

Siegeworld: The Forces of Mars: Knight Households

Introduction

Honor, Chivalry, and some Really Big Metal “Horses.”

The Knight Households have always been a bit of an ugly duckling, they had one of the most interesting backgrounds of any force proposed by Games Workshop. Their background had them learning from the Eldar, but adopting the ideals of Earth's Middle Ages to make a very modern force with the feel of a fantasy army.

For all these reasons, plus the fact that the Knight Households allow one to build big walkers, without building really big walkers, the Knight Households hold a treasured place in many people's hearts.

The problem with knight households, is that they went through a massive overhaul between their original Space Marine incarnation (where they are discussed in huge detail, but have relatively few options), to their Titan Legions incarnation where they have many more options but the original layout is no longer logical. In addition, the change reused some names of knights for models with different armorment, leading to still further problems.

To deal with these problems, this Army list utilizes the detailed history of knight households in White Dwarf 126 as the basis for the army. It also uses the classes of knights and Terminology (Squire, Knight, Seneschal, and Warden) introduced therein. However the list principally uses the classes of Knight Suits used in Titan Legions to give more options. Further the list adds a few new elements, and plays with existing squads to make a more viable force.

All in all, the problems of keeping Knights straight makes this list a necessary compromise. The fluff is stretched to fit the models and in many cases there are options which are less desirable, simply to allow all the classes and possible models to be used.

There is also significant debate about whether a knight should be a war machine or not. It give it the war machine treatment for a couple reasons. 1) It places the knight clearly between the dreadnought and the warhound titan and 2) It results in a significant cost upgrade, which I think is necessary given their firepower while still leaving them vulnerable

Because the vast majority of knight household units are knights, and yet there is a distinction for pilots, Knights are often referred to by their pilot.

HQ

0-1 Knight Baron										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Baron	+100	4	5				4	+1	10	

A Knight Baron is the Feudal Leader of the Knight Household. The owner of the local herd associated with the knights, the Baron is also the war commander. Most knight Barons fight as a single household leading their knights. However, all Barons owe allegiance to a Duke. Dukes are known to rally a number of households to form a true crusade.

Options: The Knight Baron must select and will ride into battle in a Knight Baron Suit. A Knight Baron is the only unit which may take a Knight Baron Suit.

0-1 Seneschal										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Seneschal	+100		4	5				4	+1	10

When a Baron grows too old to continue campaigning he will generally give his armor to his eldest son, to take the reigns of his army, and he will become a Seneschal. A Seneschal is still a leader of men, but instead of directing the furious charge of battle, a Seneschal will devote his immense military talent to a support role.

Options: The Seneschal must select and will ride into battle in a Knight Castellan or a Knight Crusader

Elite

Sacristan (See Codex: Imperial Guard)

A sacristan is one of the knight priesthood trained in the mysteries of the technologies of the Knight suits by the Mechanicus

Use the entry for Techpriest Engineeers in Codex: Imperial Guard with the following modifications:

- The Engineeer is required to take a Chimera Transport.

Troops

Knight Squadron										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Squad Leader	per	4	4				3	+1	8	

The vast majority of a knight force is made up of squadrons of knight suits. Knights have passed their trials and own their suits. This allows them to have a house and land, but they are still subservient to their Baron and his wishes.

Squad: The Squad comprises a leader and 2 other knights

Weapons: See Below

Options: The Entire Knight Squadron must all select the same type of knight suit, which may be Knights Paladin, Knights Errant, or Knights Lancer

SPECIAL RULES

Strict Organization: Different Knight suits are never mixed in a squadron, therefore the troop choices selected for the specified squadron leader must be of the same pattern as the leader.

Large Unit: A Knight Squadron is larger than your standard unit and each squadron takes up two troops choices.

Knight Squire										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Squad Leader	per-60	3	3				3	+1	8	

Some Knights will have Squires, which are younger nobles just recently imprinted on their throne. Many Squires do not own their knight suit, but instead have one on loan that they will win after passing their trials and being dubbed knights in a formal ceremony.

Squad: A Knight Squire unit is a single Knight Squire

Weapons: See Below

Options: The Knight Squire must have a knight suit, which may be Knights Paladin, Knights Errant, or Knights Lancer

SPECIAL RULES

Squire to a knight: You may only select 0-3 Knight Squires for each knight squadron selected and may not have more Squires than knights in the army.

Pattern to Pattern: Knight Squires always use the same pattern of suit as the knight they follow, so you may not put more squires than knights in any pattern of suit.

Knight Support Troops (See Codex: Imperial Guard)

Troops supplied from the knight world will fight with their noble masters, using transports to keep up with them.

