



INDEX

RENEGADE KNIGHTS

QUESTOR TRAITORIS

This Index describes the Renegade Knights, giant engines of war piloted by treacherous nobles who have long since broken their oaths of loyalty in favour of worshipping the Chaos Gods. It provides you with the rules required to assemble an army of such terrifying war machines in your games of Warhammer 40,000.

Humanoid war engines that tower over their foes, each Renegade Knight carries an army's worth of firepower upon its weaponised limbs and hulking carapace. At close quarters, their roaring chainswords and crushing thunderstrike gauntlets destroy what their trampling feet cannot, scattering terrified survivors before their unstoppable advance.

The ground shudders beneath the godlike tread of the Renegade Knights. Even one such looming war engine possesses the firepower to annihilate entire regiments of enemy warriors, pick apart armoured columns, and swat squadrons of aircraft from the skies. Chaos Lords and rebellious demagogues will go to great lengths to secure the services of such a lone warrior, sacrificing whatever they must to ensure that this god of destruction fights at their side.

Deployed in great number, the Questor Traitoris are more fearsome still, and have been known to bring entire worlds to heel, scourging them by blade and by flame in the name of the Dark Gods.



CORRUPTING THE INCORRUPTIBLE

Those who pilot Imperial Knights are brave and noble warriors, drawn from ancestral knightly houses. In their eighteenth year, aspirants face the Ritual of Becoming, a strange rite where the mind of the Noble is fused with the Knight's machine spirit, allowing the pilot to occupy the machine's Throne Mechanicum and control it with their thoughts alone. This rite – coupled with psychosuggestive subroutines fed through the Knight's neural jacks – is intended to weed out those who are weak in mind or soul, reinforcing notions of honour and selflessness so that few Knights risk falling to the temptations of Chaos.

No man is beyond the reach of the Dark Gods, however. To believe otherwise is dangerous arrogance. There are many ways that a Knight may stray from the true path laid out in the Code Chivalric, or else be driven from it by force. Most common are those times when Freeblade Knights – those who have already forsworn their knightly houses due to some shame or tragedy – find themselves driven to commit ignoble acts to survive. The ghosts of the Thrones Mechanicum are uncompromising and unforgiving, and the judgemental voices of ancestors long passed will lambaste such a fallen Knight mercilessly. Some pilots take their own lives, or abandon the throne forever – to a Noble pilot, there is little difference between these two terrible ends. Those who do not, or worse, cannot, are driven swiftly mad. It is this insanity that the Dark Gods prey upon, claiming the Nobles' lost souls and twisting the machine spirits of their steeds into ravening beasts. In recent years, covens of Warpsmiths have taken to capturing lone Knights and giving them over for torture until this horrible end is achieved. There are even whispered rumours that some Renegade Knights no longer contain living pilots at all, but are instead the unwilling hosts to parasitic possessor Daemons who clad themselves in the war engine's adamantium plates as a mortal warrior might don a suit of armour.

Rarer and more terrible are those instances when an entire lance, or even a whole knightly house falls into damnation. During the dark days of the Horus Heresy, this was a tragedy that played out many times, most famously with the once glorious House Devine who fell to the temptations of Slaanesh. With the Cicatrix Maledictum splitting the galaxy, such wholesale corruption has become a hazard once again. Here, a compromised Sacristan creeps from one Throne Mechanicum to the next, tainting them with daemonic ichor brewed to drive the Knights to madness and mutation. There a Baron leads a noble crusade to purge a world of Chaos taint, only to become so immersed in blood that he and his followers degenerate into the very berserk beasts they strode out to slay. The Inquisition have gone to great pains in their efforts to suppress reports of traitorous knightly houses, for the mere notion of such loyal warriors turning traitor is every bit as horrifying as the concept of Renegade Space Marines. Yet more Knights fall with every passing year, and their devastating rampages have become difficult to conceal.



