This section of *Imperial Knights: Renegade* provides you with the rules necessary to include a Renegade Knight in your games of Warhammer 40,000. As well as including a datasheet for the Renegade Knight itself, it also includes a unique Detachment that reflects how these traitorous Knights march to war.

**CHOOSING AN ARMY**
When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are fully described in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheet included in this book. If you are using the Battle-forged method, you will instead need to organise your Renegade Knight models into Detachments, such as the Forsworn Knight Detachment shown below.

**FORSWORN KNIGHT DETACHMENT**

1 Lord of War

**RESTRICTIONS**
This Detachment cannot be your Primary Detachment. All units must have the Renegade Knight Faction.

**COMMAND BENEFITS**
**Fallen Household**: If this Detachment contains 3 Renegade Knights, it forms a Fallen Household and all of its models have the Preferred Enemy (Imperial Knights) special rule. However, such is the enmity between their former comrades that all Imperial Knights will have the Preferred Enemy (Fallen Household) special rule as well.

**Faction**: The unit's Faction is shown directly above its name by a symbol. All Renegade Knights have the Renegade Knights Faction.

**Battlefield Role**: The unit's Battlefield Role is shown at the top left of the datasheet by a symbol. The symbols for these battlefield roles are defined in *Warhammer 40,000: The Rules*. All Renegade Knights have the Lords of War Battlefield Role.

**Unit Name**: This is the name of the unit.

**Points Cost**: This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.

**Unit Profile**: This section will show the profile of any models the unit can include.

**Unit Type**: This refers to the unit type rules in *Warhammer 40,000: The Rules*. For example, a unit may be classed as Infantry, Cavalry, Beasts or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

**Unit Composition**: This section will show the number and type of models that make up the basic unit, before any upgrades have been taken.

**Wargear**: This section details the weapons and wargear a Renegade Knight is equipped with, many of which are described in more detail in the wargear section on page 5. The cost for all the unit's basic equipment is included in its points cost.

**Special Rules**: Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed in the Special Rules section of *Warhammer 40,000: The Rules*.

**Options**: This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points'.

Renegade Knights have forsworn their oaths to the Imperium. They are traitors to the Emperor of Mankind, and are hated and reviled as such.

For the purposes of the Allies rules, the Renegade Knights Faction allies with other Factions in exactly the same way as the Chaos Space Marines Faction, as described in *Warhammer 40,000: The Rules*. This means that Renegade Knights and Chaos Space Marine units treat each other as Battle Brothers, whilst both will only ally with an Imperial Knight (part of the Armies of the Imperium) Come the Apocalypse.
Storming forward through the infernal fires of battle comes the Renegade Knight, guns blazing as its fang-toothed chainblade screams for blood. Only the most tragic and harrowing events can turn the Noble pilot of an Imperial Knight renegade – the horrors of eternal war, or capture and enslavement in the soul forges of the Chaos Warpsmiths, can drive an honourable man to desperation. Even a Freeblade may find his good intentions lead down the darkest of paths. Once a Noble turns, however, his fate is sealed. With the ghosts of his Throne Mechanicum haunting his every waking hour, he is soon driven insane. His titanic walker becomes the bane of the Imperium’s armies, with every new battle seeing it devolve further into a terrifying mockery of its former self, until nothing is left but howling madness.

**WARGEAR:**
- Heavy stubber
- Reaper chainsword (pg 7)
- Thunderstrike gauntlet (pg 7)
- Ion shield (pg 7)

**OPTIONS:**
- May replace heavy stubber with meltagun ................................................. 5 pts
- May take one of the following carapace weapons:
  - Ironstorm missile pod (pg 7) ................................................................. 30 pts
  - Twin Icarus autocannon (pg 7) .............................................................. 35 pts
  - Stormspear rocket pod (pg 7) ................................................................. 40 pts
- May replace thunderstrike gauntlet with one of the following:
  - Thermal cannon (pg 7) ............................................................................. 45 pts
  - Rapid-fire battle cannon (pg 7) and heavy stubber ......................... 50 pts
  - Avenger gatling cannon (pg 7) and heavy flamer .............................. 50 pts
- May replace reaper chainsword with one of the following:
  - Thermal cannon (pg 7) ............................................................................. 55 pts
  - Rapid-fire battle cannon (pg 7) and heavy stubber ......................... 60 pts
  - Avenger gatling cannon (pg 7) and heavy flamer .............................. 60 pts

<table>
<thead>
<tr>
<th>Armour</th>
<th>Renegade Knight</th>
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<tbody>
<tr>
<td>WS BS S F</td>
<td>4</td>
</tr>
<tr>
<td>Unit Type</td>
<td>Vehicle (Super-heavy Walker)</td>
</tr>
<tr>
<td>Unit Composition</td>
<td>1 Renegade Knight</td>
</tr>
</tbody>
</table>
WARGEAR OF THE FALLEN HOUSEHOLDS

This section lists the ranged and melee weapons, and the special equipment fitted to Renegade Knights, along with rules for using them in your games of Warhammer 40,000.