Use the entry for Armored Fist Squads in Codex: Imperial Guard without modifications:

Fast Attack

0-1 Knight Cavalry										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Cavalry	8	3	4	3	3	1	3	1	7	5+

While it may seem bizarre for the peasants of a Knight world to ride horses, they are one of the few transports that can keep up with the Knights. On more sophisticated worlds, and those that have been more adopted to Imperial fighting patterns, the horse is traded in for a bike.

Squad: The Squad comprises 3-10 Cavalry

Weapons: The Cavalry are Armed with Lasguns. For +5 points per model all models may additionally carry hunting lances

Options: For +15 points per model every model in the Cavalry may replace their horses with bikes granting them +1 toughness.

Sentinal Squadron (See: Codex: Imperial Guard)

Heavy Support

0-1 Warden Squadron										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Squad Leader	per	3	4				3	+1	8	

When a knight gets too old to carry out his duties in combat he will step down and take command of a Warden suit, granting to his eldest son the knight suit he has previously used. Wardens do not run about the battlefield as tirelessly as knights, but instead provide for advanced fire support.

Squad: The Squad comprises a leader and 2 other wardens

Weapons: See Below

Options: The Warden Squadron is made up of wardens piloting warden suits, which may be a Knight Castellan or a Knights Crusader.

SPECIAL RULES

Large Unit: A Warden Squadron is larger than your standard unit and a single squadron takes up all heavy support choices.

Knight Suits

Knight Barron

Knight Barron						
Points	BS	Armor			WS	
		front	side	rear		
Knight Barron	5	12	12	10	4	

Type: Agile, Walker

Structure: 2

Crew: None, controlled by operator

Shields: All Knights carry a special knight shield. The shield provides a benefit to attacks from the front of the knight. The knight ignores any hit on its front facing on a roll of 5+ and any hit on its side facing on a roll of 6+. The rear facing is not protected by the shield.

Transport: A Knight cannot transport models

Fire Points: The Knight has no fire points

Access Points: A Knight has no access points

Weapons:

Power Lance:

Range	Str	AP	Special
*	10	1	

The Power lance is a modification of the standard shock lance. The weapon actually forms one of the knights arms and serves as a focus for the lance strength. This makes the weapon provide a more focused, but truly devastating hit.

The Power lance comprises a Close Combat Weapon and always strikes at initiative 10 when the knight charges. When the lance is discharged, roll to wound or penetrate as normal. If the lance is being used to attack a vehicle roll 2D6 and add them together to determine the armor penetration.

Baron Cannon

Range	Str	AP	Special
72"	8	3	Heavy 3

Because of his greater skill, the baron trades in the standard battlecannon for a more rapidly firing baron cannon.

SPECIAL RULES

Large: A Knight is larger than most vehicles, but not nearly the size of a full titan. A Knight may reroll difficult and dangerous terrain effects.

Fleet: Knights are built for speed and therefore may use the “Fleet” special rule

Knight Paladin

Knight Paladin						
Points	BS	Armor			WS	
		front	side	rear		
Knight Paladin	*	12	12	10	*	

* These stats depend on the operator chosen

Type: Agile, Walker

Structure: 2

Crew: None, controlled by operator

Shields: All Knights carry a special knight shield. The shield provides a benefit to attacks from the front of the knight. The knight ignores any hit on its front facing on a roll of 5+ and any hit on its side facing on a roll of 6+. The rear facing is not protected by the shield.

Transport: A Knight cannot transport models

Fire Points: The Knight has no fire points

Access Points: A Knight has no access points

Weapons:

Shock Lance:

Range	Str	AP	Special
*	6	4	*

The shock lance is a special knight weapon whereby electricity is built up by special capacitors in the legs of the knight as it moves. This is then discharged against an opponent as the knight charges into close combat.

The Shock lance comprises a Close Combat Weapon and always strikes at initiative 10 when the knight charges. Place the small blast template in contact with the knight. Every target touched by the template is hit automatically

If the shock lance hits another vehicle, the vehicle is automatically shaken, in addition to any other damage it may incur.

Battlecannon

Chainfist: A knight chainfist is a close combat weapon designed to make a mockery of armor, a chain fist is strength 8 and rolls an extra D6 when rolling to penetrate armor.

SPECIAL RULES

Large: A Knight is larger than most vehicles, but not nearly the size of a full titan. A Knight may reroll difficult and dangerous terrain effects.

Fleet: Knights are built for speed and therefore may use the “Fleet” special rule

Knight Lancer

Knight Lancer						
Points	BS	Armor			WS	
		front	side	rear		
Knight Lancer	*	12	12	10	*	

* These stats depend on the operator chosen

Type: Agile, Walker

Structure: 2

Crew: None, controlled by operator

Shields: All Knights carry a special knight shield. The shield provides a benefit to attacks from the front of the knight. The knight ignores any hit on its front facing on a roll of 5+ and any hit on its side facing on a roll of 6+. The rear facing is not protected by the shield.

