

KNIGHT WORLD

KNIGHT WORLD ARMY LIST

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

Sir Galahad, House Monte Pythonis

FORCES

The Knight World Army List uses the datasheets below and the Imperial Navy datasheets from 5.3.

USING THE ARMY LIST

Knight World formations come in three types: knight households, support households and support levy. Each knight household you include in the army allows you to field one support household and one support levy.

Knight World armies may be supported by Imperial Navy aircraft. A maximum of up to a fourth 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 WORLD ARMY LIST

Knight World 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	Any three of the following units: Knight Errant, Knight Paladin	Add up to three of any of the following units for +90 points each: Knight Errant, Knight Paladin Add one Senechal character for +25 points or one Baron per army for +175 points	300 points

SUPPORT HOUSEHOLDS

(Up to one support household may be fielded per knight household.)

FORMATION	UNITS	EXTRAS	COST
Custodian Household	Any three of the following units: Knight Castellan, Knight Crusader	Add up to three of any of the following units for +100 points each: Knight Castellan, Knight Crusader Add one Senechal character for +25 points	350 points
Lancer Household	Three Knight Lancers	Add up to three Knight Lancers for +90 points each Add one Senechal character for +25 points or one Baron per army for +175 points	300 points
Warden Household	Three Wardens	Add up to three Wardens for +90 points each Add one Senechal character for +25 points	300 points

SUPPORT LEVY

(Up to one support levy may be fielded per knight household.)

FORMATION	UNITS	EXTRAS	COST
AA Gun Battery	Three AA Guns and three Gun Transporters	Replace three Gun Transporters with three Gun Emplacements for free	175 points
Howitzer Battery	Three Howitzers and three Gun Transporters	Replace three Gun Transporters with three Gun Emplacements for free	125 points
Infantry Platoon	One Levy Command and eight Infantry Levy	Add up to four Infantry Levy for +25 points for two Add up to three of any of the following units for +25 points each: Mole Mortar, Thudd Gun Add up to two Snipers for +25 points each Add one Aspirant character for +25 points Add up to 52cm of Trench and 52cm of Razor Wire for +50 points	175 points
Rough Rider Platoon	Four Rough Riders	Add up to two Rough Riders for +25 points each Add one Aspirant character for +25 points	100 points
Sentinel Squadron	Four Sentinels	Add up to two Sentinels for +25 points each Add one Aspirant character for +25 points	100 points

IMPERIAL NAVY AIRCRAFT

(Up to a quarter of the points available may be spent on Imperial Navy Aircraft formations.)

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

KNIGHT WORLD FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES	
AA Gun	LV	0cm	-	6+	6+	AA Gun	60cm	AP6+/AT5+/AA5+		
Aspirant	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Fearless, Inspiring, Leader</i>	
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 Lance or a Power Gauntlet.</i>	
						0-1x Power Lance	(15cm)	Small Arms, EA(+1), FS, MW		
						0-1x Power Gauntlet	(bc)	Assault Weapons, EA(+1), TK		
Gun Transporter	LV	15cm	6+	6+	5+	Heavy Bolter	30cm	AP5+	<i>Transport. May transport one AA Gun or Howitzer.</i>	
Howitzer	LV	0cm	-	6+	6+	Howitzer	90cm	1BP, Ind		
Infantry Levy	INF	15cm	-	6+	5+	Heavy Bolter	30cm	AP5+	<i>One unit in every two has a Heavy Bolter.</i>	
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+		
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+		
Knight Errant	WE	25cm	5+	4+	5+	Thermal Cannon	15cm	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		
Knight Lancer	WE	30cm	5+	5+	5+	Battlecannon	75cm	AP4+/AT4+, FwA	<i>DC2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed.</i>	
						Power Lance	(15cm)	Small Arms, EA(+1), FS, MW		
						Shock Lance	(15cm)	Small Arms, EA(+1), FS		
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		
Levy Command	INF	15cm	6+	5+	5+	Heavy Bolter	30cm	AP5+	<i>Commander.</i>	
Mole Mortar	INF	10cm	-	6+	5+	Mole Mortar	90cm	AP4+, IC		
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	<i>Infiltrator, Mounted, Scout.</i>	
						Hunting Lances	(bc)	Assault Weapons, EA(+1), FS		
Seneschal	CH	n/a	n/a	n/a	n/a	-			<i>Commander, Leader</i>	
Sentinel	INF	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Scout, Walker.</i>	
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	<i>Scout, Sniper.</i>	
Thudd Gun	INF	10cm	-	6+	5+	Thudd Gun	45cm	AP4+/AT6+, Ind		
Warden	WE	20cm	4+	5+	5+	0-1x Demolisher	30cm	AP3+/AT4+, FxF, IC	<i>DC2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed. Armed with either a Demolisher and Heavy Bolters; an AA Missile Launcher and Multilasers; or a Vanquisher.</i>	
						0-1x Heavy Bolters	30cm	2x AP5+, FwA		
						0-1x AA Missile Launcher	30cm	2x AP5+/AT6+/AA5+		
						0-1x Multilasers	30cm	2x AP5+/AT6+, FwA		
						0-1x Vanquisher	75cm	AP4+/AT2+, FxF		

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 if they are in an assault where their formation did not carry out an engage action.

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.

FORTIFIED POSITIONS

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see 1.8.3). Can hold one unit.

Trench: Can hold one infantry unit per 4cm of length.

TERRAIN	INFANTRY	VEHICLE	WAR ENGINE
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Razor Wire	Dangerous	No Effect	No Effect
Trench	4+ Cover Save	Dangerous	No Effect