

IMPERIAL KNIGHTS

RENEGADE



GIANT WAR MACHINES DUEL IN THE 41ST MILLENNIUM

RENEGADE

Guns clatter, missiles fly and chainblades roar when two giant engines of war duel across the battlefields of Tellerax Prime. In such epic confrontations, only one will ultimately walk away. Put yourself at the helm of an Imperial or Renegade Knight and march to battle and glory in *Imperial Knights: Renegade*!

Imperial Knights are towering war engines that dominate the battlefield. These powerful bipedal machines stand forty feet tall and bear weapons of immense power. Piloting each is a chivalrous Noble from one of the Imperium's Knight worlds, a valiant warrior of exemplary skill who is honour-bound by ancient oaths to fight Mankind's enemies wherever they are found. But sometimes, oaths of loyalty are broken and cast aside. Sometimes, noble warriors fall from the Emperor's light into the dark clutches of treachery and Chaos. Sometimes, the Imperium's greatest heroes turn renegade and become its greatest enemies...

Such a tragedy befell on the planet of Tellerax Prime. The Freeblade Knight once known as the Living Litany fell from grace and turned to worshipping the Chaos Gods. No one knows what happened to corrupt this once-valiant hero, only that it has renamed itself Litany of Destruction and has been leaving a trail of devastation in its wake ever since. To end this threat, the Imperial Knight Ever-Stalwart, piloted by the legendary Baron Balthazar of House Terryn, has made planetfall on Tellerax Prime with a simple goal: to hunt down his fallen brother-in-arms and restore the honour of the knightly houses, or die in the attempt!

PREPARING

Imperial Knights: Renegade is a simple, quick and fun game where two players take control of one of the deadliest war machines of the 41st Millennium, and duel to the death. One player controls the Imperial Knight Ever-Stalwart, the other controls the Renegade Knight Litany of Destruction.

This game contains:

- 2 Knights
(1 Imperial Knight and 1 Renegade Knight)
- 2 Knight reference cards
- 1 Sanctum Imperialis
- 2 dice (1 red and 1 blue)

Renegade uses six-sided dice (sometimes abbreviated to D6). Some weapons refer to a D3 – roll a dice and halve the total, rounding fractions up. You will also require a pen, paper, and a tape measure or ruler in order to play.

PLAYING THE GAME

Each turn of the game has two phases. In the first, both players plan their actions, and in the second, they execute them. Keep repeating this process until the mission objectives for the scenario you are playing have been met, and one player is victorious. *Renegade* includes three missions, which can be found on page 4. Each details your objectives along with how you should prepare the battlefield and deploy your Knights. You can play these

THE PLAN PHASE

During the Plan phase, each player secretly chooses a number of actions from the chart below and writes them down. A player cannot choose the same action twice in the same phase, and the total number of action points spent for their Knight cannot exceed three.

ACTION TABLE

Action	Action Points
1. Snap Attack	1
2. Advance	1
3. Rotate Ion Shields	1
4. Standard Attack	2
5. Run	1
6. Aimed Attack	3
7. Charge	2

THE EXECUTE PHASE

In the Execute phase both players reveal their choices, and then carry them out in the order they appear on the Action table, so Action 1 (Snap Attack) is resolved before Action 2 (Advance) and so on. If both players chose the same action, both players should roll a dice, re-rolling ties. Whoever scores highest resolves their action first.

MOVE ACTIONS

If an action allows a Knight to move, the controlling player can move it in any direction up to the distance specified by that action. These distances are:

- **Advance:** Move up to 9"
- **Run:** Move up to 2D6"
- **Charge:** Move up to 6"

If a Knight makes a Charge action, it will be able to attack (see right) with any melee weapons it is equipped with immediately after it has moved.

Knights do not have to be moved in a straight line, but no part of the model can be moved more than the distance specified by the action. When a Knight moves, it cannot move through another Knight or a ruined building – it will have to manoeuvre around them.

Once a Knight has moved, both it and its foe pivot on the spot to face each other – in a Knight duel, both combatants will be very careful to present their fore to the foe, not only because this is where their armour and ion shields afford them the most protection, but because honour demands it. For a Knight to be shot in the back in such a duel would

ATTACKING ACTIONS

There are three Attacking actions: Snap Attack, Standard Attack and Aimed Attack. If a Knight makes a Charge Action, it will also be able to make an attack after it *has arrived, but only with its reaper chainsword and/or thunderstrike gauntlet weapons.*

When attacking, each weapon your Knight is equipped with that is in range can be used. The weapons your Knight is equipped with, and the ranges they can be used at, are described on its reference card.

For each weapon, select a location on your enemy's location grid and roll the red and blue dice together. Look up the result of the red dice on the appropriate row (Aimed, Standard, or Snap Attack) of the Horizontal Aim table, and then look up the result of the blue dice on the Vertical Aim table to see which location is hit:

AIM TABLES

Horizontal Aim	1	2	3	4	5	6
Aimed Attack	◀	⊙	⊙	⊙	⊙	▶
Standard Attack	◀◀	◀	⊙	⊙	▶	▶▶
Snap Attack	◀◀◀	◀◀	◀	▶	▶▶	▶▶▶
Vertical Aim	1	2	3	4	5	6
Aimed Attack	▲	⊙	⊙	⊙	⊙	▼
Standard Attack	▲▲	▲	⊙	⊙	▼	▼▼
Snap Attack	▲▲▲	▲▲	▲	▼	▼▼	▼▼▼

▶▶ If the result is one, two or three arrows, then the shot has scattered – move the location of your shot by that many locations in the direction shown. So, two arrows pointing right means move your shot two locations right on the grid.

⊙ If the result on the red dice is a hit, your shot does not move horizontally, but might still move vertically. Likewise, if the result on the blue dice is a hit, the shot doesn't move vertically but the result on the horizontal chart still applies. If you score hits on both aiming dice, your shot is right on target and does not move at all!

If the final location of your shot is off the grid, or on a location that does not have any remaining Armour Points, that attack has missed.

Melee weapons – the reaper chainsword and thunderstrike gauntlet – never scatter; this means that, when attacking with one of these weapons, you do not roll the dice – instead, simply pick the location you wish to strike.

ARMOUR SAVES AND DAMAGE

Assuming your attack hits a location, your opponent can attempt to avoid damage by passing an armour save. Roll a dice and modify the result by the weapon's Armour Penetration (AP) value – this can be found on your Knight's reference card. If the score is a 5 or more, the Knight's shielding has proven true, and no damage is inflicted. On a 4 or less, it fails and that location suffers damage. If this happens, the location loses a number of Armour Points equal to the Damage rating of the weapon.

Each circle on a location represents one Armour Point. When all of a location's Armour Points are gone, that location is Critically Damaged. Refer to the row on the

Critical Damage table on your Knight's reference card that corresponds to the number inside the circles of the Critically Damaged location to see the result of the Critical Damage. Further hits on that location have no effect. When a Knight has suffered Critical Damage in six locations, it is Destroyed.

Target Obscured

As Knights duel, they have to navigate through war-torn ruins. A cunning combatant may well attempt to use such obstacles as cover to protect themselves from incoming fire.

When attacking, draw a straight line between the centre of the two Knight models. If this line crosses over or through any buildings, your opponent is obscured and can add 1 to any armour saves they might have to take from that attack.

ROTATE ION SHIELDS ACTION

If a Knight uses this action, then for the rest of the turn it can add 1 to any armour saves it might have to take. A Knight cannot use this bonus against attacks made by a reaper chainsword or thunderstrike gauntlet however – ion shields are of no use when struck by these weapons.