Transport: A Knight cannot transport models

Fire Points: The Knight has no fire points

Access Points: A Knight has no access points

Weapons:

Power Lance:

Range	Str	AP	Special
*	10	1	

The Power lance is a modification of the standard shock lance. The weapon actually forms one of the knights arms and serves as a focus for the lance strength. This makes the weapon provide a more focused and truly devastating hit.

The Power lance comprises a Close Combat Weapon and always strikes at initiative 10 when charging. When the lance is discharged, roll to wound or penetrate as normal. If the lance is being used to attack a vehicle roll 2D6 and add them together to determine the armor penetration.

Again, a vehicle hit by a Power lance is automatically shaken, regardless of other results.

Conqueror cannon

SPECIAL RULES

Large: A Knight is larger than most vehicles, but not nearly the size of a full titan. A Knight may reroll difficult and dangerous terrain effects.

Fleet: Knights are built for speed and therefore may use the “Fleet” special rule

Knight Errant

Knight Errant						
Points	BS	Armor			WS	
		front	side	rear		
Knight Errant	*	12	12	10	*	

* These stats depend on the operator chosen

Type: Agile, Walker

Structure: 2

Crew: None, controlled by operator

Shields: All Knights carry a special knight shield. The shield provides a benefit to attacks from the front of the knight. The knight ignores any hit on its front facing on a roll of 5+ and any hit on its side facing on a roll of 6+. The rear facing is not protected by the shield.

Transport: A Knight cannot transport models

Fire Points: The Knight has no fire points

Access Points: A Knight has no access points

Weapons:

Shock Lance:

Range	Str	AP	Special
*	6	4	*

The shock lance is a special knight weapon whereby electricity is built up by special capacitors in the legs of the knight as it moves. This is then discharged against an opponent as the knight charges into close combat.

The Shock lance comprises a Close Combat Weapon and always strikes at initiative 10 when the knight charges. Place the small blast template in contact with the knight. Every target touched by the template is hit automatically

If the shock lance hits another vehicle, the vehicle is automatically shaken, in addition to any other damage it may incur.

Melta-Cannon

Range	Str	AP	Special
36"	8	1	2D6 Armor penetration

Powerfist: A knight powerfist is a close combat weapon designed to fight other war machines and crush infantry. A powerfist is strength 8 and counts as a power weapon.

SPECIAL RULES

Large: A Knight is larger than most vehicles, but not nearly the size of a full titan. A Knight may reroll difficult and dangerous terrain effects.

Fleet: Knights are built for speed and therefore may use the "Fleet" special rule

Knight Castellan

Knight Castellan						
Points	BS	Armor			WS	
		front	side	rear		
Knight Castellan	*	13	12	10	*	

* These stats depend on the operator chosen

Type: Walker

Structure: 2

Crew: None, controlled by operator

Shields: All Knights carry a special knight shield. The shield provides a benefit to attacks from the front of the knight. The knight ignores any hit on its front facing on a roll of 5+ and any hit on its side facing on a roll of 6+. The rear facing is not protected by the shield.

Transport: A Knight cannot transport models

Fire Points: The Knight has no fire points

Access Points: A Knight has no access points

Weapons:

Quake Cannon:

Range	Str	AP	Special
72"	8	3	Large Ordnance 1

The Quake Cannon of a knight is not quite as powerful as its large titan mounted cousin, but still a devastating weapon. The Quake Cannon can only be fired if the Knight did not move.

Castellan Cannon

Range	Str	AP	Special
48"	6	4	Heavy 4 rending

SPECIAL RULES

Large: A Knight is larger than most vehicles, but not nearly the size of a full titan. A Knight may reroll difficult and dangerous terrain effects.

Knight Crusader

Knight Crusader						
Points	BS	Armor			WS	
		front	side	rear		
Knight Crusader	*	13	12	10	*	

* These stats depend on the operator chosen

Type: Walker

Structure: 2

Crew: None, controlled by operator

Shields: All Knights carry a special knight shield. The shield provides a benefit to attacks from the front of the knight. The knight ignores any hit on its front facing on a roll of 5+ and any hit on its side facing on a roll of 6+. The rear facing is not protected by the shield.

Transport: A Knight cannot transport models

Fire Points: The Knight has no fire points

Access Points: A Knight has no access points

Weapons:

Quake Cannon:

Range	Str	AP	Special
72"	8	3	Large Ordnance 1

The Quake Cannon of a knight is not quite as powerful as its large titan mounted cousin, but still a devastating weapon. The Quake Cannon can only be fired if the Knight did not move.

LongLasCannon

Range	Str	AP	Special
62"	9	2	Heavy 2

SPECIAL RULES

Large: A Knight is larger than most vehicles, but not nearly the size of a full titan. A Knight may reroll difficult and dangerous terrain effects.