



1850 Pts - Imperial Knights - Joshua Death 1st Overall Guardian Cup 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Tripartite Lance (3 ⚔, 1240 pts)												
Tripartite Lance	1	☠										1240
(C:IK, pg. 109); War Triad												
Knight Crusader	1		Grp: WS: 5 BS: 5 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6									[460]
(C:IK, pg. 106); Vehicle (Superheavy Walker, Character); Ion Shield; Avenger Gatling Cannon; Heavy Flamer; Heavy Stubber; Heavy Stubber; Rapid-fire Battle Cannon; Ironstorm Missile Pod; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown; Warlord												
Knight Gallant	1		Grp: WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3/4 HP: 6									[370]
(C:IK, pg. 105); Vehicle (Superheavy Walker); Ion Shield; Reaper Chainsword; Thunderstrike Gauntlet; Meltagun; Stormspear Rocket Pod; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown												
Knight Warden	1		Grp: WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6									[410]
(C:IK, pg. 104); Vehicle (Superheavy Walker); Ion Shield; Avenger Gatling Cannon; Heavy Flamer; Heavy Stubber; Reaper Chainsword; Twin Icarus Autocannon; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown												
Formation: Psykana Division (19 ⚔, 305 pts)												
Psykana Division [Mil]	1	☠										305
(Mont'ka - The Rules, pg. 45); Commissar; Commissar; Commissar; Empyric Link; Encouraging Presence; Formation												
Primaris Psyker [Mil]	1		4	4	3	3	2	3	2/3	9	5+/5(i)	[50]
(Codex: Astra Militarum, iPad pg. 143); Infantry (Character); Laspistol; Frag Grenades; Force Sword; Flak Armour; Refractor field; Independent Character; It's For Your Own Good; Psyker (Mastery Level 1); Biomancy; Divination; Pyromancy												
Wyrdvane Psykers (Elite) [Mil]	1											[60]
(Codex: Astra Militarum, iPad pg. 155)												
Wyrdvane Psyker [Mil]	5		2	3	2	3	1	3	1/2	8	5+	[60]
Infantry ; Laspistol; Close Combat Weapon; Flak Armour; Brotherhood of Psykers; (Mastery Level 1); Biomancy; Daemonology; Malefic Powers; Daemonology; Sanctic Powers; Divination; Pyromancy; Telekinesis												
Wyrdvane Psykers (Elite) [Mil]	1											[60]
(Codex: Astra Militarum, iPad pg. 155)												
Wyrdvane Psyker [Mil]	5		2	3	2	3	1	3	1/2	8	5+	[60]
Infantry ; Laspistol; Close Combat Weapon; Flak Armour; Brotherhood of Psykers; (Mastery Level 1); Biomancy; Daemonology; Malefic Powers; Daemonology; Sanctic Powers; Divination; Pyromancy; Telekinesis												
Wyrdvane Psykers (Elite) [Mil]	1											[60]
(Codex: Astra Militarum, iPad pg. 155)												
Wyrdvane Psyker [Mil]	5		2	3	2	3	1	3	1/2	8	5+	[60]
Infantry ; Laspistol; Close Combat Weapon; Flak Armour; Brotherhood of Psykers; (Mastery Level 1); Biomancy; Daemonology; Malefic Powers; Daemonology; Sanctic Powers; Divination; Pyromancy; Telekinesis												
Commissar [Mil]	1		4	4	3	3	1	3	2/3	9	5+	[25]
(Codex: Astra Militarum, iPad pg. 141); Infantry (Character); Bolt Pistol; Close Combat Weapon; Frag Grenades; Krak Grenades; Flak Armour; Stubborn; Summary Execution												
Commissar [Mil]	1		4	4	3	3	1	3	2/3	9	5+	[25]
(Codex: Astra Militarum, iPad pg. 141); Infantry (Character); Bolt Pistol; Close Combat Weapon; Frag Grenades; Krak Grenades; Flak Armour; Stubborn; Summary Execution												
Commissar [Mil]	1		4	4	3	3	1	3	2/3	9	5+	[25]
(Codex: Astra Militarum, iPad pg. 141); Infantry (Character); Bolt Pistol; Close Combat Weapon; Frag Grenades; Krak Grenades; Flak Armour; Stubborn; Summary Execution												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Librarius Conclave (4 , 305 pts)												
Librarius Conclave [RG]	1	Comm: 										305
(CAA:SM, pg. 182); Librarian (HQ); Librarian (HQ); Librarian (HQ); Empyric Channeling												
Librarian (HQ) [RG]	1		5	4	4/6	5	2	4	2/3	10	3+	[110]
(CAA:SM, pg. 131); Chapter Tactics (Raven Guard); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Strike from the Shadows; Winged Deliverance; Space Marine Bike; Biomancy; Daemonology; Sanctic Powers; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [RG]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [RG]	1		5	4	4/5	5	2	4/1	2/3	10	3+	[110]
(CAA:SM, pg. 131); Chapter Tactics (Raven Guard); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 2); Strike from the Shadows; Winged Deliverance; Space Marine Bike; Biomancy; Daemonology; Sanctic Powers; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [RG]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
Librarian (HQ) [RG]	1		5	4	4/6	5	2	4	2/3	10	3+	[85]
(CAA:SM, pg. 131); Chapter Tactics (Raven Guard); Infantry (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Stave; And They Shall Know No Fear; Independent Character; Psyker (Mastery Level 1); Strike from the Shadows; Winged Deliverance; Space Marine Bike; Biomancy; Daemonology; Sanctic Powers; Divination; Fulmination; Geokinesis; Librarius; Technomancy; Pyromancy; Telekinesis; Telepathy												
Space Marine Bike [RG]	1	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.										[0]
Twin-Linked Boltgun (x1)												
											Total Cost:	1850

