

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower or Effect	Notes					
Knight Paladin	WE	25cm	5+	4+	4+	Knight Cannon	45cm	AP4+/AT4+	<i>DC1, Walker, Reinforced Armour, Knight Shield</i>					
						Heavy Chain Sword	(base contact)	MW, EA(+1)						
						Shock Lance	(base contact)	EA(+1)						
Knight Lancer	WE	30cm	5+	5+	5+	Knight Cannon	45cm	AP4+/AT4+	<i>DC1, Walker, Reinforced Armour, Knight Shield</i>					
						Power Lance	(15cm)	MW, EA(+1), First Strike						
						Shock Lance	(base contact)	EA(+1)						
Knight Errant	WE	25cm	5+	4+	4+	Thermal Cannon	15cm	MW 4+ and	<i>DC1, Walker, Reinforced Armour, Knight Shield</i>					
							(15cm)	MW						
						Shock Lance	(base contact)	EA(+1)						
						Power Gauntlet	(base contact)	TK(1), EA(+1)						
Seneschal	CH	-	-	-	-	-	-	-	<i>Inspiring, Commander</i>					
Knight Baron	WE	25cm	5+	3+	3+	Baron Cannon	45cm	2x AP4+/AT4+	<i>DC2, Walker, Reinforced Armour, Knight Shield, Inspiring, Supreme Commander</i> <i>Critical hit: Destroyed</i>					
						Power Lance OR	(15cm)	MW, EA(+1), First Strike						
						Power Gauntlet	(base contact)	TK(1), EA(+1)						
						Shock Lance	(base contact)	EA(+1)						
Knight Castellan or Knight Crusader	WE	15cm	4+	5+	4+	Castellan Autocannon	45cm	3x AP5+/AT6+	<i>DC1, Walker, Reinforced Armour, Knight Shield</i>					
						OR Crusader Lascannon	45cm	2x AT5+						
						plus any 1 of the following								
											Light Quake Cannon	75cm	2BP, MW	
											Laser Destroyers	75cm	2x AT2+, Sniper	
											Vulcan Megabolter	45cm	4x AP3+/AT5+	
					Vanquisher Cannons	75cm	2x AP4+/AT2+							
Knight Warden	WE	15cm	4+	5+	5+	Multilasers	30cm	2x AP5+/AT6+	<i>DC1, Walker, Reinforced Armour, Knight Shield</i>					
						Missile Launcher	60cm	1BP						
							OR 60cm	AP6+/AT5+/AA5+						
Armiger Sentinel	LV	25cm	6+	5+	5+	Multilaser	30cm	AP5+/AT6+	<i>Walker</i>					
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Walker, Scout</i>					
Ballista AA Gun	LV	0cm	-	-	6+	Secured Ballista Cannon	60cm	AP6+/AT5+/AA5+						
Trebuchet	LV	0cm	-	-	6+	Secured Frag Launcher	60cm	BP1, Indirect Fire						

SPECIAL RULE - Might of the Omnisiah

- It takes two Blast markers to suppress a Knight unit or kill a Knight unit in a broken formation (ignore any leftover Blast markers).
- Knight formations are only broken if they have two Blast markers per unit in the formation.
- Knight formations only count half their number of blast markers in assault resolution (rounding down - note that assault resolution will not receive +1 for having blast marker if the formation has 1 blast marker before rounding down). Halve the number of extra hits suffered by a Knight formation that loses an assault, rounding down in favour of the Knights.
- When a broken Knight formation rallies then it receives a number of Blast markers equal to the number of units, rather than half this number. Knight units with the Leader special ability remove 2 Blast markers instead of 1.

SPECIAL RULE - Knight Shield

The Knight Shield provides Knights with a 4+ saving throw that can be taken instead of the Knight's normal saving throw. This save may always be taken, even against TK or Macro-weapon attacks. The Knight is also allowed to re-roll its saving throw as per the Reinforced Armour rules unless hit by Lance, Macroweapon or TK attacks, but the re-roll must be made using the unit's armour save rather than the Knight Shield save.

A Knight may not use its shield against hits sustained in a Crossfire. Make a saving throw per damage inflicted by a Titan Killer weapon, e.g. a TK(3) weapon would require 3 saving throws to be made by the Knight.

Note that the Knight Shield save can be modified by the Sniper rule and that weapons with Disrupt will still cause a BM if they hit a Knight even if it makes its save.

SPECIAL RULE - Bravery

Knights are known for their gallantry and bravado in the face of the enemy. There's no better way to show this than by engaging their opponents in close range battle, especially if the odds are against them. Because of this Knight formations that are attempting to take an Engage action with a target formation which outnumbered them, they get +1 to their action test roll.

SPECIAL RULE - Shock Lances

A unit may only use its shock lances if it activates with an Engage action.

Knightworld armies have a Strategy rating of 3. All formations have an initiative rating of 2+, except Titan Allies which have an initiative rating of 1+.

Core Knight Formation (you may take any number of Core Knight formations)

Formation	Units	Cost
Knights	4 Knight units chosen from the following list in any combination: Paladins, Errants (Add a Seneschal character to a Paladin or an Errant unit) (May have any number of additional Paladins, Errants)	300 points (+0 points) (+75 points each)
0-1 Baron	Add 1 Baron unit to a Knights formation (the Baron is equipped with either a Power Lance or a Power Gauntlet)	(+ 200 points)

Support Knight Formations (You may take one Support Knight Formation per Core Formation)

Lancers	2 Knight Lancers (Add 1 additional Knight Lancer) (Add up to 1 Seneschal character to the Lancers formation)	150 points (+75 points) (+25 points)
Custodians	2 Knights Crusader or Knights Castellan in any combination (each must carry one weapon picked from options below) Equip a Custodian with either a Vulcan Megabolter or Laser Destroyers Equip a Custodian with Vanquisher Cannons Equip a Custodian with a Light Quake Cannon	225 points Free (+25 points) (+50 points)
Wardens	3 Knights Warden	200 points

Support Formations (You may take one Support Formation per Core Formation)

Sentinels	4 Sentinels	100 points
Aspirants	6 Armiger Sentinels	100 points
Trebuchets	3 Trebuchet Howitzers	150 points
Ballistas	3 Ballista AA Guns	100 points

Allies (up to 1/3 of the army's points may be spent on Allies)

Thunderbolt Squadron	2 Thunderbolt Fighters	150 points
<i>Each Titan formation must select at least 2 different weapon types. If Titan formation contains only 1 type of weapon it costs 25 extra points</i>		
Warhound Titan	One Warhound + 2 Scout Titan Weapons	275 points
Warhound Titan Pack	Two Warhounds + 2 Scout Titan Weapons each	500 points
Warlord Titan	1 Warlord Titan + 4 Battle Titan Weapons	725 points
Reaver Titan	1 Reaver Titan + 3 Scout or Battle Titan Weapons	575 points

Titan Weapons

Scout and Battle Titan Weapons

Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Turbolaser Destructor	25 points

Battle Titan Weapons

Laser Burner, Corvus Assault Pod, Carapace Landing Pad	Free
Plasma Cannon, Gatling Blaster, Apocalypse Rocket Launcher, Close Combat Weapon	25 points
Melta Cannon, Laser Blaster, Volcano Cannon	50 points

Plasma Destructor, Support Missile, Quake Cannon	75 points
Titan Upgrades	
Veteran Princeps (0-1 per formation)	25 points
Carapace Multi-Lasers (Battle Titans Only)	50 points
Sacred Icon (Battle Titans Only)	50 points