

KNIGHT CRUSADE

KNIGHT CRUSADE ARMY LIST

"Tis my duty as a knight to sample as much peril as I can."

Sir Galahad, House Monte Pythonis

FORCES

The Knight Crusade Army List uses the datasheets below, the Imperial Navy datasheets from 5.3 and the Titan Legion datasheets from 5.4.

USING THE ARMY LIST

Knight Crusade formations come in three types: Knight Households, Support Households and Support Formations. Each Knight Household you include in the army allows you to field one Support Household and one Support Formation.

Knight Crusade armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

The army list includes the following information:

Formation: The name of the formation.

Units: The units that make up the formation.

Extras: A formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

SPECIAL RULES

BRAVERY

Knight Household and Support Household formations receive a +1 modifier to their action test when carrying out an engage action, and a +1 modifier to their rally test.

KNIGHT CRUSADE ARMY LIST

Knight Crusade armies have a strategy rating of 2. All formations have an initiative rating of 2+ but Knight Household and Support Household formations receive modifiers (see Bravery).

KNIGHT HOUSEHOLDS

FORMATION	UNITS	EXTRAS	COST
Knight Household	Three Knight Paladins	Add up to three Knight Paladins for +90 points each Replace any number of Knight Paladins with an equal number of Knight Errants for +10 points each Add one Seneschal character for +25 points or one Baron per army for +200 points	300 points

SUPPORT HOUSEHOLDS

(Up to one Support Household may be fielded per Knight Household.)

FORMATION	UNITS	EXTRAS	COST
0-1 Castigator Household	Three Knight Castigators	Add up to three Knight Castigators for +90 points each Add one Seneschal character for +25 points or one Baron per army for +200 points	300 points
Custodian Household	Any three of the following units: Knight Castellan, Knight Crusader	Add one Knight Castellan or Knight Crusader for +115 points Add one Seneschal character for +25 points	375 points
Lancer Household	Three Knight Lancers	Add up to three Knight Lancers for +90 points each Add one Seneschal character for +25 points or one Baron per army for +200 points	300 points

SUPPORT FORMATIONS

(Up to one Support Formation may be fielded per Knight Household.)

FORMATION	UNITS	EXTRAS	COST
Artillery Battery	Three Basilisks	None	250 points
Flak Battery	Three Hydras	None	150 points
Infantry Platoon	One Commander unit and eight Infantry units	Add up to four Infantry units for +25 points for two Add up to two Snipers for +25 points each Add one Commissar character for +25 points Add up to eight Chimera for +25 points each Add one Hydra for +50 points	200 points
Sentinel Squadron	Four Sentinels	None	125 points

IMPERIAL ALLY FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY AIRCRAFT

UNITS	COST
Two Marauder Bombers	250 points
Two Thunderbolt Fighters	150 points

TITAN LEGION BATTLEGROUPS

UNITS	COST
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points
One Warlord Class Titan	825 points

KNIGHT CRUSADE FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Fearless, Inspiring, Leader</i>
Seneschal	CH	n/a	n/a	n/a	n/a	-			<i>Commander, Leader</i>
Commander	INF	15cm	6+	5+	5+	Autocannon	45cm	AP5+/AT6+	<i>Commander</i>
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	<i>One unit in every two has an Autocannon.</i>
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	<i>Scout, Sniper</i>
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Scout, Walker</i>
Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+/AT4+	
							or 120cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Chimera	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Transport. May transport two infantry units without Jump Packs or Mounted.</i>
						Heavy Bolter	30cm	AP5+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Baron	WE	30cm	4+	4+	4+	Rapid Fire Battlecannon	75cm	2x AP4+/AT4+, FwA	<i>DC2, Fearless, Knight Shield, Reinforced Armour, Supreme Commander, Walker. Critical Hit Effect: The unit is destroyed. Armed with either a Power Gauntlet and Shock Lance, or a Power Lance.</i>
						0-1x Power Gauntlet	(bc)	Assault Weapons, EA(+1), TK	
						0-1x Power Lance	(15cm)	Small Arms, EA(+1), FS, MW	
						0-1x Shock Lance	(15cm)	Small Arms, EA(+1), FS	
Knight Castellan	WE	20cm	4+	5+	4+	Knight Quake Cannon	90cm	MW3+, FwA	<i>DC2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed.</i>
							or 90cm	2BP, FwA	
						Multi-barrelled Autocannon	45cm	3x AP5+/AT6+, FwA	
Knight Castigator	WE	30cm	5+	4+	5+	Castigator Bolt Cannon	30cm	4x AP5+/AT6+, FwA	<i>DC2, Knight Shield, Reinforced Armour, Scout, Walker. Critical Hit Effect: The unit is destroyed.</i>
							and (15cm)	Small Arms, EA(+1)	
						Tempest Warblade	(bc)	Assault Weapons, MW	
Knight Crusader	WE	20cm	4+	5+	4+	Knight Quake Cannon	90cm	MW3+, FwA	<i>DC2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed.</i>
							or 90cm	2BP, FwA	
						2x Lascannon	45cm	AT5+, FwA	
Knight Errant	WE	25cm	5+	4+	5+	Thermal Cannon	30cm	MW4+, FwA	<i>DC2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed.</i>
							and (15cm)	Small Arms, MW	
						Power Gauntlet	(bc)	Assault Weapons, EA(+1), TK	
						Shock Lance	(15cm)	Small Arms, EA(+1), FS	
Knight Lancer	WE	30cm	5+	5+	5+	Battlecannon	75cm	AP4+/AT4+, FwA	<i>DC2, Knight Shield, Reinforced Armour, Scout, Walker. Critical Hit Effect: The unit is destroyed.</i>
						Power Lance	(15cm)	Small Arms, EA(+1), FS, MW	
Knight Paladin	WE	25cm	5+	4+	5+	Battlecannon	75cm	AP4+/AT4+ FwA	<i>DC2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed.</i>
						Chainsword	(bc)	Assault Weapons, EA(+1), MW	
						Shock Lance	(15cm)	Small Arms, EA(+1), FS	

KNIGHT TECHNOLOGY

Knight Shield: Units with a Knight Shield may make a saving throw on a 4+ when they are hit instead of using their armour value. No modifiers ever apply to this saving throw and it is unaffected by macro-weapon, lance and titan killer hits. However, each point of damage from a titan killer hit must be saved separately. If the unit has reinforced armour as well then it is allowed to re-roll a failed save using its armour value unless the hit was a macro-weapon, lance or titan killer. Finally, none of these benefits apply to units in a crossfire or to hits from supporting fire.

Power Lance and Shock Lance: The Power Lance and Shock Lance may only be used if the unit's formation carried out an engage action.3000