Option Footnotes	
Formation Type	
Formation	Formation (See Warhammer 40,000: The Rules, pg. 121).
Warlord Traits	
Warlord	See WH40k, pg. 124.
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Fulmination	0 - Electrosurge, 1 - Electroshield, 2 - Electropulse, 3 - Lightning Arc, 4 - Fists of Lightning, 5 - Magnetokinesis, 6 - Electrodisplacement (see CS: Angels of Death, pg. 110).
Geokinesis	0 - Chasm, 1 - Earth Blood, 2 - Scorched Earth, 3 - Landquake, 4 - Phase Form, 5 - Warp Quake, 6 - Shifting Worldscape (see CS: Angels of Death, pg. 111).
Librarius	0 - The Emperor's Wrath, 1 - Veil of Time, 2 - Fury of the Ancients, 3 - Psychic Fortress, 4 - Might of Heroes, 5 - Psychic Scourge, 6 - Null Zone (see CS: Angels of Death, pg. 108).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Technomancy	0 - Subvert Machine, 1 - Blessing of the Machine, 2 - Machine Curse, 3 - Reforge, 4 - Warpmetal Armour, 5 - Fury of Mars, 6 - Machine Flense (see CS: Angels of Death, pg. 109).
Telekinesis	0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).

Special Rules	
(Mastery Level 1)	Psyker (see WH40k, pg. 170).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Brotherhood of Psykers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
Chapter Tactics (Raven Guard)	Chapter Tactics (Raven Guard) (see CAA:SM, pg. 189-190).
Empyric Channeling	At the start of the Psychic phase, you can nominate one Librarian from this Formation. If you do this, the nominated Librarian has access to any psychic powers known by other Librarians from this Formation within 12" until the end of the phase; however, other Librarians from this Formation within 12" of the nominated Librarian cannot manifest psychic powers until the end of the phase. Furthermore, when the nominated Librarian makes Psychic tests this phase, he will harness Warp Charge points on a result of 3+ rather than 4+ if there is one other Librarian from this Formation within 12", or 2+ rather than 4+ if there are two or more other Librarians from this Formation within 12". (See CAA:SM, pg. 183).
Empyric Link	The Primaris Psyker knows any Psychic Powers known by units of Wyrdvane Psykers from the same Division while they are within 12". In addition, add 1 to the Primaris Psyker's Mastery Level until the end of the Psychic phase for every 5 Wyrdvane Psykers from the same Division that are within 12" at the start of the phase. Note that this does not cause him to generate any additional powers. (See Mont'ka, pg. xx).
Encouraging Presence	While a unit of Wyrdvane Psykers from this Formation is joined by a Commissar from this Formation, it successfully harnesses Warp Charge points on a roll of 2+ rather than 4+. However, if it attempts to manifest a Psychic Power and fails its psychic test, one randomly determined Wyrdvane Psyker from the unit is removed as a casualty. Furthermore, if it suffers Perils of the Warp, one randomly determined Wyrdvane Psyker from the unit is removed as a casualty and no roll is made on the Perils of the Warp table. (See Mont'ka, pg. xx).
Fear	Fear (see WH40k, pg. 163).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).
It's For Your Own Good	It's For Your Own Good (see "Codex: Astra Militarum", iPad pg. 143).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Smash	Smash (see WH40k, pg. 171).
Strike from the Shadows	Non-vehicle Raven Guard models that do not begin the game in a Transport vehicle have the Shrouded special rule until the start of the second game turn. When rolling to see whether the Night Fighting missions special rule is in effect during game turn 1, you may add 1 to the result if your army contains at least one Raven Guard unit. (See CAA:SM, pg. 190).
Strikedown	Strikedown (see WH40k, pg. 172).
Stubborn	Stubborn (see WH40k, pg. 172).
Summary Execution	Summary Execution (see "Codex: Astra Militarum", iPad pg. 140).
War Triad	Each Knight in this Formation has an effect on the other models in this Formation, as described below. These effects last until the associated model is completely destroyed.. (See C:IK, pg. 109.) Knight Warden - Withering Fire: Enemy units count their cover save as being one point lower than normal against shooting attacks frp, models from this Formation. Knight Gallant - Wrathful Onslaught: All models in this Formation inflict D3 Hammer of Wrath hits instead of 1. Knight Crusader - Precision Bombardment: Blast weapons fired by models in this Formation gain the Twin-linked special rule.
Winged Deliverance	Raven guard units with the Jump unit type may use their jump packs in both the Movement and assault phases of the same turn. Furthermore, when they make Hammer of Wrath attacks, Raven Guard models can re-roll failed To Wound rolls. (See CAA:SM, pg. 190).
Upgrades	
Increase Mastery Level	
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 (Superheavy Walker, Character)	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.
Flak Armour	Confers a 5+ Armour Save.
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
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).
Ironstorm Missile Pod	72" Range; S 5; AP 4; Heavy 1, Large Blast, Barrage (See C:IK, pg. 115).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
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).
Refractor field	5+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 119).
Space Marine Bike	See Bike as described in the WH40K rulebook. Fitted with TL Bolters.
Stormspear Rocket Pod	48" Range; S 8; AP 3; Heavy 3 (See C:IK, pg. 116).
Thunderstrike Gauntlet	S D; AP 2; Melee, Colossal, Hurl (See C:IK, pg. 117).
Twin Icarus Autocannon	48" Range; S 7; AP 4; Heavy 2, Interceptor, Skyfire, Twin-linked (See C:IK, pg. 116).
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Close Combat Weapon	S User; AP - ; Melee.
Force Sword	S User; AP 3; Melee, Force.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Laspistol	Range: 12"; S 3; AP -; Pistol.