RENEGADE KNIGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Renegade Knight	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+
										7-12	9"	4+	4+
										1-6	6"	5+	5+

A Renegade Knight is a single model equipped with a reaper chainsword, thunderstrike gauntlet, heavy stubber and titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger gatling cannon	36"	Heavy 12	6	-2	2	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Ironstorm missile pod	72"	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Rapid-fire battle cannon	72"	Heavy 2D6	8	-2	D3	-
Stormspear rocket pod	48"	Heavy 3	8	-2	D6	-
Thermal cannon	36"	Heavy D6	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin Icarus autocannon	48"	Heavy 4	7	-1	2	Add 1 to hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Reaper chainsword	Melee	Melee	+6	-3	6	-
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	When attacking with this weapon, you must subtract 1 from the hit roll. If a VEHICLE or MONSTER is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon.
WARGEAR OPTIONS	- This model may take a twin Icarus autocannon, stormspear rocket pod or ironstorm missile pod. - This model may replace its thunderstrike gauntlet with an avenger gatling cannon and heavy flamer, rapid-fire battle cannon and heavy stubber, or thermal cannon. - This model may replace its reaper chainsword with an avenger gatling cannon and heavy flamer, rapid-fire battle cannon and heavy stubber, or thermal cannon. - This model may replace one heavy stubber with a meltagun.					
ABILITIES	Ion Shield: This model has a 5+ invulnerable save against ranged weapons. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds. Engine of Destruction: If this model has a reaper chainsword and a thunderstrike gauntlet, its Attacks characteristic is changed to 5 and its Weapon Skill is improved by 1 (e.g. WS 3+ becomes WS 2+). Super-heavy Walker: This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy INFANTRY and SWARM models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.					
FACTION KEYWORDS	CHAOS, QUESTOR TRAITORIS					
KEYWORDS	TITANIC, VEHICLE, RENEGADE KNIGHT					



RENEGADE KNIGHT DOMINUS

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W				M	WS	BS
Renegade Knight Dominus	*	*	*	8	8	28	4	9	3+	15-28+	10"	4+	3+			
A Renegade Knight Dominus is a single model equipped with a plasma decimator, volcano lance, two shieldbreaker missiles, two twin meltaguns, two twin siegebreaker cannons and titanic feet.										8-14	7"	5+	4+			
										1-7	4"	6+	5+			
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES									
Conflagration cannon	18"	Heavy 3D6		7	-2	2	This weapon automatically hits its target.									
Plasma decimator	When attacking with this weapon, choose one of the profiles below.															
- Standard	48"	Heavy 2D6		7	-3	1	-									
- Supercharge	48"	Heavy 2D6		8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.									
Shieldbreaker missile	48"	Heavy 1		10	-4	D6	Each shieldbreaker missile can only be fired once per battle, and a model can only fire one each turn. Invulnerable saving throws cannot be made against wounds caused by this weapon.									
Twin siegebreaker cannon	48"	Heavy 2D3		7	-1	D3	-									
Twin meltagun	12"	Assault 2		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.									
Thundercoil harpoon	12"	Heavy 1		16	-6	10	You can re-roll failed hit rolls when targeting VEHICLE or MONSTER units with this weapon. In addition, if this weapon inflicts any damage, the target unit suffers an additional D3 mortal wounds.									
Volcano lance	80"	Heavy D6		14	-5	3D3	You can re-roll failed wound rolls when targeting TITANIC units with this weapon.									
Titanic feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack made with this weapon.									
WARGEAR OPTIONS	- This model may replace its plasma decimator and its volcano lance with a conflagration cannon and a thundercoil harpoon. - This model may replace one of its twin siegebreaker cannons with two shieldbreaker missiles.															
ABILITIES	Ion Shield: This model has a 5+ invulnerable save against ranged weapons. Dual Plasma Core Explosion: If this model is reduced to 0 wounds, roll 2D6 before removing it from the battlefield. If you roll a 6 on either dice, it explodes, and each unit within 2D6" suffers D6 mortal wounds; if you roll a 6 on both dice, each unit within 3D6" suffers D6 mortal wounds instead. Super-heavy Walker: This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy INFANTRY and SWARM models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.															
FACTION KEYWORDS	CHAOS, QUESTOR TRAITORIS															
KEYWORDS	TITANIC, VEHICLE, RENEGADE KNIGHT DOMINUS															

INFERNAL QUESTS

When Renegade Knights gather in great number they are compelled to swear grim oaths to the Dark Gods. In a twisted parody of their former nobility, they vow to complete mighty tasks on pain of death and dishonour. Such deeds may include the burning of a cardinal world or other great place of faith, the hunting of some fated Imperial hero, or the wholesale butchery of a star system whose defenders have offended the Dark Gods with their resistance. Once they have set themselves to such an Infernal Quest, Renegade Knights will not relent until either they emerge victorious, or they are slain to the last.