EXAMPLE OF PLAY

The Imperial Knight Ever-Stalwart and the Renegade Knight Litany of Destruction meet in battle. In the Plan phase, each player chooses their actions and writes them down. When revealed, we find that Litany of Destruction has chosen to Snap Attack and Charge, while Ever-Stalwart has chosen to Snap Attack, Advance and Rotate Ion Shields.

Actions are always resolved in the same order, and Snap Attack is first on the list. Since both players chose to make a Snap Attack, each rolls a dice. Litany of Destruction's pilot rolls a 6 and Ever-Stalwart's a 4 – the renegade goes first!

Litany of Destruction can fire all of its weapons, but as the distance between the Knights is 24", only its ironstorm missile pod is in range. The player takes aim at Ever-Stalwart's head and rolls two dice – a red one for horizontal aim and a blue one for vertical aim. The red dice scores a 4 and the blue dice a 3. It's a Snap Attack, so the player looks up the result on the Snap Attack row of each aiming table. The score of 4 on the horizontal aiming dice is a result of ▶ – one arrow, moving the shot one location to the right on the grid. The roll of 3 on the vertical aiming dice is a result of ▲ – up one location – so the missile slams into Ever-stalwart's carapace.

Ever-Stalwart attempts to negate the hit by taking an armour save. The Knight is not obscured by any buildings and has yet to perform its Rotate Ion Shields action (so cannot yet benefit from any armour save bonuses), but thankfully, ironstorm missiles do not have any additional armour penetration modifiers – Ever-Stalwart therefore has a saving throw of 5+ against this attack. A 3 is rolled, so Ever-Stalwart's armour has failed to stop the attack. That location loses D3 Armour Points. Another hit, and that location might well be Critically Damaged.

IMPERIAL KNIGHTS: RENEGADE – MISSIONS

MISSION 01 – SEARCH AND SECURE

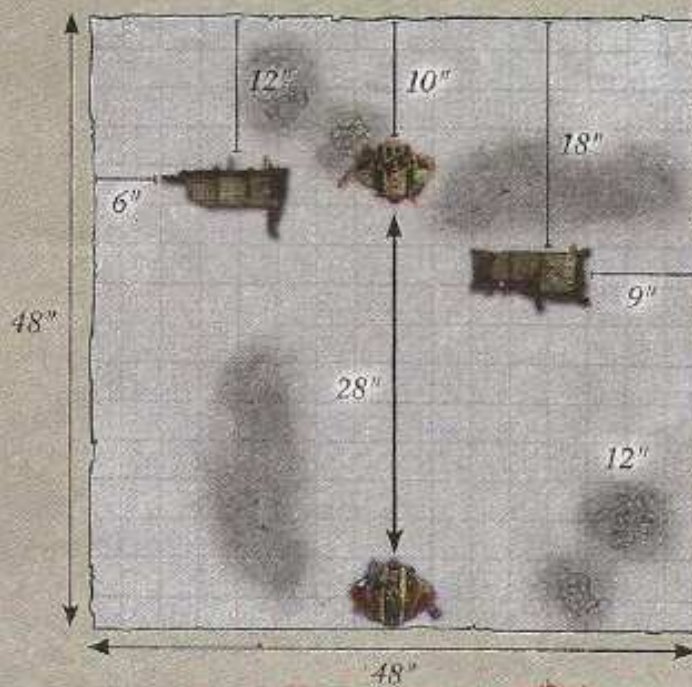
Ever-Stalwart must retrieve vital data caches stored in the remnants of ruined buildings.

MISSION OBJECTIVES

Litany of Destruction's objective is to destroy Ever-Stalwart before both ruins are scanned (a ruin is scanned by moving within 1" of it).

DEPLOYMENT

Deploy both Knights 28" apart, with the buildings placed on the battlefield as shown to the right.



MISSION 02 – BREAKTHROUGH

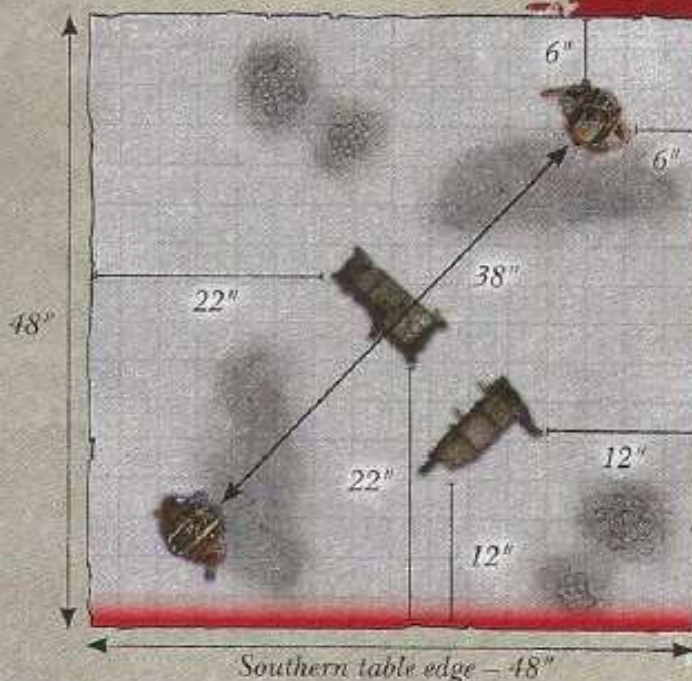
Litany of Destruction is attempting to break through Imperial lines and must be stopped, no matter the cost.

MISSION OBJECTIVES

Ever-Stalwart's objective is to destroy Litany of Destruction before it can move off the southern edge of the battlefield.

DEPLOYMENT

Deploy both Knights 38 inches apart, with the buildings placed on the battlefield as shown to the right.



MISSION 03 – DUEL OF HONOUR

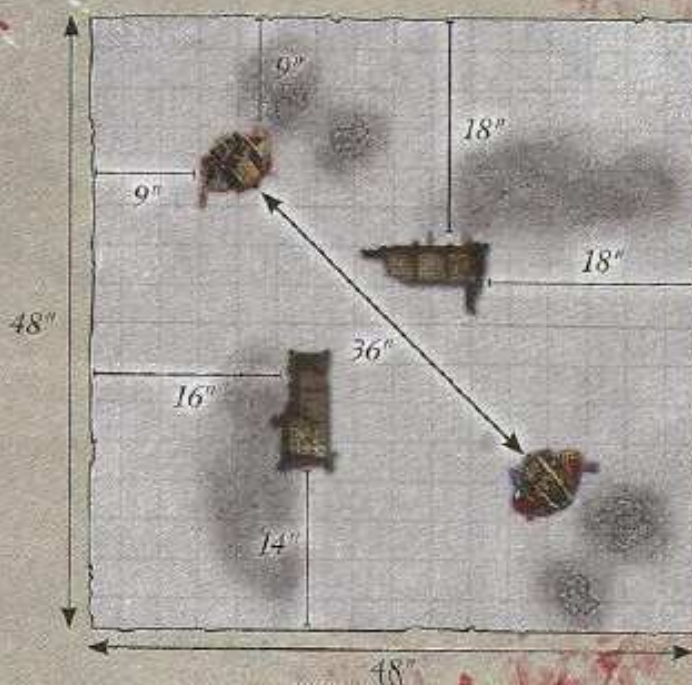
Ever-Stalwart and Litany of Destruction meet in an epic clash.

