

## HOUSE HYPERION KNIGHTWORLD ARMY LIST

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

### CORE FORMATIONS

FORMATION	UNITS	COST
<b>Paladins</b>	Three Knights Paladin	250 Points
<b>Lancers</b>	Three Knights Lancer	250 Points
<b>Errants</b>	Three Knights Errant	250 Points

### SUPPORT FORMATIONS

One Support Formation may be taken per Core Formation in the army.

FORMATION	UNITS	COST
<b>Crusaders</b>	Three Knights Crusader	500 Points
<b>Castellans</b>	Three Knights Castellan	500 Points
<b>Wardens</b>	Three Knights Warden	250 Points
<b>Skitarii Demi-Century</b>	Nine Hyaspist units, plus one Tech Priest unit	300 Points
<b>Trebuchets</b>	Three Trebuchet Howitzers	125 Points
<b>Ballistas</b>	Three Ballista AA guns	100 Points

### CORE FORMATION UPGRADES

Each Core Formation may select up to two Upgrades

UPGRADE	UNITS	COST
<b>Paladins</b>	Add three Knights Paladin	200 Points
<b>Lancers</b>	Add three Knights Lancer	200 Points
<b>Errants</b>	Add three Knights Errant	200 Points
<b>Seneschal</b>	Add one Seneschal Character	50 Points
<b>0-1 Baron</b>	Add one Baron Knight	200 Points

### ALLIES

A maximum of one third of your army may be composed of Allied Formations

UPGRADE	UNITS	COST
<b>Thunderbolt Squadron</b>	Two Thunderbolt Fighters	150 Points
<b>Marauder Squadron</b>	Two Marauder Bombers	250 Points
<b>Warhound Titan</b>	One Warhound Titan	<i>See War Gryphons list</i>
<b>Warhound Pack</b>	Two Warhound Titans	<i>See War Gryphons list</i>
<b>Reaver Titan</b>	One Reaver Titan	<i>See War Gryphons list</i>
<b>Warlord Titan</b>	One Warlord Titan	<i>See War Gryphons list</i>

#### SPECIAL RULE : Knight Shields

*Most Knights are protected by layers of invisible energy shields, similar in principle to the Void Shields used by larger Titans. However, the reactor cores of Knights are lightweight, and do not generate great enough levels of power to project a shield, and so Knight Shields are charged up before battle, and once knocked out they cannot be brought online again without a period of maintenance and recharging.*

Knight Shields work in a similar manner to Imperial Void Shields, with the exception that they may never be repaired after being knocked down by a hit. Knight Shields are assumed to cover an entire Formation at once, and all of a Formation's Knight Shields must have been knocked down before hits can be assigned to the Knights themselves. Knight Shields may not be used to take hits in Close Combat, or when a Formation of Knights is caught in a Crossfire. A Formation of Knights may never have more Knight Shields than its current maximum capacity, and if this situation does occur (Through Knights being removed from play without their shields first being knocked down), remove the extra Knight Shields immediately.

### **Knight Baron (Gryphonne Pattern)**

<b>Type</b>	<b>Speed</b>	<b>Armour Save</b>	<b>Close Combat</b>	<b>Firefight</b>
War Engine	20cm	4+	3+	3+

<b>Weapon</b>	<b>Range</b>	<b>Firepower</b>	<b>Notes</b>
Baron Cannon	45cm	2x AP4+ / AT4+	—
Power Lance	(15cm)	(Small arms)	Extra Attacks (+1), Macro Weapon, First Strike
Shock Lance	(15cm)	(Small arms)	Extra Attacks (+1), First Strike

*Damage Capacity 2, Critical Hit Effect: The Baron's Knight is instantly destroyed.*

**Notes:** Walker, Reinforced Armour, Fearless, Thick Rear Armour, Inspiring, Supreme Commander, 2 Knight Shields.

### **Seneschal**

<b>Type</b>	<b>Speed</b>	<b>Armour Save</b>	<b>Close Combat</b>	<b>Firefight</b>
Character	—	—	—	—

**Notes:** Inspiring, Leader, Commander, 1 Knight Shield.

### **Knight Errant**

<b>Type</b>	<b>Speed</b>	<b>Armour Save</b>	<b>Close Combat</b>	<b>Firefight</b>
War Engine	30cm	4+	3+	5+

<b>Weapon</b>	<b>Range</b>	<b>Firepower</b>	<b>Notes</b>
Thermal Cannon	30cm (15cm)	MW4+ and (Small Arms)	Extra Attacks (+1), Macro Weapon
Power Gauntlet	(Base Contact)	(Assault Weapons)	Extra Attacks (+1), Macro Weapon
Shock Lance	(15cm)	(Small Arms)	Extra Attacks (+1), First Strike

*Damage Capacity 1.*

**Notes:** Walker, Reinforced Armour, 1 Knight Shield.

### **Knight Lancer**

<b>Type</b>	<b>Speed</b>	<b>Armour Save</b>	<b>Close Combat</b>	<b>Firefight</b>
War Engine	30cm	4+	5+	3+