RENEGADE ARMIGER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Armiger	*	*	*	6	7	12	4	8	3+

REMAINING W	M	WS	BS
7-12+	14"	3+	3+
4-6	10"	4+	4+
1-3	7"	5+	5+

This unit contains 1 Renegade Armiger. It can include 1 additional Renegade Armiger (**Power Level +9**), or 2 additional Renegade Armigers (**Power Level +18**). Each Renegade Armiger is equipped with two Armiger autocannons and a heavy stubber.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Armiger autocannon	60"	Heavy 2D3	7	-1	3	Ignore the penalty to hit rolls for moving and firing this Heavy weapon.
Heavy stubber	36"	Heavy 3	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Thermal spear	30"	Assault D3	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Reaper chain-cleaver	When attacking with this weapon, choose one of the profiles below:					
- Strike	Melee	Melee	x2	-3	3	-
- Sweep	Melee	Melee	User	-2	1	Make 2 hit rolls for each attack made with this weapon, instead of 1.
WARGEAR OPTIONS	- Any model may replace both its Armiger autocannons with a thermal spear and a reaper chain-cleaver. - Any model may replace its heavy stubber with a meltagun.					
ABILITIES	Ion Shield: Models in this unit have a 5+ invulnerable save against ranged weapons. Explodes: Each time a model in this unit is reduced to 0 wounds, roll a dice before removing it from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. Vehicle Squadron: The first time this unit is set up, all of its models must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit.					
FACTION KEYWORDS	CHAOS, QUESTOR TRAITORIS					
KEYWORDS	VEHICLE, RENEGADE ARMIGER					



RENEGADE KNIGHT MAGAERA

DAMAGE

Some of a Renegade Knight Magaera's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ren. Knight Magaera	*	*	*	8	8	24	4	9	3+

A Renegade Knight Magaera is a single model. It is equipped with a lightning cannon, an ectoplasma fusil and reaper chainsword. It may also crush its foes beneath its titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
--------	-------	------	---	----	---	-----------

Lightning cannon	48"	Heavy 6	7	-1	D3	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1 and Damage 3 instead of D3.
Ectoplasma fusil	24"	Rapid Fire 2	6	-3	2	-
Twin rad cleanser	9"	Assault 2D6	*	0	3	This weapon hits automatically, and it always wounds on a 3+, except against TITANIC and VEHICLE units against which it always wounds on a 6+.
Reaper chainsword	Melee	Melee	+4	-3	6	-
Hekaton siege claw	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- The Renegade Knight Magaera may replace its reaper chainsword with a hekaton siege claw with an inbuilt twin rad cleanser, this increases its cost by +1 Power.

ABILITIES

Empyrean Preysight: Units other than **VEHICLES** cannot claim the bonus +1 to their save for being in cover against this model.

Infernal Veil: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Infernal Knight Titan: A Renegade Knight Magaera can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Magaera Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Magaera can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Magaera can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Magaera only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS

CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS

TITANIC, VEHICLE, RENEGADE KNIGHT MAGAERA



RENEGADE KNIGHT STYRIX

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Styrix	*	*	*	8	8	24	4	9	3+

A Renegade Knight Styrix is a single model. It is equipped with a hellburner chieorovile, a graviton crusher and reaper chainsword. It may also trample its foes beneath its titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
--------	-------	------	---	----	---	-----------

Hellburner chieorovile	45"	Heavy 5			8	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.
Graviton crusher	18"	Heavy D3			6	-2	2	If the target unit's armour save is 3+ or better, the damage of this weapon's attacks increases to 3.
Twin rad cleanser	9"	Assault 2D6		*		0	3	This weapon hits automatically and always wounds on a 3+, except against TITANIC and VEHICLE units against which it always wounds on a 6+.
Reaper chainsword	Melee	Melee			+4	-3	6	-
Hekaton siege claw	Melee	Melee			x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon.
Titanic feet	Melee	Melee			User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- The Renegade Knight Styrix may replace its reaper chainsword with a hekaton siege claw and twin rad cleanser, this increases its cost by +1 Power.

