

## HOUSE HYPERION KNIGHTWORLD ARMY LIST

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

### CORE FORMATIONS

FORMATION	UNITS	COST
Paladin	Three Knights Paladin	250 Points
Lancers	Three Knights Lancer	250 Points
Errants	Three Knights Errant	250 Points

### SUPPORT FORMATIONS

(One may be taken for each Core Formation present in the army)

FORMATION	UNITS	COST
Crusaders	Three Knights Crusader	500 Points
Castellans	Three Knights Castellan	500 Points
Wardens	Three Knights Warden	250 Points
Aspirants	Six Rough Rider units	150 Points
Serf Levy	Ten Levy Infantry units	150 Points
Serf Trebuchets	Three Trebuchet Howitzers	125 Points
Serf Ballistas	Three Ballista AA guns	100 Points

### CORE FORMATION UPGRADES

(Each core formation may select up to two Upgrades)

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

### ALLIES (A Maximum of 1/3rd of your list may be from the Allies section)

Formation	Units	Cost
Thunderbolt Squadron	Two Thunderbolt Fighters	150 Points
Marauder Squadron	Two Marauder Bombers	250 Points
0-1 Ordinatus Majoris	One Ordinatus Majoris	See War Gryphons list
Ordinatus Minoris	One Ordinatus Minoris (A maximum of one Ordinatus Minoris may be taken per 1000pts of army list)	See War Gryphons list
Skitarii Demi-Century	Five Skitarii units, (May take three Chimeras)	125 Points (+75pts)
Warhound Titans	One or two Warhound Titans	See War Gryphons list
Reaver Titan	One Reaver Titan	See War Gryphons list
Warlord Titan	One Warlord Titan	See War Gryphons list

### Knight Shield

Most Knights benefit from a powerful directional energy field, strong enough to withstand the heaviest Titan-grade weaponry.

This shield gives a Knight a 4+ saving throw, which may be used if the Knight is hit by a weapon with the Titan-Killer Special Rule. Make a single saving throw per hit with a Titan Killer weapon, rather than one for each point of damage.

A Knight may not use its shield in two circumstances:

- 1 - Against close combat attacks
- 2 - When caught in a crossfire

### Knight Baron

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+

Weapon	Range	Firepower	Notes
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: Instantly Destroyed.*

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

### Seneschal

Type	Speed	Armour	Close Combat	Firefight
Character	—	—	—	—

*Inspiring, Leader, Commander*

### Knight Errant

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	5+

Weapon	Range	Firepower	Notes
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, Knight Shield.*

### Knight Lancer

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	5+	3+

Weapon	Range	Firepower	Notes
Knight Cannon	45cm	AP4+ / AT4+	—
Power Lance	(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, Knight Shield.*

### Knight Paladin

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	4+	4+

Weapon	Range	Firepower	Notes
Knight Cannon	45cm	AP4+ / AT4+	—
Autocannon	45cm	AP5+ / AT6+	—
Heavy Chain Sword	(Base Contact)	(Assault Weapon)	Extra Attacks (+1), Macro Weapon
Shock Lance	(15cm)	(Small Arms)	Extra Attacks (+1), First Strike

*Damage Capacity 1.*

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

### Knight Crusader

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	5+	4+

Weapon	Range	Firepower	Notes
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.*

### Knight Castellan

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	5+	4+

Weapon	Range	Firepower	Notes
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.*

### Knight Warden

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+

Weapon	Range	Firepower	Notes
2x Multilaser	30cm	AP5+ / AT6+	—
0-1 Battlecannon	75cm	AP4 / AT4+	—
0-1 Frag Launcher	45cm	BP1	—

*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.*

### Levy Infantry

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	—	6+	5+

Weapon	Range	Firepower	Notes
Heavy Stubber	30cm	AP6+	

### Trebuchet Howtizer

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

Weapon	Range	Firepower	Notes
Howitzer	90cm	1BP	Indirect Fire

### Ballista AA Gun

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

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

### Design Note:

Most Knights are DC-1 War Engines.

Although the normally most prominent benefit of being a War Engine is 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 choose to Firefight 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).