

## ▲ 1850 Pts - Imperial Knights - !st Overall Champion Steve Sisk Space Marines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Chapter Master (1 ⚔, 260 pts)</b>												
Chapter Master	1	☠	6	5	4/8	5	4	5/1	4	10	2+/3(i)	260
(C:SM, pp. 79 & 163); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Iron Halo; Artificer Armour; Thunder Hammer (x1); Twin-Linked Boltgun (x1); The Shield Eternal: The Shield Eternal (see C:SM, pg. 127).; Adamantium Will; And They Shall Know No Fear; Chapter Tactics; Eternal Warrior; Independent Character; Orbital Bombardment; Digital Weapons; Space Marine Bike												
<i>The Shield Eternal</i>	1		The Shield Eternal (see C:SM, pg. 127).									[50]
<b>HQ: Kor'sarro Khan (1 ⚔, 150 pts)</b>												
Kor'sarro Khan	1	☠	6	5	4	5	3	5	3	10	3+/4(i)	150
(C:SM, pp. 111 & 161); Furious Charge; <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Bolt Pistol; Moonfang; Moondrakkan; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics (White Scars); Independent Character; Master of the Hunt; <b>Warlord</b> ; Champion of Humanity												
<i>Moonfang</i>	1		S User; AP 3; Melee, Prey's Bane (see C:SM, pg. 111).									[0]
<b>: Command Squad (5 ⚔, 220 pts)</b>												
Command Squad	4		4	4	4/8	5	1	4/1	2	9	3+/3(i)	220
(C:SM, pp. 88 & 164); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Chainsword (x3); Storm Shield (x3); Equip with Space Marine Bikes; Company Standard: Company Standard (see C:SM, pg. 124).; Power Fist (x1); Apothecary; Twin-Linked Boltgun (x4); And They Shall Know No Fear; Chapter Tactics												
Apothecary	1		4	4	4	5	1	4	2/3	9	3+	[20]
<b>Infantry</b> ; Frag Grenades; Krak Grenades; Narthecium; Power Armour; Bolt Pistol; Chainsword; Space Marine Bike; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics												
<b>Troops: Bike Squad (5 ⚔, 184 pts)</b>												
Bike Squad	3	🏍	4	4	4	5	1	4	1	8	3+	184
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x3); Twin-Linked Boltgun (x3); Grav-gun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Attack Bike	1		4	4	4	5	2	4	2	8	3+	[55]
(C:SM, pgs. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Multi-melta; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics												
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[36]
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Melta Bombs; Twin-Linked Boltgun (x1); Combi-Grav; Chapter Tactics; Combat Squads												
<b>Troops: Bike Squad (5 ⚔, 174 pts)</b>												
Bike Squad	3	🏍	4	4	4	5	1	4	1	8	3+	174
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x3); Twin-Linked Boltgun (x3); Meltagun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Attack Bike	1		4	4	4	5	2	4	2	8	3+	[55]
(C:SM, pgs. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Multi-melta; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics												
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[36]
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Melta Bombs; Twin-Linked Boltgun (x1); Combi-Meltagun; Chapter Tactics; Combat Squads												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Troops: Bike Squad (5 ⚔, 174 pts)</b>												
Bike Squad	3	Ⓜ	4	4	4	5	1	4	1	8	3+	174
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x3); Twin-Linked Boltgun (x3); Meltagun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Attack Bike	1		4	4	4	5	2	4	2	8	3+	[55]
(C:SM, pgs. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Multi-melta; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics												
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[36]
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Melta Bombs; Twin-Linked Boltgun (x1); Combi-Meltagun; Chapter Tactics; Combat Squads												
<b>Troops: Bike Squad (5 ⚔, 189 pts)</b>												
Bike Squad	3	Ⓜ	4	4	4	5	1	4	1	8	3+	189
(C:SM, pg. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol (x3); Twin-Linked Boltgun (x3); Plasma gun (x2); And They Shall Know No Fear; Chapter Tactics; Combat Squads												
Attack Bike	1		4	4	4	5	2	4	2	8	3+	[55]
(C:SM, pgs. 84 & 174); <b>Bikes</b> ; Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Bolt Pistol; Multi-melta; Twin-Linked Boltgun (x1); And They Shall Know No Fear; Chapter Tactics												
Biker Sergeant	1		4	4	4	5	1	4	1	8	3+	[41]
(C:SM, pg. 84 & 174); <b>Bikes</b> (Character); Frag Grenades; Krak Grenades; Power Armour; Space Marine Bike; Melta Bombs; Twin-Linked Boltgun (x1); Grav-pistol; Chapter Tactics; Combat Squads												
<b>Fast Attack: Stormtalon Gunship (1 ⚔, 125 pts)</b>												
Stormtalon Gunship	1	Grp: Ⓜ	BS: 4 FA: 11 SA: 11 RA: 11 HP: 2									125
(C:SM, pgs. 96 & 173); <b>Vehicle</b> (Flyer w/ Hover mode); Ceramite Plating; Twin-Linked Assault Cannon; Skyhammer Missile Launcher; Escort Craft; Strafing Run												
<b>: Knight Errant (1 ⚔, 370 pts)</b>												
Knight Errant [KNI]	1	Grp: {}	WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6									370
(C:IK, pg. 62); Automatic Vehicle Type; Ion Shield; Heavy Stubber; Reaper Chainsword; Thermal Cannon; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown												
<b>Total Cost:</b>											<b>1846</b>	

