HOUSE LAKAR KNIGHT WORLD DEFENSE FORCE ARMY LIST

Forces

The House Lakar Knight World Defense Force Army List uses the datasheets from the Knight World Forces section and the Imperial Navy Forces section.

Using The Army List

House Lakar Knight World Defense Force formations come in three types: Knight Households, Support Households and Support Levy. Each Knight Household you include in the army allows you to field one Support Household and one Support Levy.

House Lakar Knight World Defense Force armies may be supported by Imperial Navy aircraft. A maximum of up to a fourth of the points available to the army may be spent on these formations.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: A formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules

The *Fortified Positions* rule applies to House Lakar Knight World Defense Force armies (see *Fortified Positions*).

SPECIAL RULE

Bravery

Knight Household and Support Household formations receive a +1 modifier to their action test when carrying out an engage action, and a +1 modifier to their rally test.

SPECIAL RULE

Fortified Positions[1]

Fortified positions must be set up after objectives have been placed but before spacecraft and garrisons are set up. The only exception to this are fortified positions that are listed as part of a formation's "units". While they are not actually units, they are set up with the formation they are part of.

Fortified positions may be set up anywhere a vehicle may deploy on the player's half of the table. They may not be transported. Each group of fortified positions (whether part of a formation or not) must be set up so every piece is within 5cm of another piece from the same group, and so all pieces from the same group form a "chain" without any gaps of more than 5cm. Additionally, if a group of fortified positions is part of a formation then at least one piece must be within 5cm of a unit from the formation when they are set up.

Once set up, fortified positions may be used by any unit (including enemy units).

1. Fortified Positions

Q: Do all Fortified Positions purchased need to be set up?

A: No.

Q: Are Fortified Positions counted during tiebreak?

A: No.

Q: Are the Gun Emplacements that come with certain formations set up at the same time as Fortified Positions?

A: No, these are setup with the formation they are part of.

Q: Are the Gun Emplacements that come with certain formations in the formation?

A: No, they are not units. They just need to be set up in coherency with the rest of the formation.

HOUSE LAKAR KNIGHT WORLD DEFENSE FORCE ARMY LIST

House Lakar Knight World Defense Force armies have a strategy rating of 2. All formations have an initiative rating of 2+ but Knight Household and Support Household formations receive modifiers (see Bravery).

KNIGHT HOUSEHOLDS

FORMATION	UNITS	EXTRAS	COST
Knight Household	Three Knight Paladins	Add up to three Knight Paladins for +90 points each	300 points
		Replace any number of Knight Paladins with an equal number of Knight Errants for +10 points each	
		Add one Seneschal character for +25 points or one Baron per army for +200 points	

SUPPORT HOUSEHOLDS

(Up to one support household may be fielded per knight household.)

FORMATION	UNITS	EXTRAS	COST
Custodian Household	Any three of the following units: Knight Castellan, Knight Crusader	Add one Knight Castellan or Knight Crusader for +115 points	375 points
		Add one Seneschal character for +25 points	
Lancer Household	Three Knight Lancers	Add up to three Knight Lancers for +90 points each	300 points
		Add one Seneschal character for +25 points or one Baron per army for +200 points	
Warden Household	Three Wardens	Add up to three Wardens for +85 points each	275 points
		Add one Seneschal character for +25 points	

SUPPORT LEVY

(Up to one support levy may be fielded per knight household.)

FORMATION	UNITS	EXTRAS	COST
AA Gun Battery	Three AA Guns and three Gun Transporters	Replace three Gun Transporters with three Gun Emplacements for free	125 points
Howitzer Battery	Three Howitzers and three Gun Transporters	Replace three Gun Transporters with three Gun Emplacements for free	175 points
Infantry Platoon	One Levy Command and eight Infantry Levy	Add up to four Infantry Levy for +25 points for two	175 points
		Add up to three of any of the following units for +25 points each: Rapier, Thudd Gun	
		Add up to two Snipers for +25 points each	
		Add one Aspirant character for +25 points	
		Add up to 52cm of Trench and 52cm of Razor Wire for +50 points	
Rough Rider Platoon	Six Rough Riders	Add one Aspirant character for +25 points	150 points

IMPERIAL NAVY AIRCRAFT

(Up to a fourth of the points available may be spent on these formations.)