ABILITIES

Empyreal Preysight: Units, other than **VEHICLES**, cannot claim the bonus +1 to their save for being in cover against this model.

Infernal Veil: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Infernal Knight Titan: A Renegade Knight Styrix can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Styrix Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Styrix can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Styrix can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Styrix only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS

CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS

TITANIC, VEHICLE, RENEGADE KNIGHT STYRIX

DAMAGE

Some of a Renegade Knight Styrix's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+



RENEGADE KNIGHT ACHERON

DAMAGE

Some of a Renegade Knight Acheron's characteristics change as it suffers damage in battle, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Acheron	*	*	*	8	8	27	4	9	3+

A Renegade Knight Acheron is a single model. It is equipped with an Acheron flame cannon and a reaper chainfist with an inbuilt twin heavy bolter. It may also crush its foes beneath its titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acheron flame cannon	18"	Heavy 2D6	7	-2	3	This weapon automatically hits its target.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Reaper chainfist	Melee	Melee	x2	-4	6	When attacking with this weapon, subtract 1 from the hit roll.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

WARGEAR OPTIONS

- None.

ABILITIES

Ion shield: The model has a 5+ invulnerable save against shooting attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+, the model heals one wound.

Flank Speed: When making advance rolls for this model, roll 2D6 and add the result together to determine the maximum distance it may move.

Infernal Knight Titan: A Renegade Knight Acheron can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Acheron Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Acheron can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Acheron can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Acheron only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS

CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS

TITANIC, VEHICLE, RENEGADE KNIGHT ACHERON



RENEGADE KNIGHT CASTIGATOR

DAMAGE

Some of a Renegade Knight Castigator's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Castigator	*	*	*	8	8	27	4	9	3+

A Renegade Knight Castigator is a single model. It is equipped with a Castigator bolt cannon and a Tempest warblade. It may also crush its foes beneath its titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Castigator bolt cannon	36"	Heavy 14	6	-2	2	-
Tempest warblade	Melee	Melee	+6	-3	5	If any result of a 6 is rolled on any wound roll with this weapon against a MONSTER or VEHICLE , then an additional D3 mortal wounds are also inflicted on the enemy unit.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- None.

ABILITIES

Ion shield: The model has a 5+ invulnerable save against shooting attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Flank Speed: When making advance rolls for this model, roll 2D6 and add the result together to determine the maximum distance it may move.

Infernal Knight Titan: A Renegade Knight Castigator can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Castigator Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Castigator can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Castigator can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Castigator only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS TITANIC, VEHICLE, RENEGADE KNIGHT CASTIGATOR



RENEGADE KNIGHT LANCER

DAMAGE

Some of a Renegade Knight Lancer's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Lancer	*	*	*	8	8	27	4	9	3+

A Renegade Knight Lancer is a single model. It is equipped with a cerastus shock lance which it wields in melee combat and can also use it to discharge a lethal shock blast. It may also crush its foes beneath its titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re roll failed hit rolls with this weapon if the Renegade Knight Lancer has successfully charged in your Charge phase.
Shock blast	18"	Heavy 6	6	-1	D3	–
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.
WARGEAR OPTIONS	• None.					
ABILITIES	Ion Gauntlet Shield: The Renegade Knight Lancer has a 5+ invulnerable save, increasing to a 4+ invulnerable save in the Fight phase of any turn. In addition, enemy units with the TITANIC keyword within 1" must subtract 1 from their hit rolls when directing their attacks against the Renegade Knight Lancer (to a maximum of 6+ to hit). Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound. Flank Speed: When making advance rolls for this model, roll 2D6 and add the result together to determine the maximum distance it may move. Infernal Knight Titan: A Renegade Knight Lancer can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Lancer Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Lancer can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Lancer can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Lancer only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.					
FACTION KEYWORDS	CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS					
KEYWORDS	TITANIC, VEHICLE, RENEGADE KNIGHT LANCER					



RENEGADE KNIGHT ATROPOS

DAMAGE

Some of a Renegade Knight Atropos' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Atropos	*	*	*	8	8	27	4	9	3+