MISSION OBJECTIVES

The objective is to destroy your opponent's Knight before they can do the same to you. The first Knight to destroy their opponent wins.

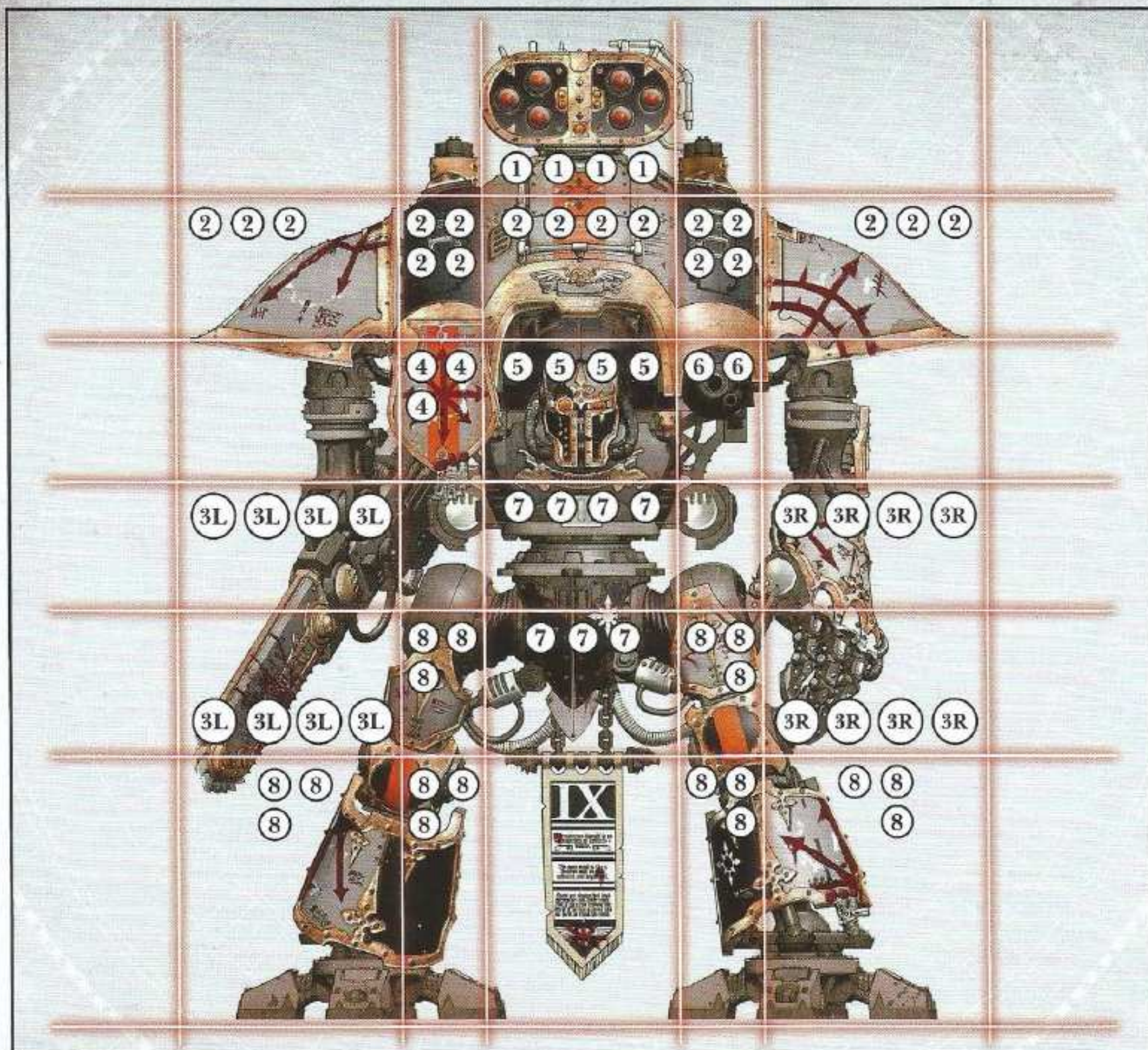
DEPLOYMENT

Deploy both Knights 36 inches apart, with the buildings placed on the battlefield as shown to the right.



RENEGADE KNIGHT: LITANY OF DESTRUCTION

Litany of Destruction is equipped with a reaper chainsword, a thunderstrike gauntlet, a heavy stubber and an ironstorm missile pod. Litany of Destruction is Destroyed once six locations have been Critically Damaged. If you wish to play using a Knight of your own creation, a full list of weapon profiles can be found on the reverse of this card.



Weapon	Range	AP	Damage	Weapon	Range	AP	Damage
Reaper chainsword	6"	-2	3 (no scatter)	Ironstorm missile pod	36"	0	D3
Thunderstrike gauntlet	4"	-3	D6 (no scatter)	Heavy stubber	18"	0	1

CRITICAL DAMAGE TABLE

Location		Effect
1	Carapace Weapon	Cannot be used.
2	Carapace Section (each)	No additional effect.
3L and 3R	Arm (Left or Right)	Left weapon and secondary weapon (if any), cannot be used when both left arm locations have been Critically Damaged. Same for right arm locations.
4	Tilting Shield	Cannot rotate ion shield.
5	Head	Knight can only spend 2 Action Points a turn.
6	Torso Weapon	Cannot be used.
7	Torso Section (each)	No additional effect.
8	Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").

RENEGADE KNIGHT: WEAPON PROFILES

Here you can find all the profiles for the weapons that can be equipped by a Renegade Knight. If you are playing *Imperial Knights: Renegade* using a Knight of your own creation, simply look at the weapons on your model and use the appropriate profiles given below. The location grid on the reverse of this card is used as normal.

Weapon	Range	AP	Damage
Rapid-fire battle cannon	26"	-1	3
Thermal cannon (max range)	20"	-1	D3
Thermal cannon (half range)	10"	-2	D6
Avenger gatling cannon	20"	0	D6
Reaper chainsword	6"	-2	3 (no scatter)
Thunderstrike gauntlet	4"	-3	D6 (no scatter)
Twin Icarus autocannon	30"	0	2
Stormspear rocket pod	26"	-1	D3
Ironstorm missile pod	36"	0	D3
Heavy stubber	18"	0	1
Heavy flamer	10"	0	D3
Meltagun	12"	-1	1



