

Super-Heavy Detachment +3CP (Imperium - Imperial Knights) [27 PL, 496pts]

Rules: Knight Lance

No Force Org Slot

Tomas Johansson 2nd Overall Defcon 2019

Household Choice

Selections: House Hawkshroud, Questor Imperialis

Categories: NO FORCE ORG SLOT

Household Tradition	Description	Ref
Oathkeepers	Models with this Household Tradition double the number of wounds they have remaining for the purposes of determining what characteristics to use on their damage table.	Codex: Imperial Knights

Lord of War [27 PL, 496pts]

Armiger Helverins [9 PL, 172pts]

Categories: LORD OF WAR

Armiger Helverin [9 PL, 172pts]

Selections: Heavy Stubber [2pts]

Categories: FACTION: IMPERIUM, FACTION: <HOUSEHOLD>, FACTION: <QUESTOR ALLEGIANCE>, ARMIGER CLASS, VEHICLE, ARMIGER HELVERIN, FACTION: IMPERIAL KNIGHTS

Abilities: Ion Shield (Armiger), Vehicle Squadron, Explosion: Explodes (Armiger), Unit: Armiger Helverin, Weapon: Armiger Autocannon, Heavy stubber, Wound Track (Knights): Armiger Helverin 1, Armiger Helverin 2, Armiger Helverin 3

Abilities	Description	Ref
Ion Shield (Armiger)	Models in this unit have a 5+ invulnerable save against ranged weapons.	Codex: Imperial Knights
Vehicle Squadron	The first time this unit is set up, all of its models must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit.	Codex: Imperial Knights

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (Armiger)	6+	6"	D3	Codex: Imperial Knights

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Armiger Helverin	*	*	*	6	7	12	4	8	3+	Codex: Imperial Knights

Weapon	Range	Type	S	AP	D	Abilities	Ref
Armiger Autocannon	60"	Heavy 2D3	7	-1	3	Ignore the penalty to hit rolls for moving and firing this Heavy weapon.	Codex: Imperial Knights
Heavy stubber	36"	Heavy 3	4	0	1	-	

Wound Track (Knights)	Remaining W	M	WS	BS	Ref
Armiger Helverin 1	7-12+	14"	3+	3+	Codex: Imperial Knights
Armiger Helverin 2	4-6	10"	4+	4+	Codex: Imperial Knights
Armiger Helverin 3	1-3	7"	5+	5+	Codex: Imperial Knights

Armiger Warglaives [9 PL, 162pts]

Categories: LORD OF WAR

Armiger Warglaive [9 PL, 162pts]

Selections: Heavy Stubber [2pts]

Categories: FACTION: IMPERIUM, FACTION: <HOUSEHOLD>, FACTION: <QUESTOR ALLEGIANCE>, ARMIGER CLASS, ARMIGER WARGLAIVE, VEHICLE, FACTION: IMPERIAL KNIGHTS

Armiger Warglaives [9 PL, 162pts]

Categories: LORD OF WAR

Armiger Warglaive [9 PL, 162pts]

Selections: Heavy Stubber [2pts]

Categories: FACTION: IMPERIUM, FACTION: <HOUSEHOLD>, FACTION: <QUESTOR ALLEGIANCE>, ARMIGER CLASS, ARMIGER WARGLAIVE, VEHICLE, FACTION: IMPERIAL KNIGHTS

Abilities: *Ion Shield (Armiger)*, *Vehicle Squadron*, **Explosion: Explodes (Armiger)**, **Unit: Armiger Warglaive**, **Weapon: Heavy stubber, Reaper Chain-Cleaver (Strike), Reaper Chain-Cleaver (Sweep), Thermal Spear**, **Wound Track (Knights): Armiger Warglaive 1, Armiger Warglaive 2, Armiger Warglaive 3**

Abilities	Description	Ref
Ion Shield (Armiger)	Models in this unit have a 5+ invulnerable save against ranged weapons.	Codex: Imperial Knights
Vehicle Squadron	The first time this unit is set up, all of its models must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit.	Codex: Imperial Knights

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (Armiger)	6+	6"	D3	Codex: Imperial Knights

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Armiger Warglaive	*	*	*	6	7	12	4	8	3+	Codex: Imperial Knights

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy stubber	36"	Heavy 3	4	0	1	-	
Reaper Chain-Cleaver (Strike)	Melee	Melee	x2	-3	3	-	Codex: Imperial Knights
Reaper Chain-Cleaver (Sweep)	Melee	Melee	User	-2	1	Make 2 hit rolls for each attack made with this weapon, instead of 1.	Codex: Imperial Knights
Thermal Spear	30"	Assault D3	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	Codex: Imperial Knights

Wound Track (Knights)	Remaining W	M	WS	BS	Ref
Armiger Warglaive 1	7-12+	14*	3+	3+	Codex: Imperial Knights
Armiger Warglaive 2	4-6	10*	4+	4+	Codex: Imperial Knights
Armiger Warglaive 3	1-3	7*	5+	5+	Codex: Imperial Knights

Outrider Detachment +1CP (Imperium - Adeptus Custodes) [69 PL, 1254pts]

Rules: *Aegis of the Emperor, Sworn Guardians, The Emperor's Chosen*

HQ [18 PL, 324pts]

Shield-Captain on Dawneagle Jetbike [9 PL, 164pts]

Selections: Auric Aquilis, Hurricane Bolter [10pts], Misericordia [4pts], Warlord