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

KNIGHT WORLD FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Aspirant	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Inspiring, Leader.*
Seneschal	CH	n/a	n/a	n/a	n/a	-			*Commander, Leader.*
Infantry Levy	INF	15cm	-	6+	5+	Heavy Bolter	30cm	AP5+	*One unit in every two has a Heavy Bolter.*
						Lasguns	(15cm)	Small Arms	
Levy Command	INF	15cm	6+	5+	5+	Heavy Bolter	30cm	AP5+	*Commander.*
Rapier	INF	10cm	-	6+	5+	Laser Destroyer	45cm	AP6+/AT4+	
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Scout.*
						Power Lances	(bc)	Assault Weapons, EA(+1), FS	
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	*Scout, Sniper.*
Thudd Gun	INF	10cm	-	6+	5+	Thudd Gun	45cm	AP4+/AT6+, Ind	
AA Gun	LV	0cm	-	6+	6+	AA Gun	60cm	AP6+/AT5+/AA5+	
Gun Transporter	LV	15cm	6+	6+	6+	Heavy Bolter	30cm	AP5+	*Transport. May transport one of the following units: AA Gun, Howitzer, Rapier, Thudd Gun.*
Howitzer	LV	0cm	-	6+	6+	Howitzer	90cm	1BP, Ind	
Baron	WE	30cm	4+	4+	4+	Rapid Fire Battle Cannon	75cm	2× AP4+/AT4+, FwA	*Damage Capacity 2, Fearless, Inspiring, Knight Shield, Reinforced Armour, Supreme Commander, Walker. Critical Hit Effect: Destroyed. Armed with either a Power Gauntlet and Shock Lance, or a Power Lance.*
						0–1× Power Lance	(15cm)	Small Arms, EA(+1), FS, MW	
						0–1× Power Gauntlet	(bc)	Assault Weapons, EA(+1), TK	
						0–1× Shock Lance	(15cm)	Small Arms, EA(+1), FS	
Knight Castellan	WE	20cm	4+	5+	4+	Knight Quake Cannon	90cm	MW3+, FwA	*Damage Capacity 2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
						or	90cm	1BP, FwA	
						Multi-barrelled Autocannon	45cm	3× AP5+/AT6+, FwA	
Knight Crusader	WE	20cm	4+	5+	4+	Knight Quake Cannon	90cm	MW3+, FwA	*Damage Capacity 2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
						or	90cm	1BP, FwA	
						2× Lascannon	45cm	AT5+, FwA	
Knight Errant	WE	25cm	5+	4+	5+	Thermal Cannon	30cm	MW4+, FwA	*Damage Capacity 2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
						and	(15cm)	Small Arms, MW	
						Power Gauntlet	(bc)	Assault Weapons, EA(+1), TK	
						Shock Lance	(15cm)	Small Arms, EA(+1), FS	
Knight Lancer	WE	30cm	5+	5+	5+	Battle Cannon	75cm	AP4+/AT4+, FwA	*Damage Capacity 2, Knight Shield, Reinforced Armour, Scout, Walker. Critical Hit Effect: Destroyed.*
						Power Lance	(15cm)	Small Arms, EA(+1), FS, MW	
Knight Paladin	WE	25cm	5+	4+	5+	Battle Cannon	75cm	AP4+/AT4+, FwA	*Damage Capacity 2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
						Chainsword	(bc)	Assault Weapons, EA(+1), MW	
						Shock Lance	(15cm)	Small Arms, EA(+1), FS	
Warden	WE	20cm	4+	5+	5+	0–1× Demolisher	30cm	AP3+/AT4+, FxF, IC	*Damage Capacity 2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed. Armed with either a Demolisher and Heavy Bolters; an AA Missile Launcher and Multilasers; or a Vanquisher.*
						0–1× Heavy Bolters	30cm	2× AP5+, FwA	
						0–1× AA Missile Launcher	45cm	2× AP5+/AT6+/AA5+	
						0–1× Multilasers	30cm	2× AP5+/AT6+, FwA	
						0–1× Vanquisher	75cm	AP4+/AT2+, FxF	

SPECIAL RULE
Knight Technology

Knight Shield: Units with a Knight Shield may make a saving throw on a 4+ when they are hit instead of using their armour value. No modifiers ever apply to this saving throw and it is unaffected by macro-weapon, lance and titan killer hits. However, each point of damage from a titan killer hit must be saved separately. If the unit has reinforced armour as well then it is allowed to re-roll a failed save using its armour value unless the hit was a macro-weapon, lance or titan killer. Finally, none of these benefits apply to units in a crossfire or to hits from supporting fire.

Power Lance and Shock Lance: The Power Lance and Shock Lance may only be used if the unit's formation carried out an engage action.

SPECIAL RULE
Knight World Fortified Positions

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see Infantry Cover Saves). Can hold one unit. Units in a gun emplacement may not be barged by a war engine.

Trench: Can hold one infantry unit per 4cm of length. Units in a trench may not be barged by a war engine.

Fortified Position Effects Table

Terrain	*Infantry*	*Vehicle*	*War Engine*
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Razor Wire	Dangerous	No Effect	No Effect
Trench	4+ Cover Save	Dangerous	No Effect

IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2× Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	*Slow and Steady.*
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	