

▲ 1850 Pts - Imperial Knights - 3rd Ranked Gareth Hunt Nova Open 2014

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Herald of Tzeentch (1 ⚔, 150 pts)												
Herald of Tzeentch	1	☠	3	4	3	4	2	3	2/3	8	-/5(i)	150
(C:CD, pp. 38 & 95); JetBikes (Character); DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; DR: Exalted Rewards; Psyker (Mastery Level 3); DS: Disc of Tzeentch; Warlord												
HQ: Herald of Tzeentch (1 ⚔, 150 pts)												
Herald of Tzeentch	1	☠	3	4	3	4	2	3	2/3	8	-/5(i)	150
(C:CD, pp. 38 & 95); JetBikes (Character); DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; DR: Exalted Rewards; Psyker (Mastery Level 3); DS: Disc of Tzeentch												
HQ: Herald of Tzeentch (1 ⚔, 120 pts)												
Herald of Tzeentch	1	☠	3	4	3	4	2	3	2/3	8	-/5(i)	120
(C:CD, pp. 38 & 95); JetBikes (Character); DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; Psyker (Mastery Level 3); DS: Disc of Tzeentch												
Troops: Pink Horrors of Tzeentch (11 ⚔, 99 pts)												
Pink Horrors of Tzeentch	11	☠	3	3	3	3	1	3	1	7	-/5(i)	99
(C:CD, pp. 38 & 97); Infantry ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; S: Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear												
Troops: Pink Horrors of Tzeentch (12 ⚔, 108 pts)												
Pink Horrors of Tzeentch	12	☠	3	3	3	3	1	3	1	7	-/5(i)	108
(C:CD, pp. 38 & 97); Infantry ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; S: Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear												
Fast Attack: Screammers of Tzeentch (7 ⚔, 175 pts)												
Screammers of Tzeentch	7	☠	3	0	4	4	2	4	3	7	-/5(i)	175
(C:CD, pp. 41 & 100); Jetbike ; DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Lamprey's Bite; S: Slashing Attack; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; Hammer of Wrath; Jink; Relentless												
Heavy Support: Soul Grinder (1 ⚔, 150 pts)												
Soul Grinder	1	Grp: ☠	WS: 3	BS: 3	St: 6/10	In: 3	At: 4	FA: 13	SA: 13	RA: 11		150
HP: 4 (C:CD, pp. 60 & 102); Vehicle (Walker); rW: Harvester Cannon; mW: Iron Claw; S: Daemonic Resilience; S: Deep Strike; DA: Daemon of Slaanesh; S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rendering; S: Fear												
Heavy Support: Soul Grinder (1 ⚔, 150 pts)												
Soul Grinder	1	Grp: ☠	WS: 3	BS: 3	St: 6/10	In: 3	At: 4	FA: 13	SA: 13	RA: 11		150
HP: 4 (C:CD, pp. 60 & 102); Vehicle (Walker); rW: Harvester Cannon; mW: Iron Claw; S: Daemonic Resilience; S: Deep Strike; DA: Daemon of Slaanesh; S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rendering; S: Fear												
: Knight Paladin (1 ⚔, 375 pts)												
Knight Paladin [KNI]	1	Grp: {}	WS: 4	BS: 4	St: 10	FA: 13	SA: 12	RA: 12	In: 4	At: 3		375
HP: 6 (C:IK, pg. 62); Automatic Vehicle Type; Ion Shield; Heavy Stubber (x2); Rapid-fire Battle Cannon; Reaper Chainsword; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown												
: Knight Errant (1 ⚔, 370 pts)												
Knight Errant [KNI]	1	Grp: {}	WS: 4	BS: 4	St: 10	FA: 13	SA: 12	RA: 12	In: 4	At: 3		370
HP: 6 (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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
											Total Cost:	1847

Option Footnotes

Daemonic Gifts	
DR: Exalted Rewards	D6: 0 - Hellforged Artifact, 1 - Doubly Blessed, 2 - Riftbringer, 3 - Souleater, 4 - Unholy Terror, 5 - Warp Tether, 6 - Wind of Chaos (C:CD, pg. 67).
DS: Disc of Tzeentch	See C:CD, pg. 63.
mW: Iron Claw	Sx2, AP2, Melee, Specialist Weapon, Unwieldy.
rW: Harvester Cannon	48" Range; S7; AP4; Heavy 3 or 48" Range; S7; AP4; Heavy 3, Skyfire (C:CD, pg. 61).
Warlord Traits	
Warlord	See WH40k, pg. 111.
Special Rules	
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 34).
DA: Daemon of Slaanesh	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Fear	Fear (see WH40k, pg. 35).
Hammer of Wrath	Hammer of Wrath (see WH40k, pg. 37).
Invincible Behemoth	Invincible Behemoth (see Apocalypse 6E, pg. 66).
Jink	Jink (see WH40k, pg. 38).
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Relentless	Relentless (see WH40k, pg. 41).
S: Blue Horrors	See C:CD, pg. 38.
S: Daemon	Daemon (see WH40k, pg. 35).
S: Daemonic Instability	See C:CD, pg. 26.
S: Daemonic Resilience	See C:CD, pg. 60.
S: Deep Strike	Deep Strike (see WH40k, pg. 36).
S: Fear	Fear (see WH40k, pg. 35).
S: Fleet	Fleet (see WH40k, pg. 35).
S: Hatred (Daemons of Khorne)	Hatred (see WH40k, pg. 37).
S: Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 37).
S: Independent Character	Independent Character (see WH40k, pg. 39).
S: Lamprey's Bite	See C:CD, pg. 41.
S: Magic Made Manifest	See C:CD, pg. 38.
S: Rending	Rending (see WH40k, pg. 41).
S: Slashing Attack	See C:CD, pg. 41.
Smash	Smash (see WH40k, pg. 42).
Strikedown	Strikedown (see WH40k, pg. 43).
Unit Type	
Automatic Vehicle Type	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 44).
Jetbike	See WH40k, pg. 45.
JetBikes (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker)	Vehicle (Walker) (see WH40k, pg. 84).
Wargear	
Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Heavy Stubber (x2)	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.
Rapid-fire Battle Cannon	72" Range; S 8; AP 3; Ordnance 2, Large Blast.
Reaper Chainsword	S D; AP 2; Melee.
Thermal Cannon	36" Range; S 9; AP 1; Heavy 1, Large Blast, Melta.

Roster Design Information

Detachments of Chaos Daemons have the Special Rules Daemonic Assault and Daemonic Rivalry (see C:CD, pg. 27).