



1850 Pts - Imperial Knights - Jamie McLay 3rd Overall Capital City Bloodbath 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Lion's Blade Strike Force (69  , 1100 pts)												
Battle Company	1	Core, 										1045
(CAA:DA, pg. 174); Chaplain; Company Master; Fear; Fearless; Fire Discipline; Objective Secured												
Chaplain	1		5	4	4/6	4	2	4	2/3	10	3+/4(i)	[90]
(CAA:DA, pg. 107); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Rosarius; Bolt Pistol; Crozius Arcanum; Grim Resolve; Independent Character; Stubborn; Zealot												
Company Master	1		6	5	4/8	4	3	5/1	3	10	3+/4(i)	[115]
(CAA:DA, pg. 106); Infantry (Character); Frag Grenades; Krak Grenades; Iron Halo; Bolt Pistol; Power Fist (x1); Deathwing; Fearless; Grim Resolve; Hatred (Chaos Space Marines); Independent Character; Stubborn; Warlord												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 121); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 121); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 121); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3 Save: -										[0]
(CAA:DA, pg. 121); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Razorback												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
	Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[0]
	(CAA:DA, pg. 121); Vehicle (Tank, Transport); 6 model capacity; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter											
Tactical Squad	4		4	4	4	4	1	4	1	8	3+	[80]
	(CAA:DA, pg. 110); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino											
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
	Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn											
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[0]
	(CAA:DA, pg. 120); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair											
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[75]
	(CAA:DA, pg. 123); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x3); Chainsword (x4); Flamer (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Drop Pod											
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[14]
	Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn											
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[0]
	(CAA:DA, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System											
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	[75]
	(CAA:DA, pg. 123); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x3); Chainsword (x4); Flamer (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Drop Pod											
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[14]
	Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Chainsword; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn											
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[0]
	(CAA:DA, pg. 158); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity, or; One Thunderfire Cannon and Gunner.; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System											
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[105]
	(CAA:DA, pg. 132); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino											
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
	Infantry (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn											
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[0]
	(CAA:DA, pg. 120); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair											
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	[105]
	(CAA:DA, pg. 132); Infantry ; Frag Grenades; Krak Grenades; Grav-amp; Bolt Pistol (x4); Boltgun (x3); Grav-cannon (x1); And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn; Rhino											
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
	Infantry (Character); Frag Grenades; Krak Grenades; Signum; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Stubborn											
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3	Save: -				[0]
	(CAA:DA, pg. 120); Vehicle (Tank, Transport); 10 model capacity; Searchlight; Smoke Launchers; Storm Bolter; Repair											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
10th Company Support	1	Auxiliai ☒										55
(CAA:DA, pg. 94-95)												
Scout Squad	4	☒	4	4	4	4	1	4	1	8	4+	[55]
(CAA:DA, pg. 111); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Lion's Blade Strike Force	1	Grp: Detachment										0
(CAA:DA, pgs. 95-95); Company Support; Supreme Fire Discipline												
: Oathsworn Detachment (2 \times, 750 pts)												
Knight Warden [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. 104); Vehicle (Superheavy Walker); Ion Shield; Avenger Gatling Cannon; Heavy Flamer; Heavy Stubber; Reaper Chainsword; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown												
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. 103); Vehicle (Superheavy Walker); Ion Shield; Heavy Stubber; Heavy Stubber; Rapid-fire Battle Cannon; Reaper Chainsword; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown												
Oathsworn Detachment [KNI]	1	Grp: Detachment										0
											Total Cost:	1850

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Combat Squads	Combat Squads
Company Support	If a Lion's Blade Strike Force includes two Battle Demi-companies, one including a Company Master and the other including a Chaplain, then together they form a Battle Company. Any unit from th Battle company that has the option to take a Rhino, Razorback or Drop Pod as a Dedicated Transport may take one at no points cost. (See CAA:DA, pg. 94-95).
Deathwing	A model with this special rule has the Fearless and Hatred (Chaos Space Marines) rule. (See CAA:DA, pg. 148).
Drop Pod Assault	Drop Pods and unit embarked upon them must be held in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Fire Discipline	Unless, Jinking, all models in this Formation that have the Grim Resolve special rule count their Ballistic Skill as 3 instead of 2 when firing Overwatch. (See CAA:DA, pg. 140).
Grim Resolve	Models with this special rule have the Stubbporn special rule and, unless Jinking, count their Ballistic Skill as 2 when firing Overwatch. (See CAA:DA, pg. 148).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hatred (Chaos Space Marines)	Hatred (see WH40k, pg. 165).
Immobile	A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point.
Independent Character	Independent Character (see WH40k, pg. 166).
Inertial Guidance System	If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.
Infiltrate	Infiltrate (see WH40k, pg. 167).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).

Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Objective Secured	A unit with this special rule controls Objective Markers even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule. (See CAA:DA, pg. 174).
Relentless	Relentless (see WH40k, pg. 170).
Repair	If a Rhino is Immobilized, the in subsequent turns, it mat attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6+, the vehicle is no longer Immobilized. Note that a successfull Repair does not restore a Hull Point.
Scout	Scout (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
Stubborn	Stubborn (see WH40k, pg. 172).
Supreme Fire Discipline	Unless Jinking, all models in this Formation that have the Grim Resolve special rule fire Overwatch using their normal Ballistic Skill characteristic. (See CAA:DA, pg. 95).
Zealot	Zealot (see WH40k, pg. 43).
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Transport)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Avenger Gatling Cannon	36" Range; S 6; AP 3; Heavy 12, Rending (See C:IK, pg. 115).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	24" Range; S 4; AP 5; Rapid Fire.
Chainsword	S User; AP -; Melee.
Crozius Arcanum	S +2; AP 4; Melee, Concussive.
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-amp	When rolling To Wound with a grav-weapon, or to deterkine its effects on a vehicle, the bearer can re-roll the result. (See CAA:DA, pg. 194).
Grav-cannon	24" Range; S *: AP 2; Salvo 3/5, Concussive, Graviton (see C:SM, pg. 121).
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Ion Shield	[Undefined String: kni7_IonS] (See C:IK, pg. 117).
Iron Halo	An iron halo confers a 4+ invulnerable save. (See CAA:DA, pg. 195).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Power Armour	Power Armour (see C:SM, pg. 126).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Rapid-fire Battle Cannon	72" Range; S 8; AP 3; Ordnance 2, Large Blast (See C:IK, pg. 115).
Reaper Chainsword	S D; AP 2; Melee (See C:IK, pg. 117).
Rosarius	Confers a 4+ Invulnerable save.
Searchlight	(see WH40k, pg. 98).
Signum	At the start of the Shooting phase, a model with a signum can choose to use it instead of shooting. If e does so, one model in his unit is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls To Hit are made. (See CAA:DA, pg. 195).
Smoke Launchers	(see WH40k, pg. 98).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked

Roster Design Information

Army Special Rules:

Combat Squads (CAA:DA, pg. 148)

Deathwing (CAA:DA, pg. 148)

Grim Resolve (CAA:DA, pg. 148)

Ravenwing (CAA:DA, pg. 148)