A Renegade Knight Atropos is a single model. It is equipped with an Atropos lascutter and a graviton singularity cannon. It may also crush its foes beneath its titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Atropos lascutter (shooting)	9"	Heavy 1	12	-4	6	If an attack with this weapon slays an enemy VEHICLE or MONSTER unit in the Shooting phase, you may immediately make another attack against a separate target unit within range. This bonus attack does not generate further attacks.
Atropos lascutter (melee)	Melee	Melee	14	-4	6	You may re-roll failed hit and wound rolls for this weapon against targets with the MONSTER , BUILDING or VEHICLE keyword.
Graviton singularity cannon	36"	Heavy 4	8	-3	3	Roll a D6 each time before this weapon is fired. On a roll of a 1, the bearer suffers a mortal wound and the weapon fires normally (if the bearer survives this). On a roll of 2-5, the attack is carried out normally using its listed profile. On a roll of a 6, the weapon's attacks are instead carried out at Strength 16, AP -4, Damage 6 instead of its normal profile.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS • None.

ABILITIES

Ancient Evil: All enemy units subtract 1 from their Leadership characteristic when within 6" of a Renegade Knight Atropos.

Infernal Veil: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Macro-extinction Protocols: You may add 1 to your hit rolls with this model when making Shooting attacks against targets with the **TITANIC** keyword.

Flank Speed: When making advance rolls for this model, roll 2D6 and add the results together to determine the maximum distance it may move.

Infernal Knight Titan: A Renegade Knight Atropos can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Atropos Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Atropos can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Atropos can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Atropos only gains a bonus to its save in cover if at least half of the model is obscured from the firer.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS TITANIC, VEHICLE, RENEGADE KNIGHT ATROPOS

40 POWER RENEGADE KNIGHT PORPHYRIOR										DAMAGE Some of a Renegade Knight Porphyrior's characteristics change as it suffers damage in battle, as shown below: <table><thead><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr></thead><tbody><tr><td>23-30+</td><td>10"</td><td>3+</td><td>2+</td></tr><tr><td>16-22</td><td>8"</td><td>4+</td><td>3+</td></tr><tr><td>9-15</td><td>6"</td><td>5+</td><td>4+</td></tr><tr><td>1-8</td><td>4"</td><td>6+</td><td>5+</td></tr></tbody></table>				REMAINING W	M	WS	BS	23-30+	10"	3+	2+	16-22	8"	4+	3+	9-15	6"	5+	4+	1-8	4"	6+	5+
REMAINING W	M	WS	BS																														
23-30+	10"	3+	2+																														
16-22	8"	4+	3+																														
9-15	6"	5+	4+																														
1-8	4"	6+	5+																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																								
Renegade Knight Porphyrior	*	*	*	8	9	30	3	9	3+																								
A Renegade Knight Porphyrior is a single model. It is equipped with two twin magna lascannon, two autocannon and an ironstorm missile pod. It may also crush its foes beneath its titanic feet.																																	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																										
Twin magna lascannon	72"	Heavy 2D3		12	-3	6	This weapon may not be used to make Overwatch attacks.																										
Lascannon	48"	Heavy 1		9	-3	D6	–																										
Autocannon	48"	Heavy 2		7	-1	2	–																										
Ironstorm missile pod	72"	Heavy D6		5	–	D3	This weapon can target units that are not visible to the bearer.																										
Helios defence missiles	60"	Heavy 2		8	-2	3	Add 1 to all hit rolls made against targets that can FLY . Subtract 1 from all hit rolls against all other targets.																										
Titanic feet	Melee	Melee			User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.																									
WARGEAR OPTIONS	• The Renegade Knight Porphyrior may replace either of its autocannon with lascannon. • The Renegade Knight Porphyrior may replace its ironstorm missile pod with Helios defence missiles.																																
ABILITIES	Ion shield: The model has a 5+ invulnerable save against shooting attacks. Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound. Infernal Knight Titan: A Renegade Knight Porphyrior can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Porphyrior Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Porphyrior can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Porphyrior can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Porphyrior only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.																																
FACTION KEYWORDS	CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS																																
KEYWORDS	TITANIC, VEHICLE, RENEGADE KNIGHT PORPHYRIOR																																

The background is a light beige, textured surface with numerous small brown and green specks. In the upper left quadrant, there are three large, circular red stamps with a distressed, ink-like texture. Two of these circles are connected by a red arrow pointing downwards and to the right. Another red arrow points downwards and to the left, positioned below the leftmost circle. A third red arrow points upwards and to the right, located at the top right of the page.