Categories: BIKER, CHARACTER, FACTION: ADEPTUS CUSTODES, FLY, IMPERIUM, HQ

Abilities: *Aegis of The Emperor, Implacable Vanguard, Inspirational Fighter*, **Unit:** *Shield-Captain on Dawneagle Jetbike*, **Weapon:** *Hurricane bolter, Interceptor Lance, Misericordia*

Abilities	Description	Ref
Aegis of The Emperor	Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored.	
Auric Aquilis	BIKER model only. This model has a 3+ invulnerable save. In addition, you can re-roll failed charge rolls made for this model.	
Implacable Vanguard	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	
Inspirational Fighter	You can re-roll hit rolls of 1 made for friendly ADEPTUS CUSTODES units within 6" of this model.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Shield-Captain on Dawneagle Jetbike	14"	2+	2+	5	6	7	5	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-	
Interceptor Lance	Melee	Melee	+1	-3	D3	You can re-roll failed wound rolls for this weapon on a turn in which the bearer made a successful charge	
Misericordia	Melee	Melee	User	-2	1	When the model fights, it may make 1 additional attack with this weapon unless using a storm shield	

Shield-Captain on Dawneagle Jetbike [9 PL, 160pts]

Selections: Hurricane Bolter [10pts]

Categories: BIKER, CHARACTER, FACTION: ADEPTUS CUSTODES, FLY, IMPERIUM, HQ

Abilities: *Aegis of The Emperor, Implacable Vanguard, Inspirational Fighter*, **Unit:** *Shield-Captain on Dawneagle Jetbike*, **Weapon:** *Hurricane bolter, Interceptor Lance*

Abilities	Description	Ref
Aegis of The Emperor	Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored.	
Implacable Vanguard	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	
Inspirational Fighter	You can re-roll hit rolls of 1 made for friendly ADEPTUS CUSTODES units within 6" of this model.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Shield-Captain on Dawneagle Jetbike	14"	2+	2+	5	6	7	5	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-	
Interceptor Lance	Melee	Melee	+1	-3	D3	You can re-roll failed wound rolls for this weapon on a turn in which the bearer made a successful charge	

Vexillus Praetor [6 PL, 120pts]

Selections: Storm Shield [10pts], Vexilla Magnifica [30pts]

Categories: CHARACTER, FACTION: ADEPTUS CUSTODES, IMPERIUM, INFANTRY, ELITES

Abilities: *Aegis of The Emperor*, *Custodes Vexilla*, *Storm shield*, *Vexilla Magnifica*, **Unit:** *Vexillus Praetor*

Abilities	Description	Ref
Aegis of The Emperor	Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored.	
Custodes Vexilla	You can re-roll failed morale tests for friendly IMPERIUM INFANTRY and BIKER units within 6" of this model. In addition, when you add this model to your army, choose one of the following vexillas for this model to carry.	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
Vexilla Magnifica	Your opponent must subtract 1 from hit rolls in the Shooting phase for attacks that target ADEPTUS CUSTODES units within 6" of any friendly VEXILLUS PRAETORS with this vexilla.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Vexillus Praetor	6"	2+	2+	5	5	5	4	9	2+	

Fast Attack [45 PL, 810pts]**Vertus Praetors [15 PL, 270pts]**

Categories: BIKER, FLY, IMPERIUM, FACTION: ADEPTUS CUSTODES, BIKER, FAST ATTACK, FLY

Abilities: *Aegis of The Emperor*, *Implacable Vanguard*

Vertus Praetor [5 PL, 90pts]

Selections: Hurricane Bolter [10pts]

Unit: *Vertus Praetor*, **Weapon:** *Hurricane bolter*, *Interceptor Lance*

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Unit: *Vertus Praetor*, **Weapon:** *Hurricane bolter*, *Interceptor Lance*

Abilities	Description	Ref
Aegis of The Emperor	Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored.	
Implacable Vanguard	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Vertus Praetor	14"	2+	2+	5	6	4	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-	
Interceptor Lance	Melee	Melee	+1	-3	D3	You can re-roll failed wound rolls for this weapon on a turn in which the bearer made a successful charge	

Vertus Praetors [15 PL, 270pts]

Categories: BIKER, FLY, IMPERIUM, FACTION: ADEPTUS CUSTODES, BIKER, FAST ATTACK, FLY

Abilities: *Aegis of The Emperor*, *Implacable Vanguard*

Vertus Praetor [5 PL, 90pts]

Selections: Hurricane Bolter [10pts]

Unit: *Vertus Praetor*, **Weapon:** *Hurricane bolter*, *Interceptor Lance*

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Abilities: *Aegis of The Emperor*, *Implacable Vanguard*

Vertus Praetor [5 PL, 90pts]

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Unit: *Vertus Praetor*, **Weapon:** *Hurricane bolter*, *Interceptor Lance*

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Unit: *Vertus Praetor*, **Weapon:** *Hurricane bolter*, *Interceptor Lance*

Abilities	Description	Ref
Aegis of The Emperor	Models with the Aegis of the Emperor special rule have a 5+ invulnerable save. In Addition, roll a D6 each time a model with this ability suffers a mortal wound in the Psychic phase. On a 6 that mortal wound is ignored.	
Implacable Vanguard	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Vertus Praetor	14"	2+	2+	5	6	4	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-	
Interceptor Lance	Melee	Melee	+1	-3	D3	You can re-roll failed wound rolls for this weapon on a turn in which the bearer made a successful charge	