWERS NO
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ONLY THE OATH
AND THE
MACHINE-CULT
THAT
MAINTAINS ITS
ENGINES)



SUB-PLOTS

✧ THE LONG MARCH

SUB-PLOT

Reward: the felled titan's hull enters a recovery-track that takes a full campaign-cycle of Sacristan labour to walk again; the Household gains no cheap replacement, but the hull may be recovered a cycle faster by winning a Salvage the Fallen scenario, and each war-engine walked back to war grants the gang a permanent Reputation mark - the march remembered

The Long March of the Household — a Knight gang does not recruit between battles; it marches one war-engine at a time. The sub-plot triggers whenever a war-engine of your gang is taken Out of Action and lost or crippled in a campaign battle.

The felled titan's hull enters a recovery-track, and a full campaign-cycle of Sacristan labour must pass before it strides to war again — there is no cheap replacement to be bought. But the march remembers its own: you may recover the hull a cycle faster by winning a Salvage the Fallen scenario, and every war-engine walked back into the lance earns your gang a permanent Reputation mark. It is attrition you cannot afford and cannot out-run — and the honour of enduring it anyway.

✧ THE OATHSWORN LANCE

SUB-PLOT

Reward: the Household earns an oath-bond with that ally: a permanent Reputation mark and, once per campaign, the right to call the allied force to reinforce a Knights battle in return - the one debt the Imperium is allowed to owe a Household that owes no one

The Oathsworn Lance — the one debt the Imperium is permitted to owe a Household that owes no one. The sub-plot triggers when your Household lends a war-engine to an allied Imperium force through the requisition, and that force wins the battle it was lent for.

In answer, the Household earns an oath-bond with that ally: a permanent Reputation mark, and — once per campaign — the right to call that allied force to reinforce a Knights battle of your own. A Household seeks no patrons and hires no swords, but an oath honoured in another's war is an oath that may be called upon in return.

LEGENDARY NAMES

✕ SIR HEKHTUR HIGH KING OF TERRYN

LEADER (KNIGHT PRECEPTOR) - THE HIGH KING TRADITION

XP cost (random): 12

XP cost (chosen): 25

Sir Hekhtur, High King of Terryn — the greatest of the lance commanders, a Noble whose war-engine has led Households to war since before living memory. A fighter who takes his name carries the presence of a king: his Ion Shield covers two adjacent arcs rather than one, and once each battle the whole lance may re-roll its failed Ion Shield saves for a single round, steadied by the High King at its heart.

But a High King does not hide. This fighter must always be deployed on the table in the opening zone and may never be held in reserve, and an enemy that takes him Out of Action claims a bonus Reputation reward for felling the crowned war-engine. Terryn's king leads from the front, or he does not lead at all.

✕ THE FORGOTTEN KNIGHT

WAR-ENGINE (QUESTORIS) - THE MASTERLESS CERASTUS RELIC TRADITION

XP cost (random): 12

XP cost (chosen): 25

The Forgotten Knight — a masterless Cerastus war-engine that strides to battle with no pilot at all, driven by an ancient machine-spirit that remembers a war ten thousand years gone. A war-engine given this name fights beyond fear: it ignores all Nerve, Bottle and Terror effects entirely, cannot be Pinned or broken, and its ancient hull carries two Wounds more than its kind — a relic that has not fallen since the age it was forged.

But the machine-spirit answers to no one. This war-engine can never benefit from Honour of the Household, from the Sacristan repair, or from any friendly aura or skill, and it declares its facing at random — roll a D4 at the start of each round — rather than by choice. It fights its own war, deaf to the Household that walks beside it.

✧ THE LADY OF GRIFFITH

CHAMPION (KNIGHT SENESCHAL) - THE SWORN BANNERMAN TRADITION

XP cost (random): 9

XP cost (chosen): 20

The Lady of Griffith — the sworn bannerman of legend, a Noble whose standard has held Households together through defeats that should have broken them. A Champion who takes her name steadies every engine around her: friendlies within her 12" Honour of the Household bubble also ignore the Terror caused by enemy war-engines and Brutes, and she may re-declare her own shielded facing one additional time each round, turning her field to meet each fresh threat.

But the Lady's oath forbids retreat. This fighter may never voluntarily move toward her own board edge, and should she be taken Out of Action the lance suffers -1 to its next Bottle test — the fall of the bannerman shaking the Household she held together.

☠ TERRAIN

✧ THE RUBBLE FIELD

TERRAIN

The Rubble-Field — a waste of shattered ferrocrete and broken hab-stacks, ground too broken for a titan to stride cleanly across.

A war-engine moving through the Rubble-Field must pivot to change its facing before it can move, and cannot re-declare its Ion Shield arc for free that round; it treats the field as difficult ground for the purpose of its stride. Infantry-scale fighters, by contrast, pick their way through it freely. It is the broken ground that lets a swarm slip around the very arc the titan cannot turn to meet — the surround made of terrain.

✧ THE SACRISTAN FORGE SHRINE

TERRAIN

The Sacristan Forge-Shrine — a household field-altar hung with relic tools and the machine-cant of the Household's artisans, a place where a wounded engine can be blessed and mended.