APPENDICES

DETACHMENT RULES

On this page you'll find rules for Battle-forged armies that include **QUESTOR TRAITORIS** Detachments – that is, any Detachment which includes only **QUESTOR TRAITORIS** units. This includes the detachment ability below and a Warlord Trait, Stratagem and Relic that can only be used by the Renegade Knights. Together, these rules help to reflect their character and fighting style in your games of Warhammer 40,000.

ABILITIES

QUESTOR TRAITORIS Detachments (excluding Super-heavy Auxiliary Detachments) gain the following ability:

RENEGADE KNIGHT LANCE

Though they have left their nobility far behind, renegade Knight houses are still ruled over by despotic lords who lead them with brutal authority.

If your army is Battle-forged, select one model in each **QUESTOR TRAITORIS** Super-heavy Detachment in your army. Each model you selected gains the **CHARACTER** keyword. However, the Command Benefit of each **QUESTOR TRAITORIS** Super-heavy Detachment is changed to 'None' if it does not contain at least one **QUESTOR TRAITORIS** **TITANIC** unit, and it is changed to '+6 Command Points' if it contains at least three **QUESTOR TRAITORIS** **TITANIC** units.

WARLORD TRAIT

If a **QUESTOR TRAITORIS** **TITANIC** **CHARACTER** is your Warlord, you can choose to give them the following Warlord Trait:

INFERNAL QUEST

This warlord has sworn a grim oath to the Dark Gods – they will not relent in spreading carnage across the galaxy until they have honoured it, or they are slain.

If this Warlord is within range of an objective marker (as specified within the mission), it controls that objective marker even if there are more enemy models within range of the same objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal – in this case, however, this Warlord counts as 10 models.

RELIC

If your army is led by a **QUESTOR TRAITORIS** Warlord, then you may give the following relic to a **QUESTOR TRAITORIS** **CHARACTER** in your army.

THE TRAITOR'S MARK

The fell deeds and blood-stained heraldry of this traitor Knight are recounted across the galaxy, and all know that to confront it is to face a painful death.

Enemy units must subtract 1 from their Leadership characteristic whilst they are within 12" of the bearer. Whilst they are within 6" of the bearer, subtract 2 from their Leadership characteristic instead.

STRATAGEMS

If your army is Battle-forged and includes any **QUESTOR TRAITORIS** Detachments, you have access to the following Stratagems:

1CP/3CP

ROTATE ION SHIELDS

Questor Traitoris Stratagem

The directional power of an ion shield can be rotated so that its strongest part is facing the enemy, the better to deflect incoming shots.

Use this Stratagem when an enemy unit targets a **QUESTOR TRAITORIS** **VEHICLE** unit from your army that has an invulnerable save (this Stratagem costs 3 CPs if the targeted unit is a **RENEGADE DOMINUS KNIGHT**, otherwise it costs 1 CP). Until the end of the phase, that vehicle's invulnerable save is improved by 1 (to a maximum of 3+).

2CP

TRAIL OF DESTRUCTION

Questor Traitoris Stratagem

When Renegade Knights march to war, they leave only broken bodies and twisted wreckage in their wake.

Use this Stratagem when you choose a **QUESTOR TRAITORIS** unit from your army to make attacks with in the Shooting or Fight phase. Until the end of the phase, you can re-roll all failed hit rolls for this unit.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Reaper chain-cleaver	0
Reaper chainsword	30
Thunderstrike gauntlet	35
Titanic feet	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Armiger autocannon	5
Avenger gatling cannon	75
Conflagration cannon	0
Heavy flamer	17
Heavy stubber	4
Ironstorm missile pod	16
Meltagun	17
Plasma decimator	0
Rapid-fire battle cannon	100
Shieldbreaker missile	12
Stormspear rocket pod	45
Thermal cannon	76
Thermal spear	0
Thundercoil harpoon	0
Twin Icarus autocannon	30
Twin meltagun	0
Twin siegebreaker cannon	35
Volcano lance	10