Option Footnotes	
Warlord Traits	
Champion of Humanity	Champion of Humanity (see C:SM, pg. 76).
<b>Warlord</b>	See WH40k, pg. 111.
Special Rules	
Adamantium Will	Adamantium Will (see WH40k, pg. 33).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 33).
Chapter Tactics	Chapter Tactics; see (C:SM, pg. 51).
Chapter Tactics (White Scars)	Chapter Tactics (White Scars) (see C:SM, pg. 78).
Combat Squads	Combat Squads
Escort Craft	See White Dwarf article.
Eternal Warrior	Eternal Warrior (see WH40k, pg. 35).
Fear	Fear (see WH40k, pg. 35).
Furious Charge	Furious Charge (see WH40k, pg. 37).
Hammer of Wrath	Hammer of Wrath (see WH40k, pg. 37).
Independent Character	Independent Character (see WH40k, pg. 39).
Invincible Behemoth	Invincible Behemoth (see Apocalypse 6E, pg. 66).
Master of the Hunt	Master of the Hunt (see C:SM, pg. 111).
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Orbital Bombardment	Orbital Bombardment (see C:SM, pg. 79).

Relentless	Relentless (see WH40k, pg. 41).
Smash	Smash (see WH40k, pg. 42).
Strafing Run	Strafing Run (see WH40k, pg. 42).
Strikedown	Strikedown (see WH40k, pg. 43).
Unit Type	
Automatic Vehicle Type	See WH40K rulebook, pgs. 44-49.
<b>Bikes</b>	See WH40K rulebook, pgs. 44-49.
<b>Bikes</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Ceramite Plating	Ceramite Plating (see C:BA, pg. 38).
Chainsword	S User; AP -; Melee.
Combi-Grav	Boltgun: 24" Range; S 4; AP 5; Rapid Fire. Grav-gun: 18" Range; S *; AP 2; Salvo 2/3, Concussive, Graviton (see C:SM, pg. 121).
Combi-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Digital Weapons	Digital Weapons
Equip with Space Marine Bikes	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-gun	18" Range; S *; AP 2; Salvo 2/3, Concussive, Graviton (see C:SM, pg. 121).
Grav-pistol	12" Range; S *; AP 2; Pistol, Concussive, Graviton (see C:SM, pg. 121).
Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Ion Shield	When an Imperial Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases before any attacks are carried out, the Imperial Knight player must declare which facing each Imperial Knight's ion shield is covering. The choices are: front, left side, right side, or rear. The Knight has a 4+ invulnerable save against all hits on that facing until the start of your opponent's next Shooting phase. Ion Shields are repositioned before any attacks are carried out in the Shooting phase. Ion Shields may not be used to make saving throws against close combat attacks. See C:IK, pg.62.
Iron Halo	Confers a 4+ Invulnerable save.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 62).
Meltagun	Range 12"; S 8; AP 1; Assault 1, Melta.
Moondrakkan	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Moonfang	S User; AP 3; Melee, Prey's Bane (see C:SM, pg. 111).
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
Nartheicum	Nartheicum (see C:SM, pg. 125).
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!
Power Armour	Power Armour (see C:SM, pg. 126).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Reaper Chainsword	S D; AP 2; Melee.
Skyhammer Missile Launcher	Range 60"; S 7; AP 4; Heavy 3.
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Storm Shield	Storm Shield
Thermal Cannon	36" Range; S 9; AP 1; Heavy 1, Large Blast, Melta.
Thunder Hammer	S x2; AP 2; Melee, Concussive, Specialist Weapon, Unwieldy.
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked

## Validation Report







*c-1. File Version: 1.46 For Bug Reports/www.ab40k.org; b-1. Roster Options: Generic Unit, Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers*

Each Allied Detachment must have 1 HQ.

Each Allied Detachment must have 1-2 troops.

## Roster Statistics

% HQ: 22.2  
 % Elite: 0  
 % Troops: 39.1  
 % Fast: 6.8  
 % Heavy: 0  
 % Fortification: 0  
 % Wargear: 2.7  
 Model Count: 29  
 Files version: 1.46  
 % Knight: 20

Group	Min	Max	Used
	1	2	2
	0	3	0
	2	6	4
	0	3	1
	0	3	0
	0	1	0