





## ▲ 1850 Pts - Renegades and Heretics - John Eubanks 3rd Overall Iron Halo GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (107 <sup>+</sup>, 665 pts)</b>												
Renegade Command Squad	4		3	4	3	3	1	3	1	*	5+	65
(IA13, pg. 154); <b>Infantry</b> ; Frag Grenades; Flak Armour; Close Combat Weapon (x4); Lasgun (x4); Fanatic; Uncertain Worth												
Arch-Demagogue	1		4	4	3	3	3	3	3	*	4+	[20]
(IA5 - 2E, pg. 240); <b>Infantry</b> (Character); Frag Grenades; Close Combat Weapon; Laspistol; Carapace Armour; Melta Bombs; Fanatic; Independent Character; Master of Renegades; Uncertain Worth; Chaos Covenant; Covenant of Nurgle; <b>Warlord</b>												
Plague Zombie Horde	30		2	2	3	3	1	2	1	-	-	90
(IA13, pg. 165); <b>Infantry</b> ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Plague Zombie Horde	11		2	2	3	3	1	2	1	-	-	33
(IA13, pg. 165); <b>Infantry</b> ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Plague Zombie Horde	30		2	2	3	3	1	2	1	-	-	90
(IA13, pg. 165); <b>Infantry</b> ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Renegade Chaos Spawn	3		3	-	5	5	3	3	D6	10	-	55
(IA13, pg. 158); <b>Beasts</b> ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky												
Renegade Chaos Spawn	3		3	-	5	5	3	3	D6	10	-	55
(IA13, pg. 158); <b>Beasts</b> ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky												
Renegade Chaos Spawn	3		3	-	5	5	3	3	D6	10	-	55
(IA13, pg. 158); <b>Beasts</b> ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky												
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	76
(IA13, pg. 179); <b>Artillery</b> ; Laser Destroyer Array (x3); Additional Crewmen; Militia Training; Explosive Demise; Extremely Bulky												
Renegade Crew	5		3	3	3	3	1	3	1	*	-	[6]
<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x5); Lasgun (x5); Militia Training; Uncertain Worth												
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	76
(IA13, pg. 179); <b>Artillery</b> ; Laser Destroyer Array (x3); Additional Crewmen; Militia Training; Explosive Demise; Extremely Bulky												
Renegade Crew	5		3	3	3	3	1	3	1	*	-	[6]
<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x5); Lasgun (x5); Militia Training; Uncertain Worth												
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	70
(IA13, pg. 179); <b>Artillery</b> ; Laser Destroyer Array (x3); Additional Crewmen; Militia Training; Explosive Demise; Extremely Bulky												
Renegade Crew	3		3	3	3	3	1	3	1	*	-	[0]
<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Militia Training; Uncertain Worth												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Forsworn Knight Detachment (3 , 1185 pts)</b>												
Forsworn Knight Detachment [RKn]	1	Grp: Detachment										1185
		(Traitor's Hate, pg. 106); Renegade Knight; Renegade Knight; Renegade Knight; Fallen Household										
Renegade Knight [RKn]	1	Grp:  WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6										[435]
		(Traitor's Hate, pg. 108); <b>Vehicle</b> (Superheavy Walker); Ion Shield; Heavy Flamer; Heavy Flamer; Heavy Stubber; Avenger Gatling Cannon; Avenger Gatling Cannon; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown										
Renegade Knight [RKn]	1	Grp:  WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6										[375]
		(Traitor's Hate, pg. 108); <b>Vehicle</b> (Superheavy Walker); Ion Shield; Heavy Stubber; Heavy Stubber; Reaper Chainsword; Rapid-fire Battle Cannon; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown										
Renegade Knight [RKn]	1	Grp:  WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6										[375]
		(Traitor's Hate, pg. 108); <b>Vehicle</b> (Superheavy Walker); Ion Shield; Heavy Flamer; Heavy Stubber; Reaper Chainsword; Avenger Gatling Cannon; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown										
											<b>Total Cost:</b>	<b>1850</b>

Option Footnotes	
Warlord Traits	
<b>Warlord</b>	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).
Fallen Household	If this Detachment contains 3 Renegade Knights, it forms a Fallen Household and all of its models have the Preferred Enemy (Imperial Knights) special rule. However, such is the enmity between their former comrades that all Imperial Knights will have the Preferred Enemy (Fallen Household) special rule as well (see Taritor's Hate, pg. 106).
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).
Fleet	Fleet (see WH40k, pg. 164).
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).
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).
Mutated Beyond Reason	At the beginning of each Fight sub-phase, before rolling for their Random Attacks, roll a D3 on the table below for each friendly Chaos Spawn unit that is locked in combat. The mutation affects every Chaos Spawn model in the unit and lasts for the rest f the turn. (see IA5 - 2E, pg. 244).  D3 Mutation 1 Subcutaneous Armour: The Chaos Spawn have an Armour Save of 4+. 2 Grasping Pseudopods: The Chaos Spawn unit rolls two D6 and picks the highest for their Random Attacks. 3 Toxic Haemorrhage: The Chaos Spawn's Attacks have the Poisoned (4+) special rule.
Rage	Rage (see WH40k, pg. 170).

Random Attacks	At the beginning of each Fight sub-phase, roll a D6 for each friendly Chaos Spawn unit that is locked in combat. The result is the number of Attacks (before modifiers) that all Chaos Spawn in that unit have this turn. (See IA5 - 2E, pg. 244.)
Relentless	Relentless (see WH40k, pg. 170).
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).
Very Bulky	Very Bulky (see WH40k, pg. 35).
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).
Unit Type	
<b>Artillery</b>	See WH40K rulebook, pgs. 44-49.
<b>Beasts</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Avenger Gatling Cannon	36" Range; S 6; AP 3; Heavy 12, Rending (see Traitor's Hate, pg. 109).
Carapace Armour	Confers a 4+ Armour Save.
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 Stubber	36" Range; S 4; AP 6; Heavy 3.
Ion Shield	When a Renegade Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases before any attacks are carried out, the controlling player must declare which facing each Renegade Knight's ions 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 cannot be used to make saving throws against close combat attacks (see Traitor's Hate, pg. 109).
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.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Militia Training	
Rapid-fire Battle Cannon	72" Range; S 8; AP 3; Ordnance 2, Large Blast (see Traitor's Hate, pg. 109).
Reaper Chainsword	S D; AP 2; Melee (see Traitor's Hate, pg. 109).