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Renegade Armiger	1-3	160
Renegade Knight	1	285
Renegade Knight Dominus	1	500

KNIGHTLY ARMAMENTS

The armouries of the Noble houses are replete with massive artillery guns, enormous energy cannons, racks of ballistic warheads and titanic melee weaponry. Even the smallest Knights wield several such weapons at once, acting as artillery platforms or assault vehicles capable of breaking the strength of entire enemy armies with their firepower and close-quarters fury.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Archeotech pistol	15"	Pistol 1	5	-2	2	-
Armiger autocannon	60"	Heavy 2D3	7	-1	3	Ignore the penalty to hit rolls for moving and firing this Heavy weapon.
Avenger gatling cannon	36"	Heavy 12	6	-2	2	-
Conflagration cannon	18"	Heavy 3D6	7	-2	2	This weapon automatically hits its target.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Ironstorm missile pod	72"	Heavy D6	5	-1	2	This weapon can target units that are not visible to the bearer.
Las-impulsor	When attacking with this weapon, choose one of the profiles below.					
- Low intensity	36"	Heavy 2D6	6	-2	D3	-
- High intensity	18"	Heavy D6	12	-4	D6	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-laser	36"	Heavy 3	6	0	1	-
Plasma decimator	When attacking with this weapon, choose one of the profiles below.					
- Standard	48"	Heavy 2D6	7	-3	1	-
- Supercharge	48"	Heavy 2D6	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Rapid-fire battle cannon	72"	Heavy 2D6	8	-2	D3	-
Shieldbreaker missile	48"	Heavy 1	10	-4	D6	Each shieldbreaker missile can only be fired once per battle, and a model can only fire one each turn. Invulnerable saving throws cannot be made against wounds caused by a shieldbreaker missile.
Stormspear rocket pod	48"	Heavy 3	8	-2	D6	-
Thermal cannon	36"	Heavy D6	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Thermal spear	30"	Assault D3	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Thundercoil harpoon	12"	Heavy 1	16	-6	10	You can re-roll failed hit rolls when targeting VEHICLE or MONSTER units with this weapon. In addition, if this weapon inflicts any damage, the target unit suffers an additional D3 mortal wounds.
Twin Icarus autocannon	48"	Heavy 4	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Twin meltagun	12"	Assault 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin siegebreaker cannon	48"	Heavy 2D3	7	-1	D3	-
Volcano lance	80"	Heavy D6	14	-5	3D3	You can re-roll failed wound rolls when targeting TITANIC units with this weapon.



"The Omnissiah gifts us with his wrath made manifest, that we may turn it upon his foes with fulsome vengeance."

- Sacristan Nymax Dar Mechanicus



MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Freedom's Hand	Melee	Melee	x2	-4	2D6	When attacking with this weapon, you must subtract 1 from the hit roll. Treat any damage roll less than 6 made with this weapon as 6 instead. If a VEHICLE or MONSTER is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds.
Reaper chain-cleaver	When attacking with this weapon, choose one of the profiles below:					
- Strike	Melee	Melee	x2	-3	3	-
- Sweep	Melee	Melee	User	-2	1	Make 2 hit rolls for each attack made with this weapon, instead of 1.
Reaper chainsword	Melee	Melee	+6	-3	6	-
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	When attacking with this weapon, you must subtract 1 from the hit roll. If a VEHICLE or MONSTER is slain by this weapon, pick an enemy unit within 9" of the bearer and roll a D6. On a 4+ that unit suffers D3 mortal wounds.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon.