A war-engine that ends its activation within 3" of the Forge-Shrine, and is not engaged in melee, repairs a single lost Wound — no more than once per game for each engine. The Shrine cannot raise a war-engine already taken Out of Action, and only friendly Knights fighters draw on it. A Sacristan working within 3" of the shrine adds one to its Bondsman repair roll, the altar's relics guiding its hands.

SCENARIOS

✕ SALVAGE THE FALLEN

SCENARIO

ATTACKER	the Household, marching to recover the hull of a war-engine felled in a previous battle
DEFENDER	the enemy gang holding the wreck as salvage, prize, or bait
DEPLOY	the felled war-engine hull sits at the centre as a single objective; the Knights deploy along one board edge, the enemy around the wreck and the opposite edge
OBJECTIVE	the Knights must reach the hull with a Sacristan and hold it uncontested for two full rounds to begin recovery; the enemy must deny it or strip it for salvage
VICTORY	the Knights win by beginning recovery of the hull (and shorten its campaign recovery-track by one cycle); the enemy wins by holding the wreck to game end or destroying it outright
REWARDS	a Knights win recovers the fallen titan a campaign-cycle faster and advances the control-track toward the Household; an enemy win keeps the hull lost and may claim salvage credits
CONTROL TRACK	recovering the hull pushes the control-track one step toward the Household - the march reclaiming its own; losing it leaves the marker unmoved and the titan long in the wreck

A Household does not abandon its dead. When a war-engine falls, the lance marches back for the hull — and the enemy that holds it knows the giants are coming.

ATTACKER & DEFENDER The Imperial Knights gang is the attacker, marching to recover the hull of a war-engine felled in a previous battle. The enemy gang is the defender, holding the wreck as salvage, prize, or bait.

BATTLEFIELD The felled war-engine's hull sits at the centre of the table as a single objective, surrounded by the broken ground where it fell.

DEPLOYMENT The Knights deploy along one board edge. The defender deploys around the wreck and along the opposite edge.

OBJECTIVE The Knights must reach the hull with a Sacristan and hold it uncontested for two full rounds to begin recovery. The defender must deny the wreck or strip it for salvage.

ENDING THE BATTLE The battle ends when the Knights begin recovery of the hull, when the wreck is destroyed, or when one gang bottles out.

VICTORY The Knights win by beginning recovery of the hull. The defender wins by holding the wreck to game end or destroying it outright.

REWARDS A Knights victory recovers the fallen titan a full campaign-cycle faster and pushes the world's control-track one step toward the Household. A defender victory keeps the hull lost and may claim salvage credits.

TACTICS The Sacristan is both the key and the weakness: recovery cannot begin without a frail crewman standing over the wreck for two rounds. The Knights must escort him through the enemy's guns while the titans hold the ground he needs; the defender need only cut down one unarmoured man to keep the hull in the mud.

ATTACKER	the numerically superior war-host, seeking to swarm the lance from every facing at once
DEFENDER	the Imperial Knights gang - two to four war-engines that must hold ground they cannot all cover
DEPLOY	the Knights deploy in the centre in a tight cluster (facings interlocking); the attacker deploys around all four board edges and may field its full model count, entering from multiple directions
OBJECTIVE	the Knights must hold two or more central objectives to game end; the attacker must contest or seize them by flooding the arcs the war-engines leave open
VICTORY	the Knights win by controlling the objectives at game end with at least one war-engine standing; the attacker wins by controlling them, or by taking every war-engine Out of Action
REWARDS	a Knights hold advances the world's control-track toward the Household; an attacker win pushes the marker the other way and may cripple one war-engine into the campaign's recovery track
CONTROL TRACK	a decisive Knights hold pushes the control-track marker one step toward the Household; a marginal hold leaves it unchanged; an attacker seizure pushes it one step toward them - the war-engines' stand for the world made a single siege

The named counter to a Household made real: surround the giants. Two to four war-engines hold ground they cannot all cover while the enemy pours in from every side at once.

ATTACKER & DEFENDER The numerically superior war-host is the attacker, seeking to swarm the lance from every facing at once. The Imperial Knights gang is the defender — two to four war-engines that must hold ground they cannot all cover.

BATTLEFIELD Two or more objectives stand at the centre of the table, the ground the lance must hold.

DEPLOYMENT The Knights deploy in the centre in a tight cluster, their facings interlocking. The attacker deploys around all four board edges, may field its full model count, and enters from multiple directions.

OBJECTIVE The Knights must hold two or more of the central objectives to game end. The attacker must contest or seize them by flooding the arcs the war-engines leave open.

ENDING THE BATTLE The battle runs to its final round, or until one gang bottles out or every war-engine is taken Out of Action.

VICTORY The Knights win by controlling the objectives at game end with at least one war-engine still standing. The attacker wins by controlling them, or by taking every war-engine Out of Action.

REWARDS A decisive Knights hold pushes the world's control-track one step toward the Household; a marginal hold leaves it unchanged; an attacker seizure pushes it one step the other way and may cripple one war-engine into the campaign's recovery-track.

TACTICS This is the lance's defining test. Each engine's Ion Shield faces one way, and the attacker's whole plan is to strike the arcs it does not. The Knights must cluster so their fields overlap and their stomps and guns cover one another's open flanks; the attacker must out-activate them, split their fire, and pour attacks through the unshielded rear until even a titan falls.