



1850 Pts - Imperial Knights - Justin Whitton 3rd Overall Guardian Cup 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (134 ⚔, 840 pts)												
Renegade Command Squad	4		3	4	3	3	1	3	1	*	5+	110
	(IA13, pg. 154); Infantry ; Frag Grenades; Flak Armour; Close Combat Weapon (x4); Lasgun (x4); Banner of Hate; Fanatic; Uncertain Worth											
Arch-Demagogue	1		4	4	3	3	3	3	3	*	5+	[40]
	(IA5 - 2E, pg. 240); Infantry (Character); Frag Grenades; Flak Armour; Close Combat Weapon; Laspistol; Fanatic; Heretek Magus; Independent Character; Master of Renegades; Uncertain Worth; Chaos Covenant; Covenant of Nurgle; Warlord Demagogue Devotion: Ordnance Tyrant											
Plague Zombie Horde	40		2	2	3	3	1	2	1	-	-	120
	(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague											
Plague Zombie Horde	20		2	2	3	3	1	2	1	-	-	60
	(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague											
Plague Zombie Horde	20		2	2	3	3	1	2	1	-	-	60
	(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague											
Renegade Field Artillery Battery	4		-	-	-	7	2	-	-	-	3+	130
	(IA13, pg. 180); Artillery ; Heavy Quad Launcher (x4); Militia Training; Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock											
Renegade Crew	12		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x12); Lasgun (x12); Militia Training; Uncertain Worth											
Renegade Field Artillery Battery	4		-	-	-	7	2	-	-	-	3+	130
	(IA13, pg. 180); Artillery ; Heavy Quad Launcher (x4); Militia Training; Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock											
Renegade Crew	12		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x12); Lasgun (x12); Militia Training; Uncertain Worth											
Renegade Field Artillery Battery	4		-	-	-	7	2	-	-	-	3+	130
	(IA13, pg. 180); Artillery ; Heavy Quad Launcher (x4); Militia Training; Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock											
Renegade Crew	12		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x12); Lasgun (x12); Militia Training; Uncertain Worth											
Aegis Defence Line	1											100
	(Stronghold Assault, pg. 20); Battlefield Debris (Defence Lines); Gun Emplacement with Quad-Gun											
Combined Arms Detachment	1	Grp: Detachment										0
Heavy Support: Renegade Rapier Laser Destroyer Battery (16 ⚔, 190 pts)												
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	70
	(IA13, pg. 179); Artillery ; Laser Destroyer Array (x3); Militia Training; Explosive Demise; Extremely Bulky											
Renegade Crew	3		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Militia Training; Uncertain Worth											
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	70
	(IA13, pg. 179); Artillery ; Laser Destroyer Array (x3); Militia Training; Explosive Demise; Extremely Bulky											
Renegade Crew	3		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Militia Training; Uncertain Worth											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Renegade Rapier Laser Destroyer Battery	2		-	-	-	7	2	-	-	-	3+	50
	(IA13, pg. 179); Artillery ; Laser Destroyer Array (x2); Militia Training; Explosive Demise; Extremely Bulky											
Renegade Crew	2		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x2); Lasgun (x2); Militia Training; Uncertain Worth											
Forsworn Knight Detachment (2 $\frac{1}{2}$, 820 pts)												
Renegade Knight [KNI]	1	Grp: 	WS: 4	BS: 4	St: 10	FA: 13	SA: 12	RA: 12	In: 4	At: 3		435
	HP: 6 (C:IK, pg. 106); Vehicle (Superheavy Walker); Ion Shield; Avenger Gatling Cannon; Heavy Flamer; Heavy Stubber; Rapid-fire Battle Cannon; Meltagun; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown Avenger Gatling Cannon and Heavy Flamer (50pts), Avenger Gatling Cannon and Heavy Flamer (60pts), Heavy Stubber, Ion Shield											
Renegade Knight [KNI]	1	Grp: 	WS: 4	BS: 4	St: 10	FA: 13	SA: 12	RA: 12	In: 4	At: 3		385
	HP: 6 (C:IK, pg. 102); Vehicle (Superheavy Walker); Ion Shield; Thermal Cannon; Thunderstrike Gauntlet; Meltagun; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown Avenger Gatling Cannon and Heavy Flamer (60pts), Heavy Stubber, Ion Shield, Thunderstrike Gauntlet											
Forsworn Knight Detachment [KNI]	1	Grp: Detachment										0
											Total Cost:	1850

