







1850 Pts - Imperial Knights - Sean Canning 3rd Overall North West Open 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Adeptus Mechanicus War Convocation (36 , 1830 pts)												
Cult Mechanicus Battle Congregation	1	Grp: Detachment										0
Tech-Priest Dominus	1		4	5	4/5	4	3	3/1	2	9	2+/5(i)	105
Relentless; Infantry (Character); Artificer Armour; Power Axe; Mechadendrite Harness; Refractor Field; Scryerskull; Eradication Ray; Phosphor Serpenta; Digital Weapons; Infoslave Skull; Stasis Field: While a model equipped with a stasis field has Gone To Ground, it gains a 2+ invulnerable save, but its Weapon Skill and Ballistic Skill characteristics are reduced to 0. (See C:CM, pg. 77.); Acute Senses; Canticles of the Ommissiah; Feel No Pain; Independent Character; Master of Machines; Warlord ; The Scryerskull Perspicatus												
Kataphron Destroyers	3		3	3	5	5	2	3	1	8	4+	165
Infantry ; Kataphron Demiplate; Phosphor Blaster (x2); Heavy Grav-cannon (x3): 30"R, S *, AP2, Salvo 4/6, Concussive, Graviton.; Cognis Flamer (x1); Canticles of the Ommissiah; Heavy Battle Servitors; Very Bulky												
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Void Shield Generator	1											100
(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												
Oathsworn Detachment [KNI]	1	Grp: Detachment										0
Ldr: Adeptus Mechanicus War Convocation												
Knight Crusader [KNI]	1	Grp:  WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6										425
(C:IK, pg. 106); Vehicle (Superheavy Walker); Ion Shield; Avenger Gatling Cannon; Heavy Flamer; Heavy Stubber; Rapid-fire Battle Cannon; Meltagun; Stormspear Rocket Pod; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Adeptus Mechanicus War Convocation	1	Grp: Detachment										870
Battle Maniple	1	Grp: ☒										[870]
Skitarii Vanguard	4		3	4	3	3	1	3	1	8	4+	[55]
Vanguard Alpha	1		3	4	3/5	3	2	3	2/3	9	4+/4(i)	[19]
Skitarii Rangers	4		3	4	3	3	1	3	1	8	4+	[65]
Ranger Alpha	1		3	4	3/5	3	2	3	2/3	9	4+/4(i)	[21]
Sicarian Ruststalkers	4		4	4	4/5	3	2	4	2/3	8	4+	[160]
Ruststalker Princeps	1		4	4	4/5	3	2	4	3	9	4+/4(i)	[40]
Sicarian Infiltrators	4		4	4	4/6	3	2	4	2/3	8	4+	[185]
Infiltrator Princeps	1		4	4	4/6	3	2	4	3/4	9	4+/4(i)	[45]
Sydonian Dragoons	5	Grp: WS: 4 BS: 4 St: 5 In: 3 At: 3 FA: 11 SA: 11 RA: 11 HP: 2 Save: -										[225]
Onager Dunecrawlers	2	Grp: WS: 3 BS: 4 St: 5/10 In: 2 At: 1/2 FA: 12 SA: 12 RA: 11 HP: 3 Save: -										[180]
Total Cost:											1830	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
Bulky	Bulky (see WH40k, pg. 159).
Canticles of the Ommissiah Crawler	
Crusader	Crusader (see WH40k, pg. 163).
Crux Mechanicus	
Datalock	
Doctrina Imperatives	
Dunestrider	
Fear	Fear (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Feel No Pain (6+)	Feel No Pain (see WH40k, pg. 164).
Field Harmonics	
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).

