

Liga (Warhammer 40,000 9th Edition) [52 PL, 4CP, 1,000pts]

Super-Heavy Detachment 0CP (Chaos - Chaos Knights) [52 PL, 4CP, 1,000pts]

Configuration [6CP]

Battle Size [6CP]

Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment CP

Categories: CONFIGURATION

Dread Household

Selections: Custom Household, Vengeful Outcasts (counts as 2)

Categories: CONFIGURATION, FACTION: ICONOCLAST HOUSEHOLD

Household Bonds: *Vengeful Outcasts*

Household Bonds	Ability	Ref
Vengeful Outcasts	When resolving an attack made by a model with this bond against an IMPERIUM unit, you can re-roll a wound roll of 1.	

Stratagems [-2CP]

Corrupted Heirlooms [-1CP]

Selections: One model [-1CP]

Categories: STRATAGEMS

Tyrannical Court [-1CP]

Selections: One model [-1CP]

Categories: STRATAGEMS

Lord of War [52 PL, 1,000pts]

Knight Despoiler [22 PL, 405pts]

Selections: 1. Infernal Quest, Character (Traitoris Lance), Dreadblade, Meltagun [10pts], Reaper chainsword [30pts], Rune of Nak'T'Graa, Thunderstrike gauntlet [35pts], Titanic feet, Warlord

Categories: LORD OF WAR, FACTION: CHAOS, FACTION: CHAOS KNIGHTS, TITANIC, VEHICLE, KNIGHT DESPOILER, FACTION: ICONOCLAST HOUSEHOLD, FACTION: <DREAD HOUSEHOLD>, CHARACTER, WARLORD, TITANIC WARLORD, FACTION: DREADBLADE

Rules: *Conquerors Without Mercy*

Abilities: 1. *Infernal Quest, Engine of Destruction, Explodes, Ion Shield, Rune of Nak'T'Graa, Super-heavy Walker*, **Unit:** *Knight Despoiler*, **Weapon:** *Meltagun, Reaper chainsword, Thunderstrike gauntlet, Titanic feet*, **Wound Track:** *Knight Despoiler, Knight Despoiler1, Knight Despoiler2, Knight Despoiler3*

Abilities	Description	Ref
1. Infernal Quest	If this Warlord is within range of an objective marker (as specified within the mission), it controls that objective marker even if there are more enemy models within range of the same objective marker. If an enemy unit with a similar ability is within range of the same objective marker, then the objective marker is controlled by the player who has the most models within range as normal – when this is the case, this Warlord counts as 10 models.	
Engine of Destruction	If this model has a reaper chainsword and a thunderstrike gauntlet, its Attacks characteristic is changed to 5 and its Weapon Skill is improved by 1 (e.g. WS 3+ becomes WS 2+).	
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.	
Ion Shield	The model has a 5+ invulnerable save against attacks made with ranged weapons.	
Rune of Nak'T'Graa	A model with this Relic has a 5+ invulnerable save against attacks made with ranged and melee weapons. That model gains one additional Dreadblade Pact and one additional Damnation of your choice.	
Super-heavy Walker	This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding Monster and Vehicle models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Knight Despoiler	*	*	*	8	8	24	5	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Meltagun	12"	Assault 1	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.	
Reaper chainsword	Melee	Melee	+6	-3	6	-	
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon. If you slay a VEHICLE or MONSTER with a thunderstrike gauntlet, select an enemy unit within 9" and roll a D6: on a 4+ that unit suffers D3 mortal wounds as the dead body or debris is thrown at it.	
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Knight Despoiler	-	M	WS	BS	
Knight Despoiler1	13-24+	12"	2+	3+	
Knight Despoiler2	7-12	9"	3+	4+	
Knight Despoiler3	1-6	6"	4+	5+	

Knight Rampager [21 PL, 415pts]

Selections: 5. Eager for the Kill, Character (Tyrannical Court), Corrupted Heirloom, Heavy stubber [5pts], Khornate Target, Reaper chainsword [30pts], Thunderstrike gauntlet [35pts], Titanic feet