<b>Weapon</b>	<b>Range</b>	<b>Firepower</b>	<b>Notes</b>
Knight Cannon	45cm	AP4+ / AT4+	—
Power Gauntlet	(15cm)	Small Arms	Extra Attacks (+1), Macro Weapon
Shock Lance	(15cm)	(Small Arms)	Extra Attacks (+1), First Strike

*Damage Capacity 1.*

**Notes:** Walker, Reinforced Armour, 1 Knight Shield.

### **Knight Paladin (Gryphonne Pattern)**

<b>Type</b>	<b>Speed</b>	<b>Armour Save</b>	<b>Close Combat</b>	<b>Firefight</b>
War Engine	20cm	4+	4+	4+

<b>Weapon</b>	<b>Range</b>	<b>Firepower</b>	<b>Notes</b>
Knight Cannon	45m	AP4+ / AT4+	—
Autocannon	45cm	AP4+ / AT6+	—
Heavy Chain Sword	(Base Contact)	(Assault Weapons)	Extra Attacks (+1), Macro Weapon
Shock Lance	(15cm)	(Small Arms)	Extra Attacks (+1), First Strike

*Damage Capacity 1.*

*Notes: Walker, Reinforced Armour. 1 Knight Shield.*

### **Knight Crusader (Gryphonne Pattern)**

<b>Type</b>	<b>Speed</b>	<b>Armour Save</b>	<b>Close Combat</b>	<b>Firefight</b>
War Engine	15cm	4+	5+	4+

<b>Weapon</b>	<b>Range</b>	<b>Firepower</b>	<b>Notes</b>
Light Quake Cannon	90cm	2BP	Macro Weapon
Crusader Lascannon	45cm	2x AP6+ / AT4+	—

*Damage Capacity 2. Critical Hit Effect: Instantly Destroyed.*

*Notes: Walker, Reinforced Armour, Thick Rear Armour, 1 Void Shield.*

### **Knight Castellan (Gryphonne Pattern)**

<b>Type</b>	<b>Speed</b>	<b>Armour Save</b>	<b>Close Combat</b>	<b>Firefight</b>
War Engine	15cm	4+	5+	4+

<b>Weapon</b>	<b>Range</b>	<b>Firepower</b>	<b>Notes</b>
Light Quake Cannon	90cm	2BP	Macro Weapon
Gatling Autocannon	45cm	2x AP4+ / AT6+	—

*Damage Capacity 2. Critical Hit Effect: Instantly Destroyed.*

*Notes: Walker, Reinforced Armour, Thick Rear Armour, 1 Void Shield.*

### **Knight Warden (Gryphonne Pattern)**

<b>Type</b>	<b>Speed</b>	<b>Armour Save</b>	<b>Close Combat</b>	<b>Firefight</b>
War Engine	15cm	4+	6+	4+

<b>Weapon</b>	<b>Range</b>	<b>Firepower</b>	<b>Notes</b>
2x Multilaser	30cm	AP5+ / AT6+	—
0-1 Battlecannon	75cm	AP4+ / AT4+	—
0-1 Frag Launcher	45cm	1BP	—

*Damage Capacity 2. Critical Hit Effect: Instantly Destroyed.*

*Notes: Walker, Reinforced Armour, Thick Rear Armour. A Knight Warden may have either a Battlecannon or a Frag Launcher, but not both. 1 Void Shield.*

## Hypaspists

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	5+	5+	5+

Weapon	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	

## Tech Priest

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Heavy Bolter Augmentations	30cm (Base Contact)	AP5+ (Assault Weapons)	— Extra Attacks (+1), Macro Weapon.

**Notes:** *Leader, Commander, Invulnerable Save.*

## Trebuchet Howitzer (Gryphon Pattern)

Type	Speed	Armour Save	Close Combat	Firefight
Light Vehicle	0cm	—	—	6+

Weapon	Range	Firepower	Notes
Howitzer	90cm	1BP	Indirect Fire

## Ballista AA Gun (Gryphon Pattern)

Type	Speed	Armour Save	Close Combat	Firefight
Light Vehicle	0cm	—	—	6+

Weapon	Range	Firepower	Notes
Ballista Cannon	60cm	AP6+ / AT5+ / AA5+	

## Design Note

Most Knight types are DC1 War Engines.

Although normally the most prominent benefit of being a War Engine is in possessing several damage points, there are other benefits, such as the ability to barge into enemy formations, the ability to block line of sight, and the ability to use Firefight abilities even if locked in close combat, and as such Knights may take advantage of these benefits, despite their modest damage capacity.

## Changelog

### V1.01

Peons renamed to Serfs.  
Basilisks changed to Siege Howitzer  
Blitzen AA gun introduced  
Skitarii Demi-Century reduced to Quattro-Century

### V1.02

Changed the Knight Warden to being DC2.  
Serf Rabble renamed Serf Militia  
Added datafaxes for the **Infantry, AA guns & Howitzers** (They are the same stats as the Siegemasters units but renamed).

### V1.03

Changed Levy Infantry to become Skitarii  
Removed Rough Riders  
Modified army list structure  
Changed Knightshield rule