Heavy Battle Servitors	
Incense Cloud	
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).
Master of Machines	
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Neurostatic Aura	
Projected Void Shields	Each projected void shield has a 12" area of effect, known as a Void Shield Zone. Any shooting attack that originates from outside a Void Shield Zone and hits a target within the Void Shield Zone instead hits the projected void shield. If a unit is within 12" of more than one Void Shield Generator, and so within more than one Void Shield Zone when it is hit, randomly determine which of the buildings' projected void shields is hit. Each projected void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a projected void shield causes it to collapse. If all projected void shields have collapsed, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for each projected void shield that has collapsed; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
Rad-saturation	
Relentless	Relentless (see WH40k, pg. 170).
Smash	Smash (see WH40k, pg. 171).
Stealth	Stealth (see WH40k, pg. 172).
Strikedown	Strikedown (see WH40k, pg. 172).
Tireless Advance	
Very Bulky	Very Bulky (see WH40k, pg. 35).
Zealot	Zealot (see WH40k, pg. 43).
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
Automatic Unit Type	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.
Vehicle (Walker)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Arc Maul	S+2, AP4, Melee, Concussive, Haywire.
Arc Pistol	12"R, S6, AP5, Pistol, Haywire.
Artificer Armour	Confers a 2+ Armour save.
Avenger Gatling Cannon	36" Range; S 6; AP 3; Heavy 12, Rending (See C:IK, pg. 115).
Broad Spectrum Data-tether	
Chordclaw	S User, AP5, Melee, Molecular Dissonance, Transonic.
Cognis Flamer	Template, S4, AP5, Assault 1, Cognis Flamewall.
Cognis Heavy Stubber	36"R, S4, AP6, Heavy 3, Cognis.
Cognis Manipulator	
Conversion Field	A conversion field confers a 4+ invulnerable save. At the end of a phase in which the bearer passes one or more invulnerable saves granted by the conversion field, all units within D6" of the bearer must test as if they had been hit by a weapon with the Blind special rule. Friendly units can re-roll this test. (See C:CM, pg. 77.)
Digital Weapons	
Emanatus Force Field	
Eradication Ray	0-12"R, S8, AP1, Heavy 1; 12-24"R, S6, AP3, Heavy 1, Blast.
Flechette Blaster	12"R, S2, AP -, Burst Pistol, Shred.
Galvanic Rifle	30"R, S4, AP4, Rapid Fire, Precision Shots.
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Icarus Array	Daedalus Missile Launcher: 48"R, S7, AP2, Heavy 1, Skyfire. Gatling Rocket Launcher: 48"R, S6, AP4, Heavy 5, Ignores Cover, Skyfire. Twin Icarus Autocannon: 48"R, S7, AP4, Heavy 2, Interceptor, Skyfire, Twin-linked..
Infoslave Skull	

Ion Shield	[Undefined String: kni7_IonS] (See C:IK, pg. 117).
Mechadendrite Harness	
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Mindprobe Scanner	
Omnispex	
Pater Radium	See C:S, pg. 78.
Phosphoenix	6"R, S5, AP2, Pistol, Luminagen, Phosphex, Poisoned (3+) (C:S, pg. 78.).
Phosphor Blaster	24"R, S5, AP4, Rapid Fire, Luminagen.
Phosphor Serpenta	18"R, S5, AP4, Assault 1, Luminagen.
Plasma Caliver	18"R, S7, AP2, Assault 3, Gets Hot.
Power Axe	S +1; AP 2; Melee, Unwieldy.
Prehensile Dataspike	S User, AP5, Melee, Dataspike, Haywire, Specialist Weapon.
Radium Carbine	18"R, S3, AP5, Assault 3, Rad Poisoning.
Radium Jezzail	30"R, SX, AP5, Heavy 2, Sniper, Rad Poisoning.
Rapid-fire Battle Cannon	72" Range; S 8; AP 3; Ordnance 2, Large Blast (See C:IK, pg. 115).
Scryerskull	
Searchlight	(see WH40k, pg. 98).
Stormspear Rocket Pod	48" Range; S 8; AP 3; Heavy 3 (See C:IK, pg. 116).
Taser Goad	S+2, AP -, Melee, Taser.
The Omnicient Mask	See C:S, pg. 78.
The Scryerskull Perspicatus	See C:CM, pg. 78.
The Skull of Elder Nikola	See C:S, pg. 78.
Transonic Blade (x2)	S+1, AP5, Melee, Transonic.