Avenger gatling cannon



Twin Icarus autocannon



Reaper chainsword



Ironstorm missile pod



Stormspear rocket pod



Thunderstrike gauntlet



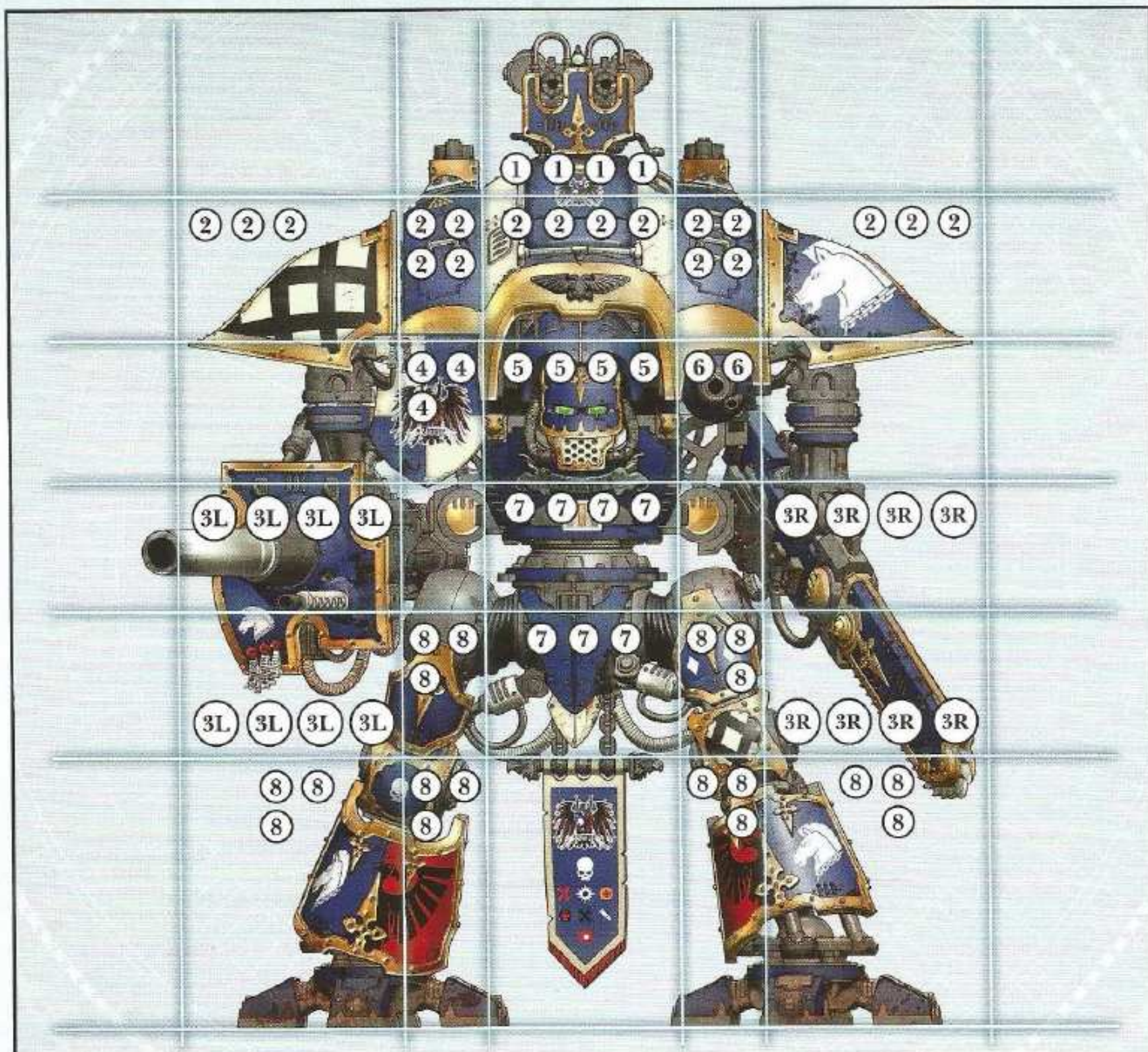
Thermal cannon



*Rapid-fire battle cannon
with heavy stubber*

IMPERIAL KNIGHT: EVER-STALWART

Ever-Stalwart is equipped with a rapid-fire battle cannon, a reaper chainsword, two heavy stubbers and a twin Icarus autocannon. Ever-Stalwart is Destroyed once six locations have been Critically Damaged. If you wish to play using a Knight of your own creation, a full list of weapon profiles can be found on the reverse of this card.



Weapon	Range	AP	Damage	Weapon	Range	AP	Damage
Rapid-fire battle cannon	26"	-1	3	Twin Icarus autocannon	30"	0	2
Reaper chainsword	6"	-2	3 (no scatter)	Heavy stubber (x2)	18"	0	1

CRITICAL DAMAGE TABLE

Location	Effect
1 Carapace Weapon	Cannot be used.
2 Carapace Section (each)	No additional effect.
3L and 3R Arm (Left or Right)	Left weapon and secondary weapon (if any), cannot be used when both left arm locations have been Critically Damaged. Same for right arm locations.
4 Tilting Shield	Cannot rotate ion shield.
5 Head	Knight can only spend 2 Action Points a turn.
6 Torso Weapon	Cannot be used.
7 Torso Section (each)	No additional effect.
8 Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").

IMPERIAL KNIGHT: WEAPON PROFILES

Here you can find all the profiles for the weapons that can be equipped by an Imperial Knight. If you are playing *Imperial Knights: Renegade* using a Knight of your own creation, simply look at the weapons on your model and use the appropriate profiles given below. The location grid on the reverse of this card is used as normal.

Weapon	Range	AP	Damage
Rapid-fire battle cannon	26"	-1	3
Thermal cannon (max range)	20"	-1	D3
Thermal cannon (half range)	10"	-2	D6
Avenger gatling cannon	20"	0	D6
Reaper chainsword	6"	-2	3 (no scatter)
Thunderstrike gauntlet	4"	-3	D6 (no scatter)
Twin Icarus autocannon	30"	0	2
Stormspear rocket pod	26"	-1	D3
Ironstorm missile pod	36"	0	D3
Heavy stubber	18"	0	1
Heavy flamer	10"	0	D3
Meltagun	12"	-1	1



Avenger gatling cannon



Twin Icarus autocannon



Reaper chainsword



Ironstorm missile pod



Stormspear rocket pod



Thunderstrike gauntlet



Thermal cannon



*Rapid-fire battle cannon
with heavy stubber*



LORDS OF WAR: WRAITHKNIGHTS AND STORMSURGES IN IMPERIAL KNIGHTS: RENEGADE

The following rules enable you to play a game of Imperial Knights: Renegade by simply replacing one, or both of the Knight models with a Wraithknight or a KV128 Stormsurge. The reference cards for both, which also include all their weapon profiles, are also included. It only requires a small handful of modifications of the rules to use these titanic war machines in place of an Imperial Knight, which are detailed below:

MOVE ACTIONS

Wraithknights are swifter than Imperial or Renegade Knights, and so can move 12" when Advancing. KV128 Stormsurges by comparison are slower, and can only move 6" when advancing.

SPECIAL ACTION

Neither a KV128 Stormsurge nor a Wraithknight have ion shields, and as a result neither can perform the Rotate Ion Shields action. Instead, each can perform its own special action. A KV128 Stormsurge can perform the Activate Target Lock action, whilst a Wraithknight can perform the Engage Wraithsight action. Both cost 1 Action Point and are resolved at the same time as an Imperial or Renegade Knight would perform the Rotate Ion Shields action.

KV128 STORMSURGE SPECIAL ACTION

Activate Target Lock: Enemy has -1 to save rolls for rest of phase.

WRAITHKNIGHT SPECIAL ACTION

Engage Wraithsight: Until the end of the turn this Wraithknight will always perform its action first if both players chose the same action – there is no need to roll-off (if both players have a Wraithknight and both perform this action, roll-off as normal).

RENEGADES: WEAPON PROFILES

KV128 STORMSURGE

Here you can find all the profiles for the weapons that can be equipped by a KV128 Stormsurge. If you are playing Imperial Knights: Renegade using a KV128 Stormsurge of

your own creation, simply look at the weapons on your model and use the appropriate profiles given below. The location grid on the reverse of this card is used as normal.