Categories: LORD OF WAR, FACTION: CHAOS, FACTION: CHAOS KNIGHTS, TITANIC, VEHICLE, ABHORRENT CLASS, KNIGHT RAMPAGER, FACTION: ICONOCLAST HOUSEHOLD, FACTION: <DREAD HOUSEHOLD>, CHARACTER

Rules: *Conquerors Without Mercy*

Abilities: !Khornate Target, 5. Eager for the Kill, Explodes, Frenzied Rampage, Ion Shield, Super-heavy Walker, **Unit:** Knight Rampager, **Weapon:** Heavy stubber, Reaper chainsword, Thunderstrike gauntlet, Titanic feet, **Wound Track:** Knight Rampager, Knight Rampager1, Knight Rampager2, Knight Rampager3

Abilities	Description	Ref
!Khornate Target	Once per battle, at the start of the Fight phase, a model with this Relic can activate it. When it does so, until the end of the phase, invulnerable saves cannot be made against attacks made with melee weapons by that model and invulnerable saves cannot be made by that model.	
5. Eager for the Kill	When an Advance roll or charge roll is made for this Warlord, add 1 to the result. In addition, add 1 to this Warlord's Attacks characteristic whilst they are wholly within your opponent's deployment zone.	
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.	
Frenzied Rampage	When resolving an attack made with a reaper chainsword or thunderstrike gauntlet by this model, an unmodified hit roll of 6 scores 1 additional hit.	
Ion Shield	The model has a 5+ invulnerable save against attacks made with ranged weapons.	
Super-heavy Walker	This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding Monster and Vehicle models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Knight Rampager	*	*	*	8	8	24	5	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy stubber	36"	Heavy 3	4	0	1	-	
Reaper chainsword	Melee	Melee	+6	-3	6	-	
Thunderstrike gauntlet	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon. If you slay a VEHICLE or MONSTER with a thunderstrike gauntlet, select an enemy unit within 9" and roll a D6: on a 4+ that unit suffers D3 mortal wounds as the dead body or debris is thrown at it.	
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Knight Rampager	-	M	WS	BS	
Knight Rampager1	13-24+	12"	2+	3+	
Knight Rampager2	7-12	9"	3+	4+	
Knight Rampager3	1-6	6"	4+	5+	

War Dogs [9 PL, 180pts]

Categories: LORD OF WAR

Abilities: *Vehicle Squadron*

War Dog [9 PL, 180pts]

Selections: Meltagun [10pts], Two War Dog autocannons [20pts]

Categories: FACTION: CHAOS, FACTION: CHAOS KNIGHTS, VEHICLE, WAR DOG, FACTION: ICONOCLAST HOUSEHOLD, FACTION: <DREAD HOUSEHOLD>

Rules: *Conquerors Without Mercy*

Abilities: *Explodes (D6)*, *Ion Shield*, **Unit:** *War Dog*, **Weapon:** *Meltagun, War Dog autocannon*, **Wound Track:** *War Dog, War Dog1, War Dog2, War Dog3*

Abilities	Description	Ref
Explodes (D6)	When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.	
Ion Shield	The model has a 5+ invulnerable save against attacks made with ranged weapons.	
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
War Dog	*	*	*	6	7	12	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Meltagun	12"	Assault 1	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.	
War Dog autocannon	60"	Heavy 2D3	7	-1	3	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
War Dog	-	M	WS	BS	
War Dog1	7-12+	14"	3+	3+	
War Dog2	4-6	10"	4+	4+	
War Dog3	1-3	7"	5+	5+	

Selection Rules

Conquerors Without Mercy: When a model with this ambition made a charge move, was charged, or performed a Heroic Intervention, add 1 to the model's Attacks characteristic until the end of the turn, and the Armour Penetration characteristic of melee weapons the model is equipped with is improved by 1 until the end of the the turn (e.g. AP 0 becomes AP -1). In addition, when an enemy unit fails a Morale test whilst within 12" of any models with this ambition, one extra model flees the unit. ()

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