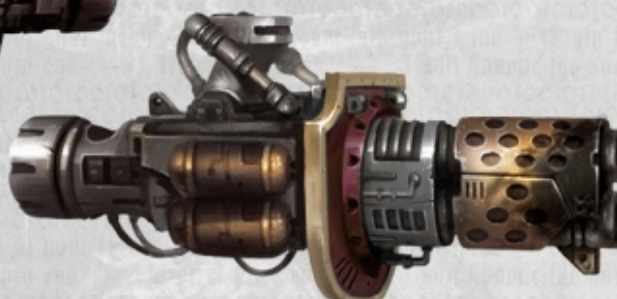
Stormspear missile pod



Twin Icarus autocannon



Rapid-fire battle cannon with heavy stubber



Thermal cannon



Avenger gatling cannon with heavy stubber



Thunderstrike gauntlet



Ironstorm missile pod

TRAITOR QUESTORIS POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Traitor Questoris units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Renegade Knight Acheron	1	358
Renegade Knight Lancer	1	420
Renegade Knight Castigator	1	350
Renegade Knight Atropos	1	405
Renegade Knight Magaera	1	440
Renegade Knight Porphyron	1	540
Renegade Knight Styrix	1	340

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Titanic feet	0
Hekaton siege claw	30
Reaper chainsword	30
Tempest warblade	30
Reaper chainfist	40
Cerastus shock lance	60

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Hellburner chieorovile	80
Graviton crusher	25
Twin rad cleanser	25
Twin heavy bolter	17
Twin magma lascannon	100
Lascannon	25
Autocannon	20
Ironstorm missile pod	16
Helios defence missiles	45
Lightning cannon	70
Ectoplasma fusil	20
Atropos lascutter	80
Graviton singularity cannon	70
Castigator bolt cannon	120
Shock blast	0
Acheron flame cannon	80

TRAITOR QUESTORIS WARGEAR

TRAITOR QUESTORIS RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acheron flame cannon	18"	Heavy 2D6	7	-2	3	This weapon automatically hits its target.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Shock blast	18"	Heavy 6	6	-1	D3	-
Castigator bolt cannon	36"	Heavy 14	6	-2	2	-
Atropos lascutter (shooting)	9"	Heavy 1	12	-4	6	If an attack with this weapon slays an enemy VEHICLE or MONSTER unit in the Shooting phase, you may immediately make another attack against a separate target unit within range. This bonus attack does not generate further attacks.
Atropos lascutter (melee)	Melee	Melee	14	-4	6	You may re-roll failed hit and wound rolls for this weapon against targets with the MONSTER , BUILDING or VEHICLE keyword.
Graviton singularity cannon	36"	Heavy 4	8	-3	3	Roll a D6 each time before this weapon is fired. On a roll of a 1, the bearer suffers a mortal wound and the weapon fires normally (if the bearer survives this). On a roll of 2-5, the attack is carried out normally using its listed profile. On a roll of a 6, the weapon's attacks are instead carried out at Strength 16, AP -4, Damage 6 instead of its normal profile.
Lightning cannon	48"	Heavy 6	7	-1	D3	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1 and Damage 3 instead of D3.
Ectoplasma fusil	24"	Rapid Fire 2	6	-3	2	-
Twin rad cleanser	9"	Assault 2D6	*	0	3	This weapon hits automatically, and it always wounds on a 3+, except against TITANIC and VEHICLE units against which it always wounds on a 6+.
Twin magna lascannon	72"	Heavy 2D3	12	-3	6	These weapons may not be used to make Overwatch attacks.
Lascannon	48"	Heavy 1	9	-3	D6	-
Autocannon	48"	Heavy 2	7	-1	2	-
Ironstorm missile pod	72"	Heavy D6	5	-	D3	This weapon can target units that are not visible to the bearer.
Helios defence missiles	60"	Heavy 2	8	-2	3	Add 1 to all hit rolls made against targets that can FLY . Subtract 1 from all hit rolls against all other targets.
Hellburner chieorovile	45"	Heavy 5	8	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.
Graviton crusher	18"	Heavy D3	6	-2	2	If the target unit's armour save is 3+ or better, the damage of this weapon's attacks increase to 3.

TRAITOR QUESTORIS MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Reaper chainfist	Melee	Melee	x2	-4	6	When attacking with this weapon, subtract 1 from the hit roll.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re roll failed hit rolls with this weapon if the Renegade Knight Lancer has successfully charged in your Charge phase.
Tempest warblade	Melee	Melee	+6	-3	5	If any result of a 6 is rolled on any wound roll with this weapon against a MONSTER or VEHICLE , then an additional D3 mortal wounds are also inflicted on the enemy unit.
Reaper chainsword	Melee	Melee	+4	-3	6	-
Hekaton siege claw	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon.