Rules for the following ranged weapons can be found in Warhammer 40,000: The Rules.

Heavy flamers
Heavy stubber
Melta gun

AVENGER GATLING CANNON
With six cyclic barrels, the avenger gatling cannon can fire large-calibre shells at a prodigious rate. These high-velocity shots mow down enemy infantry or rip easily through light armour.

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
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</thead>
<tbody>
<tr>
<td>36°</td>
<td>6</td>
<td>3</td>
<td>Heavy 12, Rending</td>
</tr>
</tbody>
</table>

ION SHIELD
Knights carry potent ion shield generators. These devices project an energy field across a narrow arc that it intercepts enemy attacks.

When a Renegade Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases before any attacks are carried out, the controlling player must declare which facing each Renegade Knight's ion shield is covering. The choices are: front, left side, right side or rear. The Knight has a 4+ invulnerable save against all hits on that facing until the start of your opponent's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase. Ion shields cannot be used to make saving throws against close combat attacks.

IRONSTORM MISSILE POD
The ironstorm missile pod blows bloody holes in massed infantry and is most effective against light to medium armour.

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<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>72°</td>
<td>5</td>
<td>4</td>
<td>Heavy 1, Large Blast, Barrage</td>
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</table>

TWIN ICARUS AUTOCANNON
The twin icarus autocannon is a ballisitic anti-aircraft array that can be mounted to the core plate of a Knight.

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<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>48°</td>
<td>7</td>
<td>4</td>
<td>Heavy 2, Interceptor, Skyfire, Twin-linked</td>
</tr>
</tbody>
</table>

RAPID-FIRE BATTLE CANNON
This long-range, rapidly self-loading cannon is the equivalent of a large-calibre artillery piece.

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>72°</td>
<td>8</td>
<td>3</td>
<td>Ordnance 2, Large Blast</td>
</tr>
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</table>

REAPER CHAINSWORD
Three times the height of a man, this adamantine-tooled chainsword is powered by mighty servo-motors. Nothing can stop the grinding cut of its enormous blades.

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<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
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<tbody>
<tr>
<td>-</td>
<td>D</td>
<td>2</td>
<td>Melee</td>
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STORMSPIKE ROCKET POD
The stormspike rocket pod fires self-propelled armour-penetrating warheads. Accurate to medium range, stormspike rockets are best employed versus heavily armoured infantry and vehicles.

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>48°</td>
<td>8</td>
<td>3</td>
<td>Heavy 3</td>
</tr>
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</table>

THERMAL CANNON
The thermal cannon's hissing blast can melt everything in a wide radius, melting through a fortress wall or turning a battle tank into nothing more than a pile of bubbling slag.

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<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>36°</td>
<td>9</td>
<td>4</td>
<td>Heavy 1, Large Blast, Melta</td>
</tr>
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</table>

THUNDERSTRIKE GAUNTLET
Cracking with a barely contained numinos of energy, the thunderstrike gauntlet is a supercharged power weapon. When a Knight swings its gauntlet against an enemy vehicle, the sheer force can even lift and fling the crushed remains of the Knight's victim onto nearby foes.

Colossal: A model fighting with this weapon Piles In and fights at Initiative step 1.

Hurl: If a Renegade Knight fighting with a thunderstrike gauntlet destroys an enemy Monstrous Creature or vehicle in the Fight sub-phase, it can choose to hurl it (Gargantuan Creatures, Super-heavy vehicles and buildings cannot be hurled). If a vehicle was destroyed as a result of suffering an Explodes! on the Vehicle Damage Table, resolve any damage before hurling it. Any passengers must make an emergency disembarkation (see Warhammer 40,000: The Rules) before their Transport vehicle is hurled. To hurl an enemy model, immediately resolve a shooting attack against an enemy unit within 12" that is not locked in combat using the profile below. A hurled model is removed from the battlefield after the attack has been resolved.

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>12°</td>
<td>*</td>
<td>2</td>
<td>Melee, Colossal, Hurl</td>
</tr>
</tbody>
</table>

The Bigger They Are...: The Strength of this attack is always equal to the Toughness value of the Monstrous Creature, or half the front Armour Value of the vehicle, being hurled (rounding fractions up).