WEAPON	RANGE	AP	DAMAGE
Pulse Blastcannon	36"	-1	D6
Pulse Driver Cannon	24"	0	2
	18"	-1	3
	12"	-2	4
Cluster Rocket System	30"	0	D3
Destroyer Missiles*	36"	-1	D6
Smart Missile System	24"	-1	1
Twin Flamers	12"	0	D3
Twin Burst Cannons	18"	0	1
Tiwn Airbursting - Fragmentation Projectors	12"	0	2

**A KV128 Stormsurge can only fire one Destroyer Missile each turn, and can only fire 4 over the course of the battle. Each time a Destroyer Missile is fired, make a note on location 7 or 8 – each of which starts the battle for 2 missiles each. Once a location has fired both its missiles, it cannot fire any more.*

WRAITHKNIGHT

Here you can find all the profiles for the weapons that can be equipped by a Wraithknight. If you are playing Imperial Knights: Renegade using a Wraithknight of your own

creation, simply look at the weapons on your model and use the appropriate profiles given below. The location grid on the reverse of this card is used as normal.

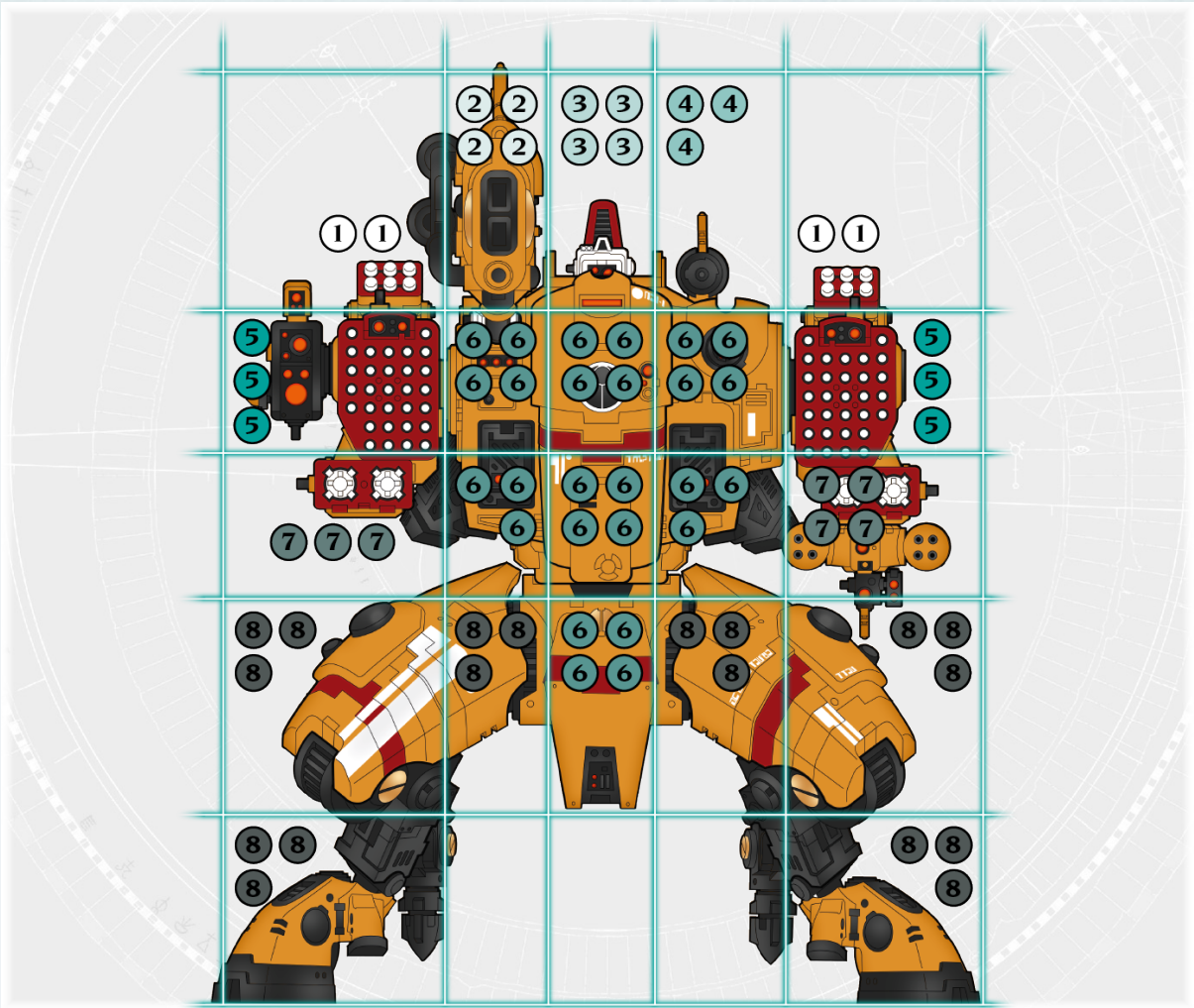
WEAPON	RANGE	AP	DAMAGE
Suncannon	26"	-2	D3
Heavy Wraithcannon	26"	-1	3
Ghostglaive	6"	-2	3 (no scatter)
Scatter Laser	26"	0	1
Shuriken Cannon	18"	0	1 (2 if shot didn't scatter)
Starcannon	18"	-1	1
Scattershield	n/a	n/a	n/a – A Wraithknight with a scattershield adds 1 to all armour saves it takes.



NEW RULES

KV128 STORMSURGE: HAMMER OF T'AU

Hammer of T'au is equipped with a pulse blastcannon, two smart missile systems, 2 cluster rocket systems, 4 destroyer missiles and a twin burst cannon. Hammer of T'au is Destroyed once six locations have been Critically Damaged. If you wish to use a KV128 Stormsurge your own creation, a full list of weapon profiles can be found on the reverse of this card.



Weapon	Range	AP	Damage	Weapon	Range	AP	Damage
Pulse Blastcannon	36"	-1	D6	Smart Missile System	24"	-1	1
Cluster Rocket System	30"	0	D3	Twin Burst Cannons	18"	0	1
Destroyer Missiles*	36"	-1	D6				

CRITICAL DAMAGE TABLE

Location		Effect
1L and 1R	Smart Missile Mounts	Left weapon cannot be used when left mount has been Critically Damaged. Same for right mount.
2	Primary Weapon	Cannot be used.
3	Head	KV128 Stormsurge can only spend 2 Action Points a turn.
4	Targetting Array	Cannot activate target lock.
5L and 5R	Cluster Rocket Mounts (Left or Right)	Left weapon cannot be used when left mount has been Critically Damaged. Same for right mount.