Option Footnotes

Fortification Upgrades	
Gun Emplacement with Quad-Gun	
Renegade Demagogue Devotions	
Heretek Magus	A model with this Devotion gains a 3+ Armour save, increases their Toughness by +1 and gains the Feel No Pain (6+) special rule. In addition, an army whose Warlord has this Devotion may take Defiles as Heavy Support choice and Decimators as Elites choices, and any units from the following list may take the Feel No Pain (6+) special rule for +10 points per unit: Renegade Command Squads (except the Arch-demagogue), Renegade Infantry Platoons, Renegade Infantry Veteran Squads, Renegade Disciple Squads, Renegade Heavy Ordnance Batteries, Renegade Support Squads, Renegade Rapier Laser Destroyer Batteries, Renegade Field Artillery Batteries. (See IA13, pg. 152).
Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
Chaos Covenant	
Covenant of Nurgle	Any unit which contains at least one model with this special rule also gains the Feel No Pain (6+) special rule. (See IA13, pg. 151).
Explosive Demise	When the Rapier loses its last wound, roll a D6. If the result of this roll is 2-6 the remove the Rapier as a casualty as normal. If the result is a 1, then place a Large Blast (5") template onto the table, centered on the Rapir - all models friendly and enemy under this template take a single S3 AP- hit. Once these hits are resolved, remove the Rapier as a casualty as normal (See IA5 - 2E, pg. 264).
Extremely Bulky	Extremely Bulky (see WH40k, pg. 159).
Fanatic	When rolling to determine this unit's Leadership value, as per the Uncertain Worth special rule, a model with this special rule rolls 2D6+4, and discards the lowest dice. (See IA5 -2E, pg. 237).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain (4+)	Feel No Pain (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Immobile Artillery	An Immobile Artilley piece cannot be moved after it has been deployed, and ignore any effect which forces it to move. This only affects the platform and the crew are subject to all normal artillery rules. When called upon to Fall Back, th crew must leave their guns behind and Fall Back, and the platforms are then removed as casualties.(See IA5 - 2E, pg. 265).
Independent Character	Independent Character (see WH40k, pg. 166).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).

Master of Renegades	If the Primary Detachment of an army includes an Arch-Demagogue as its Warlord, the certain additional units are available to the army based on which Chao Covenant the player has selected: (See IA5 -2E, pg. 240).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Relentless	Relentless (see WH40k, pg. 170).
Shell Shock	Due to the repeated rapid impact of the Heavy Quad Launcher's shells, Pinning test taken against its attacks are at -1 to the target's Leadership value. (See IA5 - 2E, pg. 265).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
Uncertain Worth	The first time a unit with this special rule is required to take a Leadership test, roll a D6 and add 4. This is the squad's Leadership value for the rest of the game and should be noted down for reference. This Leadership characteristic is subject to all the usual modifiers during play. (See IA13, pg. 151).
Warp Plague	If a unit of Plague Zombies defeats a unit in close combat, either by destroying it outright or forcing it to flee, it may add D3 new Plague Zombies to the unit after it has consolidated - this may bring the unit above its starting strength. If no appropriate models are available to be placed on the table then no additional Plague Zombies are added to the unit. (See IA5 - 2E, pg. 252).
Terrain Type	
Battlefield Debris (Defence Lines)	Battlefield Debris (Defence Lines) (See WH40K, pg. 109)
Unit Type	
Artillery	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Avenger Gatling Cannon	36" Range; S 6; AP 3; Heavy 12, Rending (See C:IK, pg. 115).
Banner of Hate	All infantry units from the same Primary Detachment as the unit carrying a Banner of Hate with one or more models within 12" of it must roll 3D6 for Morlae checks and Pinning tests, and must choose the two lower results. (See IA13, pg. 150).
Close Combat Weapon	S User; AP - ; Melee.
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Heavy Quad Launcher	12" to 60" Range; S 5; AP 5; Heavy 4, Barrage, Blast (3"), Shell shock.
Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Ion Shield	[Undefined String: kni7_IonS] (See C:IK, pg. 117).
Laser Destroyer Array	36" Range; S 9; AP 2; Ordnance 1, Twin-linked.
Lasgun	24" Range; S 3; AP -; Rapid-fire.
Laspistol	12" Range; S 3; AP -; Pistol.
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Militia Training	
Rapid-fire Battle Cannon	72" Range; S 8; AP 3; Ordnance 2, Large Blast (See C:IK, pg. 115).
Thermal Cannon	36" Range; S 9; AP 1; Heavy 1, Large Blast, Melta (See C:IK, pg. 116).
Thunderstrike Gauntlet	S D; AP 2; Melee, Colossal, Hurl (See C:IK, pg. 117).