

Unofficial Rule Modifications for Imperial Knights

Hit Locations

When determining the damage of an attack (i.e. after saving throws have been made), roll a d12 to also determine the location of the hit. Once a location is disabled, any excess damage is applied to the Torso.

The Hit Location datasheet does not account for the extra wounds that some Knights have. This is by design, as the few wounds they have extra don't really make much of a difference in this new system.

Carapace Mounted Weapons

Carapace Mounted Weapons are only affected by Head damage.

Reactor Levels

In your Command Phase each Imperial Knight receives 3 Reactor points which it can allocate to its Reactor, either to Weapons, Movement, and/or Shields.

In addition, the player can choose to "push the reactor" by adding up to 5 additional Reactor points and allocating them as he sees fit. If the player decides to do this, the Imperial Knight must make a Leadership test after the points have been allocated, with a modifier according to the Reactor Push table.

If the Leadership test is failed, immediately roll on the Awakened Machine Spirit table to see what happens next.

Supercharging Weapons

If you choose the Supercharge option under the Weapons Reactor Level you must choose one arm mounted weapon. That weapon gains the profile in the Supercharged Weapons table.

You cannot Supercharge more than one weapon at a time. The supercharge ends at the end of your turn.

Healing

At the beginning of your Command Phase you may heal D3 damage to each Imperial Knight Titanic model (roll individually for each one). You can allocate this healing where you like, and even spread them out to multiple locations.

Upgrades

It is up to the Gamemaster to determine how upgrades are earned throughout a campaign. In our first campaign they will be earned for completing certain mission objectives, as well as surviving missions.

When upgrading the player can choose one of the tables (Close Combat, Survival, or Tactical) and roll on that table. If the upgrade is a **Stratagem** then that specific Imperial Knight gets access to that stratagem twice per battle. You can ignore any requirements on the stratagem.

If the upgrade is an **Upgrade**, **Custom**, or a **Legion Trait** then apply that upgrade permanently to the Imperial Knight.

Unless stated otherwise you cannot get the same upgrade more than once.

Upgrades

Close Combat

Roll	Upgrade
1	Stratagem. Counter-offensive. Maximum 2.
2	Stratagem. Controlled Aggression.
3	Stratagem. Chainsweep.
4	Stratagem. Death Grip.
5	Stratagem. Glory in Honour.
6	Stratagem. Titanic Duel.
7	Stratagem. Break the Enemy Line.
8	Stratagem. Vow of Carnage.
9	Stratagem. Thunderstomp.
10	Stratagem. Full Tilt.
11	Stratagem. Devastating Reach.
12	Upgrade. Thunderous Charge.
13	Upgrade. Mysterious Guardian.
14	Legion Trait - Mortan. +1 hit rolls when charging, charged, or heroically intervening.
15	Legion Trait - Terryn. Roll 3d6 and keep two highest when charging.
16	Custom. Defiant Fury. Disabled weapons hit on unmodified 5s and 6s.

Survival

Roll	Upgrade
1	Stratagem. Valiant Last Stand.
2	Stratagem. Machine Spirit Resurgent.
3	Stratagem. Bind the Souls of the Defeated.
4	Stratagem. Pact with the Dark Gods.
5	Stratagem. Vow of Dominance.
6	Stratagem. Benevolence of the Machine God.
7	Upgrade. Galvanised Hull.
8	Upgrade. Indomitable.
9	Custom. Crawling Companions. Repair D6 instead of D3 each Command Phase.
10	Custom. Parry. When hit in torso, legs, or head, can roll a d6. On a 4+ choose an arm that is no disabled to take the hit instead.
11	Custom. Evade. -1 to hit this Knight with a Ranged weapon if it moved at least 8" away from its last position in its previous Movement phase.
12	Legion Trait – Taranis. Ignore wounds and mortal wounds on a 6+.
13	Legion Trait – Hawkshroud. Each damage location counts as having taken 3 less damage. Does not apply once location is fully disabled.
14	Custom. Stalker. +1 to saving throws (not invulnerable saves) if enemy firing is more than 18" away.

Tactical

Roll	Upgrade
1	Stratagem. Vow of the Beastslayer.
2	Stratagem. Order of Companions.
3	Stratagem. Saturation Bombardment.
4	Stratagem. Trail of Destruction.
5	Stratagem. Command Re-roll. Maximum 2.
6	Stratagem. Slayers of Shadows.
7	Stratagem. Staunch Allies.
8	Stratagem. Dragonslayer.
9	Upgrade. Path to Glory.
10	Upgrade. Peerless Warrior. Maximum 2.
11	Upgrade. Legendary Hero.
12	Upgrade. Last of their Line
13	Custom. Improved Reactor. Can reroll Reactor Push test.
14	Custom. Aimed Shot. 6s to hit can be allocated to the location of your choice.
15	Legion Trait – Raven. When advancing, Heavy counts as Assault, and Assault weapons don't suffer -1 hit penalty.
16	Custom. Aggressive Persecution. Reroll a single hit or wound roll in the Shooting Phase or when firing Overwatch.
17	Custom. Blessed Arms. Add 6" to the range of all weapons with 24" or higher range. Add 2" to all other ranged weapons.
18	Custom. Hunters of the Unseen. Ignore all benefits of cover when firing ranged weapons.
19	Custom. Unremitting. Reroll a single dice when determining the number of shots of a weapon in the Shooting phase or when firing overwatch.

Weapon	Supercharge – Changes to Weapon Profile
Avenger gatling cannon	Heavy 18
Acheron flame cannon	Heavy 3D6
Castigator bolt cannon	S8 AP-3
Conflagration cannon	Heavy 5D6
Laser destructor	Heavy D3+1
Las-impulsor	Low intensity: Heavy 3D6 High intensity: Heavy D6+2
Plasma decimator	Heavy 3D6
Rapid fire battle cannon	Heavy 3D6
Thermal cannon	Damage D6+2
Thundercoil harpoon	Damage 10+D6
Volcano lance	Heavy D6+2
Reaper Chainsword / Thuderstrike gauntlet	+2 attacks

D6	Awakened Machine Spirit / Machine Spirit Takeover
1	Emergency Heat Vent. Reduce all systems to their lowest setting until your next Command Phase.
2	Disobedient. Reduce one system by one level (randomize between systems that are not already at their lowest setting). If all systems are already set to their lowest, treat this as a Haughty result instead.
3	Haughty. Randomize one weapon (include both melee and ranged weapons). You cannot use this weapon this turn.
4	Impetuous. In the movement phase you must advance and attempt to move as far as possible away from your current position. Apply an addition -1 to all hit rolls (melee and ranged). Ranged Weapons can still be fired, and charges can still be made.
5	Predatory. In the movement phase you must finish your move as close as possible to the nearest visible enemy unit. In the shooting phase you must fire all weapons at the nearest visible enemy unit.
6	Berserk. Set all systems to their highest setting. In the movement phase you must finish your move as close as possible to the nearest visible enemy unit. In the shooting phase you must fire all weapons at the nearest visible enemy unit (if there are more than one, then randomize which one will be chosen). In the charge phase, if there is at least one enemy unit within 12" you must charge the nearest enemy unit (if there are more than one, then randomize which one will be charged). In the fight phase, you can pick which weapons to use. At the end of your turn reduce all systems to their lowest setting.

D12	Location
1	Head
2-3	Left Arm
4-5	Right Arm
6-8	Legs
9-12	Torso

Push Reactor	Ld Modifier
+1	-
+2	-2
+3	-3
+4	-4
+5	-5