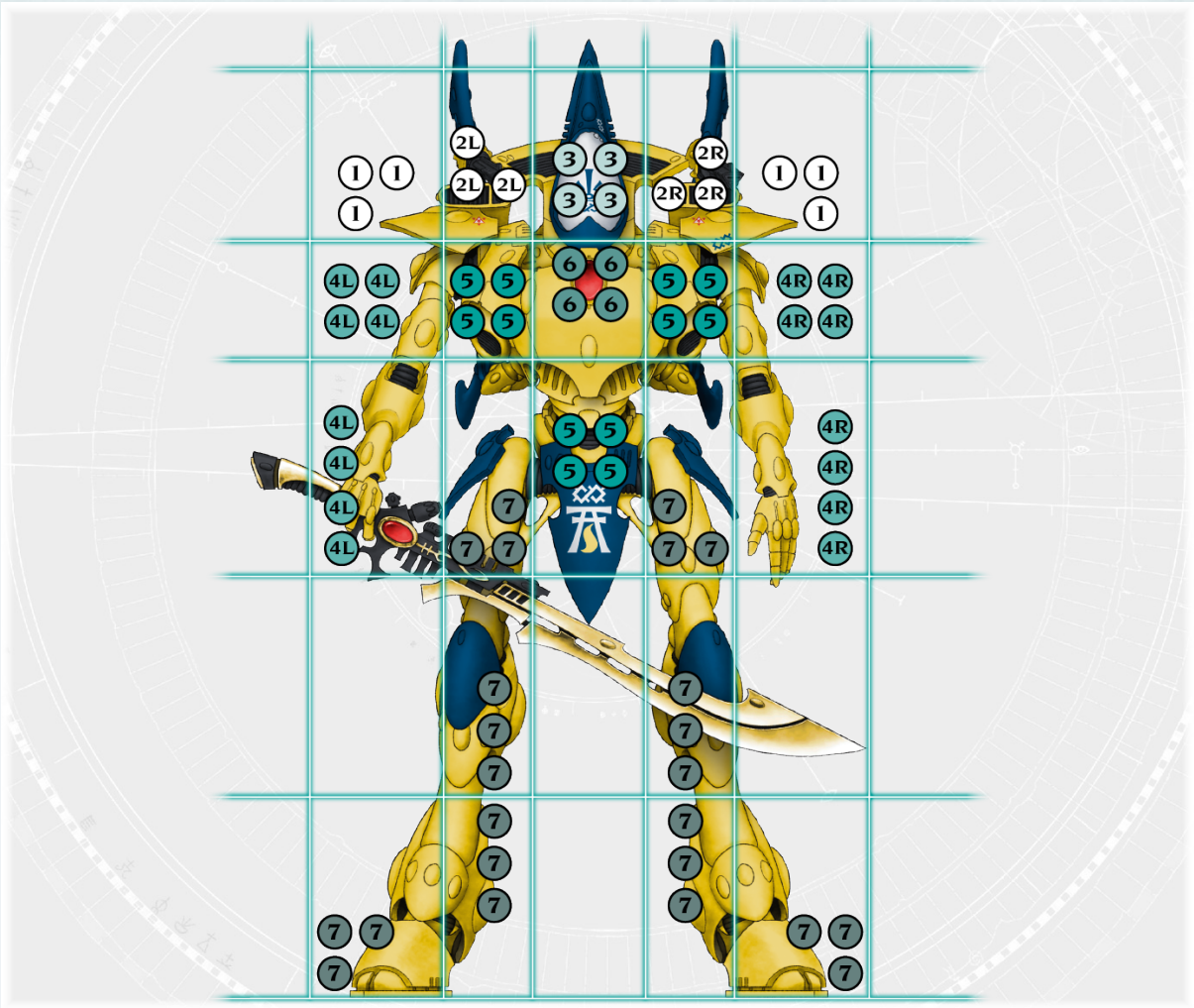
Location		Effect
6	Torso Section (each)	No additional effect.
7L and 7R	Destroyer Missile Mounts (Left and Right)	Remaining Destroyer Missiles cannot be fired when left weapon mount Critically Damaged. Same for right weapon mount, but secondary weapons can also not be used when Critically Damaged.
8	Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").

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WRAITHKNIGHT: VAUL'S SWORD

Vaul's Sword is equipped with a ghostglaive, a scattershield and two scatter lasers. Vaul's Sword is Destroyed once six locations have been Critically Damaged. If you wish to use a Wraithknight of your own creation, a full list of weapon profiles can be found on the reverse of this card.



Weapon	Range	AP	Damage
Ghostglaive	6"	-2	3 (no scatter)
Scatter Laser	26"	0	1
Scattershield	n/a	n/a	n/a - A Wraithknight with a Scattershield adds 1 to all armour saves it takes.

CRITICAL DAMAGE TABLE

Location		Effect
1	Shoulder Pauldron	No additional effect.
2L and 2R	Shoulder Mount	Left weapon cannot be used when left shoulder mount has been Critically Damaged. Same for right shoulder mount.
3	Head	Wraithknight can only spend 2 Action Points a turn.
4L and 4R	Arm (Left or Right)	Left weapon cannot be used when both left arm locations have been Critically Damaged. Same for right arm.

Location		Effect
5	Torso Section (each)	No additional effect.
6	Waystone	Cannot engage wraithsight.
7	Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").



LORDS OF WAR: REDUX

With Imperial Knights: Renegade game re-released this month, and with two amazing new Imperial Knight kits available too, what better time for some exclusive new rules to bring some more of the 41st Millennium's gigantic machineries of war into the fray?



Ever since Imperial Knights: Renegade first appeared we've been getting requests for new rules. With the game itself re-released this month and two gigantic new Knight kits available, we'd be fools not to give you rules for using Knights Valiant and Knights Castellan in the game – so here they are! What's more, we've got rules for the Ork Gorkanaut, too. You can find all the rules for using these models in your games below, and reference cards for them over the following few pages.

MOVE ACTIONS

Dominus-class Knights and Gorkanauts are considerably heavier and less agile than most other large walkers (such as the Questoris-class Knights in the standard game), though their increased durability compensates for this weakness, granting them more Armour Points in certain locations. As such, Knights Valiant, Knights Castellan and Gorkanauts can only move 6" when they make an Advance action, and D6" when they make a Run action.

DOMINUS-CLASS KNIGHT UNIQUE WEAPON RULES

Conflagration Cannon: If the final location of an attack made with a conflagration cannon is on the grid (even if it has no Armour Points remaining), your opponent must pass an armour save for each adjacent location, both horizontally and vertically, or the location being rolled for suffers 1 Damage.

Shieldbreaker Missile Rack: Each shieldbreaker missile rack can fire two shieldbreaker missiles over the course of the battle, and only one missile can be fired by the model per turn. Each time a siegebreaker missile is fired, make a note on location 1L, 1R or 2. Once a location has fired both its missiles, it cannot fire any more.

GORKANAUT UNIQUE WEAPON RULES

Klaw of Gork (or possibly Mork): This weapon has two profiles – Crush and Smash. Each time a Gorkanaut makes an Attacking action with its klaw of Gork (or possibly Mork), you can choose to attack once with its Crush profile or attack twice with its Smash profile).

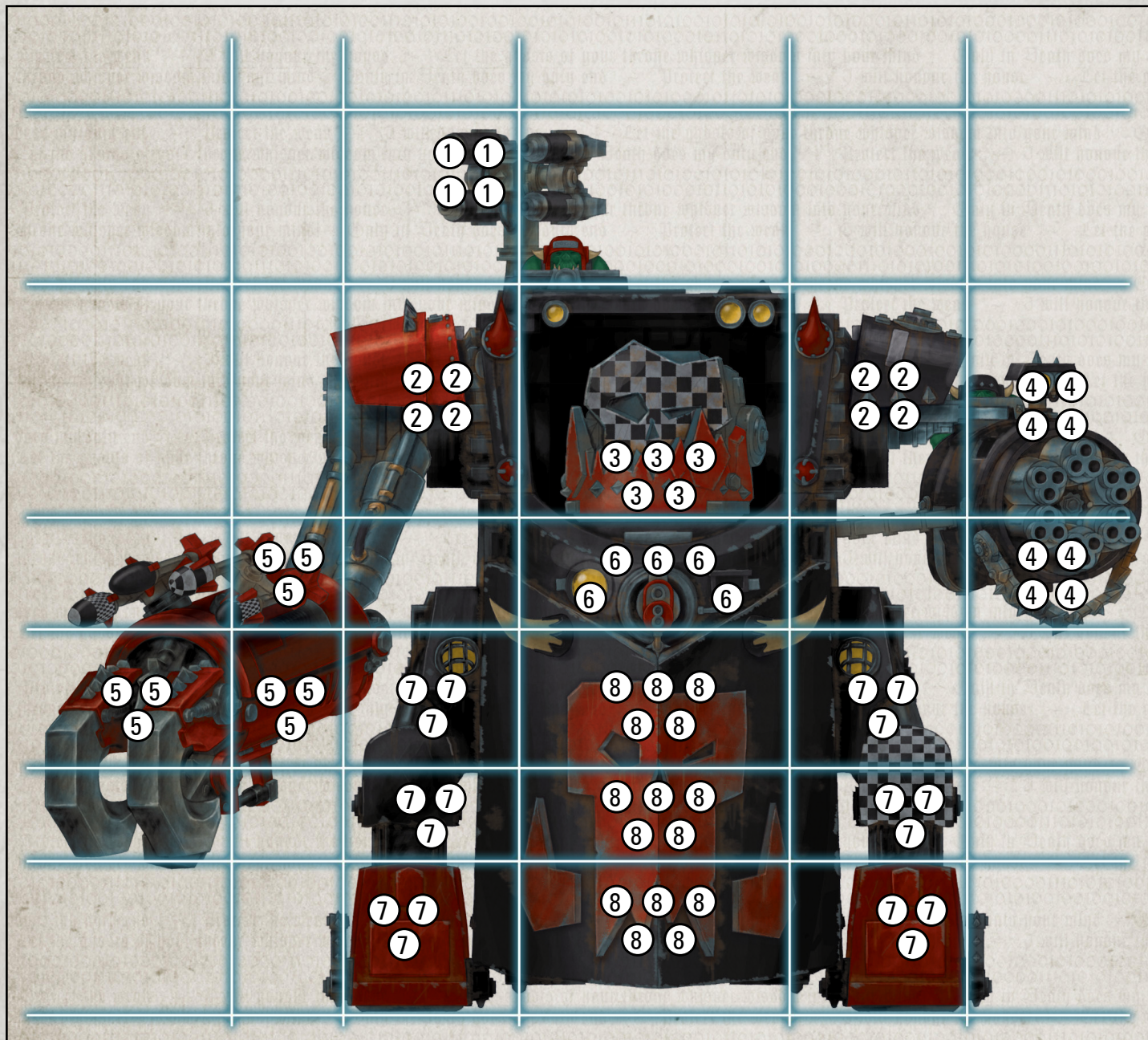
SPECIAL ACTION

This following action replaces the Rotate Ion Shields action for Gorkanauts. It costs 1 Action Point and is resolved at the same time as the Rotate Ion Shields action.

'Ere We Go: Until the end of the turn, this Gorkanaut will always perform the Standard Attack and Charge actions first if both players chose the same action – there is no need to roll off. However, if both players have a Gorkanaut and both perform this action (or have a Wraithknight that performed the Engage Wraithsight action), roll off as normal. A Gorkanaut that performs this action moves 6+D6" if it makes a Charge action later that turn.

GORKANAUT: GORK'S MAUL

Gork's Maul is equipped with a deffstorm mega-shoota, two twin big shootas, a twin rokket launcha, a skorcha and a klaw of Gork (or possibly Mork). **Gork's Maul** is Destroyed once six locations have been Critically Damaged. Each time a location is Critically Damaged, roll a D6: on a 1-5, it is Critically Damaged as normal; on a 6, Grot Riggers fix that location and it remains on 1 Armour Point instead.



WEAPON	RANGE	AP	DAMAGE
Deffstorm mega-shoota	18"	0	2D3
Twin big shootas (x2)	18"	0	2
Twin rokket launcha	24"	0	2

CRITICAL DAMAGE TABLE		
LOCATION		EFFECT
1	Rokkit Launcha Mount	Cannot be used.
2	houlder Section (each)	No additional effect.
3	Head	Gorkanaut can only spend 2 Action Points a turn.
4	Left Arm	Deffstorm mega-shoota cannot be used when both left arm locations have been Critically Damaged.

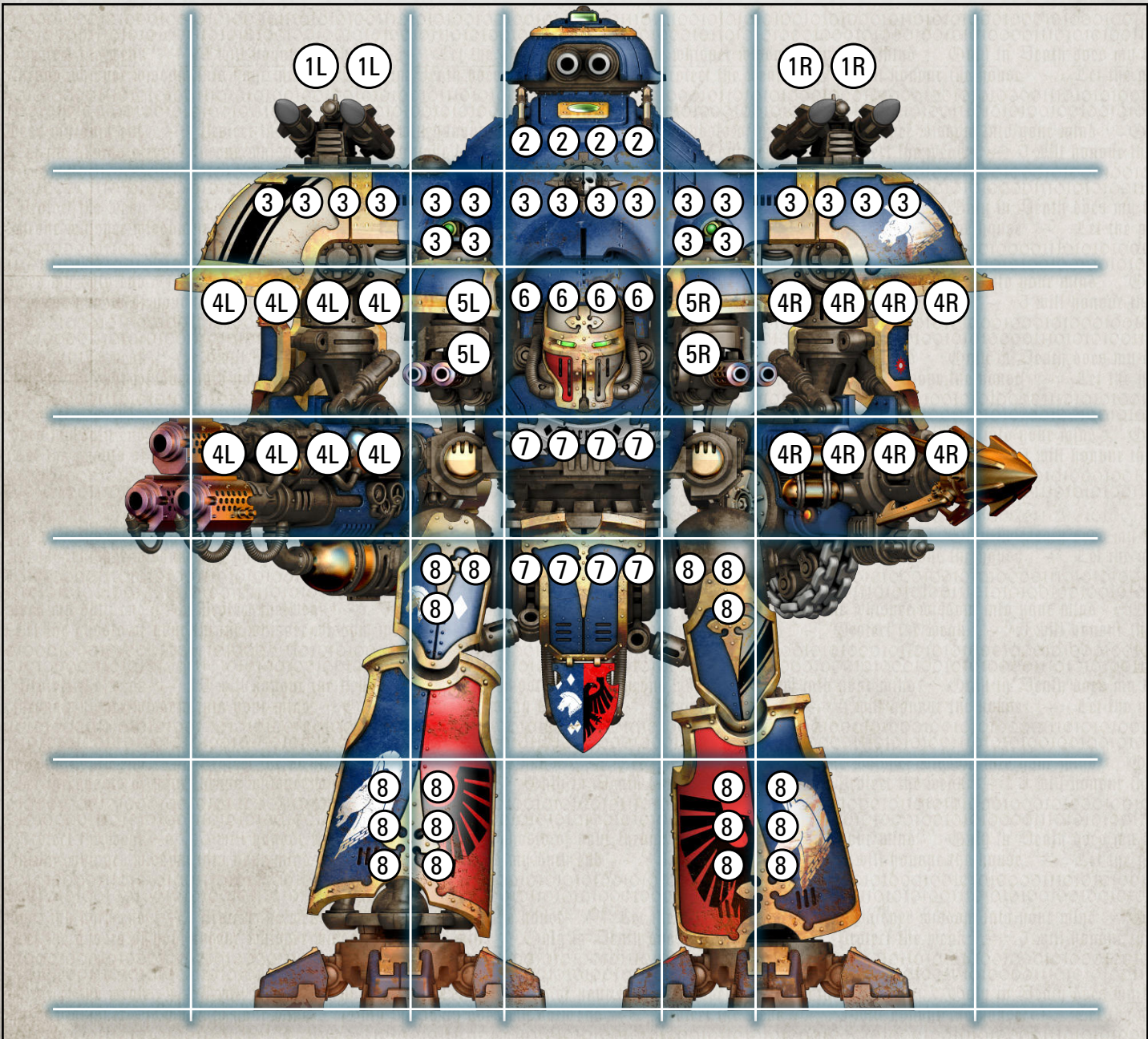
WEAPON	RANGE	AP	DAMAGE
Skorcha	10"	0	D3
Klaw of Gork (or possibly Mork) – Crush	6"	-3	D6 (no scatter)
Klaw of Gork (or possibly Mork) – Smash	6"	-1	D3 (no scatter)

CRITICAL DAMAGE TABLE (CONT.)		
LOCATION		EFFECT
5	Right Arm	Klaw of Gork (or possibly Mork) and two twin big shootas cannot be used when all three right arm locations have been Critically Damaged.
6	Torso Weapon	Skorcha cannot be used.
7	Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").
8	Torso Section (each)	No additional effect. Skorcha cannot be used.

NEW RULES

KNIGHT VALIANT: ADAMANT WRATH

Adamant Wrath is equipped with a thundercoil harpoon, a conflagration cannon, a twin siegebreaker cannon, two twin meltaguns and two shieldbreaker missile racks. The Knight Valiant is Destroyed once six locations have been Critically Damaged. You can replace one of the Knight Valiant's shieldbreaker missile racks with another twin siegebreaker cannon.



WEAPON	RANGE	AP	DAMAGE
Thundercoil harpoon	6"	-3	D6 + 1
Conflagration cannon	10"	-1	D3

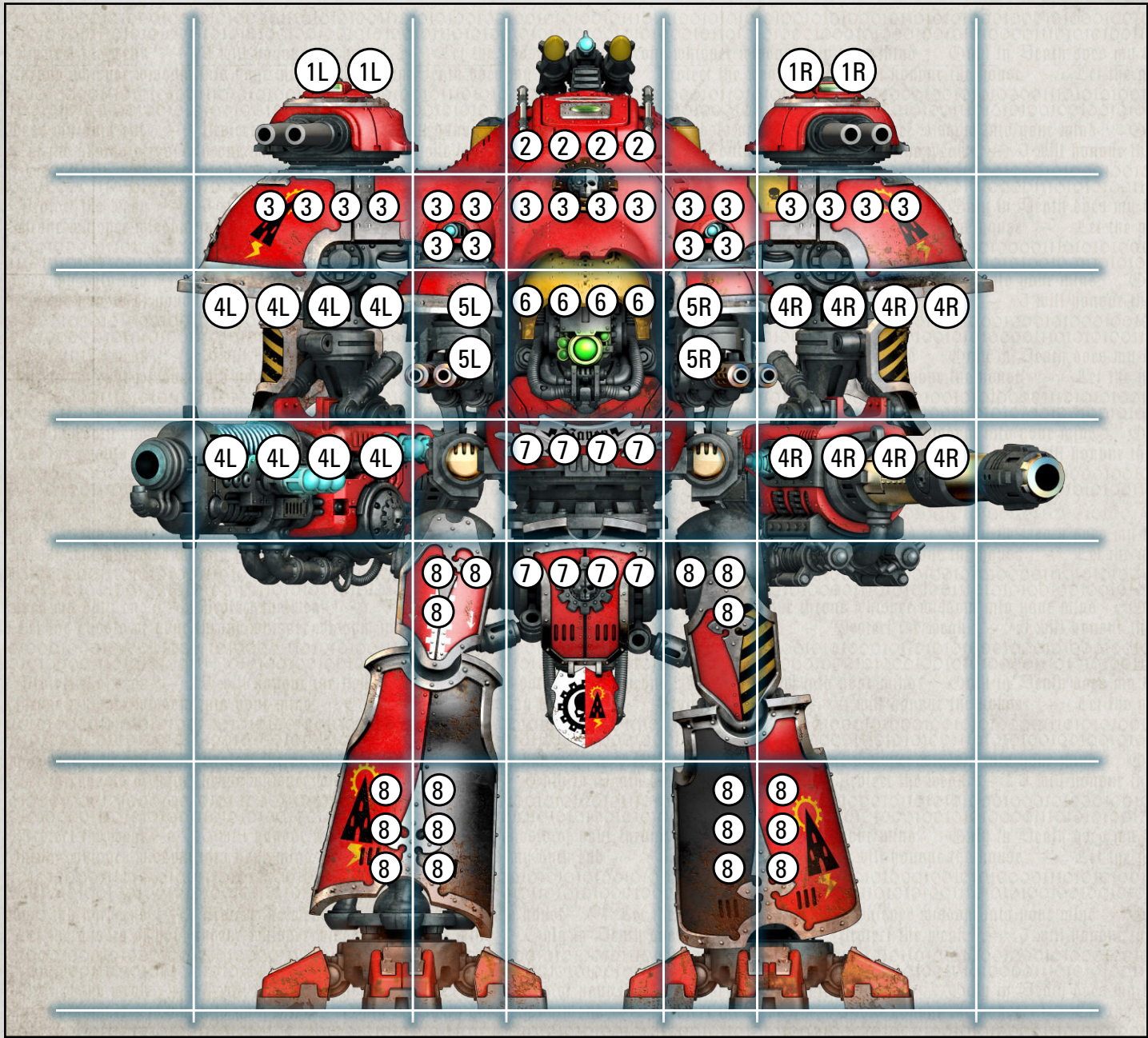
WEAPON	RANGE	AP	DAMAGE
Twin siegebreaker cannon	26"	0	D3
Twin meltagun (x2)	12"	-1	2
Shieldbreaker missile	30"	-3	2

CRITICAL DAMAGE TABLE		
LOCATION		EFFECT
1L and 1R	Shoulder Weapon (Left or Right)	Cannot be used.
2	Shoulder Section (each)	Cannot be used.
3	Carapace Section (each)	No additional effect.
4L and 4R	Arm (Left or Right)	Left weapon cannot be used when both left arm locations have been Critically Damaged. Same for right arm locations.

CRITICAL DAMAGE TABLE (CONT.)		
LOCATION		EFFECT
5L and 5R	Right Arm Twin Meltagun Mount (Left or Right)	Cannot be used.
6	Head	Knight can only spend 2 Action Points a turn.
7	Leg Section (each)	Knight can only spend 2 Action Points a turn.
8	Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").

KNIGHT CASTELLAN: PRIDE OF KOLOSSI

Pride of Kolossi is equipped with a plasma decimator, a volcano lance, two shieldbreaker missile racks, two twin meltaguns and two twin siegebreaker cannons. The Knight Castellan is Destroyed once six locations have been Critically Damaged. You can replace one of the Knight Castellan's twin siegebreaker cannons with another shieldbreaker missile rack.



WEAPON	RANGE	AP	DAMAGE
Plasma decimator	20"	-1	D6
Volcano lance	30"	-3	2D3

WEAPON	RANGE	AP	DAMAGE
Twin siegebreaker cannon	26"	0	D3
Twin meltagun (x2)	12"	-1	2
Shieldbreaker missile	30"	-3	2

CRITICAL DAMAGE TABLE		
LOCATION		EFFECT
1L and 1R	Shoulder Weapon (Left or Right)	Cannot be used.
2	Carapace Weapon	Cannot be used.
3	Carapace Section (each)	No additional effect.
4L and 4R	Arm (Left or Right)	Left weapon and secondary weapon (if any), cannot be used when both left arm locations have been Critically Damaged. Same for right arm locations.

CRITICAL DAMAGE TABLE (CONT.)		
LOCATION		EFFECT
5	Head	Knight can only spend 2 Action Points a turn.
6	Torso Weapon	Cannot be used.
7	Torso Section (each)	No additional effect.
8	Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").