

## Tournament (Warhammer 40,000 8th Edition) [90 PL, 7CP, 1749pts]

### Super-Heavy Auxiliary Detachment (Imperium - Imperial Knights) [30 PL, -1CP, 604pts]

#### No Force Org Slot [-1CP]

##### Heirlooms of the Household [-1CP]

**Selections:** Heirlooms of the Household: 1 Extra Heirloom [-1CP]

**Categories:** No FORCE ORG SLOT

##### Household Choice

**Selections:** Questor Mechanicus

**Categories:** No FORCE ORG SLOT

##### House Raven

**Selections:** Household Tradition: None

### Lord of War [30 PL, 604pts]

##### Knight Castellan [30 PL, 604pts]

**Selections:** Character (Heirloom of the House), Heirloom: Cawl's Wrath, Plasma Decimator, Titanic Feet, 2x Twin Meltagun, Volcano Lance, Warlord, Warlord Trait: Ion Bulwark

**Categories:** FACTION: <HOUSEHOLD>, FACTION: <QUESTOR ALLEGIANCE>, FACTION: IMPERIUM, DOMINUS CLASS, TITANIC, VEHICLE, KNIGHT CASTELLAN, LORD OF WAR, FACTION: IMPERIAL KNIGHTS, CHARACTER, WARLORD

**Abilities:** *Ion Shield, Super-Heavy Walker, Explosion (Details): Dual Plasma Core Explosion, Unit: Knight Castellan, Warlord Trait: Ion Bulwark, Weapon: Cawl's Wrath (Standard), Cawl's Wrath (Supercharge), Plasma Decimator (Standard), Plasma Decimator (Supercharge), Titanic Feet, Twin Meltagun, Volcano Lance, Wound Track (Knights): Knight Castellan 1, Knight Castellan 2, Knight Castellan 3*

##### Two Siegebreaker Cannons and Two Shieldbreaker Missiles [94pts]

**Selections:** 2x Shieldbreaker Missile [24pts], 2x Twin Siegebreaker Cannon [70pts]

**Weapon:** *Shieldbreaker Missile, Twin Siegebreaker Cannon*

### Battalion Detachment +5CP (Imperium - Space Wolves) [60 PL, 8CP, 1145pts]

#### No Force Org Slot [8CP]

##### Battle-forged CP [3CP]

**Categories:** No FORCE ORG SLOT

##### Detachment CP [5CP]

**Categories:** No FORCE ORG SLOT

## HQ [18 PL, 322pts]

### Bjorn the Fell-handed [12 PL, 219pts]

**Selections:** Heavy flamer [14pts], Helfrost cannon [25pts], Trueclaw

**Categories:** FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, FACTION: SPACE WOLVES, CHARACTER, HQ, VEHICLE, BJORN THE FELL-HANDED, DREADNOUGHT

**Rules:** *And They Shall Know No Fear, Hunters Unleashed*

**Abilities:** *Ancient Tactician, Explodes (Dreadnought), Last of the Company of Russ, Legendary Tenacity, Smoke Launchers*, **Unit:** *Bjorn the Fell-handed*, **Weapon:** *Heavy flamer, Helfrost cannon - Dispersed beam, Helfrost cannon - Focused beam, Trueclaw*

### Rune Priest [6 PL, 103pts]

**Selections:** 2. Tempest's Wrath, 5. Storm Caller, Bolt pistol, Frag & Krak grenades, Psychic hood [5pts], Runic sword [10pts], Smite

**Categories:** FACTION: ADEPTUS ASTARTES, CHARACTER, HQ, FACTION: IMPERIUM, INFANTRY, FACTION: SPACE WOLVES, PSYKER, RUNE PRIEST

**Rules:** *And They Shall Know No Fear, Hunters Unleashed*

**Abilities:** *Psychic hood*, **Psychic Power:** *Smite, Storm Caller, Tempest's Wrath*, **Psyker:** *Rune Priest Psyker*, **Unit:** *Rune Priest*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Runic sword*

## Troops [16 PL, 291pts]

### Grey Hunters [4 PL, 74pts]

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, GREY HUNTERS, TROOPS

**Rules:** *And They Shall Know No Fear, Defenders of Humanity, Hunters Unleashed*

**Abilities:** *Mixed Unit*

#### Grey Hunter Pack Leader [22pts]

**Selections:** Bolt pistol, Boltgun, Frag & Krak grenades, Power fist [9pts]

**Unit:** *Grey Hunter Pack Leader*, **Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade, Power fist*

#### 4x Grey Hunter w/Bolt Pistol [52pts]

**Selections:** 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades

**Unit:** *Grey Hunter*, **Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

### Grey Hunters [4 PL, 76pts]

**Selections:** 4x Chainsword

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, GREY HUNTERS, TROOPS

**Rules:** *And They Shall Know No Fear, Defenders of Humanity, Hunters Unleashed*

**Abilities:** *Mixed Unit*, **Weapon:** *Chainsword*

#### Grey Hunter Pack Leader [13pts]

**Selections:** Bolt pistol, Boltgun, Chainsword, Frag & Krak grenades

**Unit:** *Grey Hunter Pack Leader*, **Weapon:** *Bolt pistol, Boltgun, Chainsword, Frag grenade, Krak grenade*

#### 3x Grey Hunter w/Bolt Pistol [39pts]

**Selections:** 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades

**Unit:** *Grey Hunter*, **Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

#### Grey Hunter with Special Weapon [24pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Plasma gun [11pts]

**Unit:** *Grey Hunter*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Plasma gun, Standard, Plasma gun, Supercharge*

**Grey Hunters [4 PL, 76pts]**

**Selections:** 4x Chainsword

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, GREY HUNTERS, TROOPS

**Rules:** *And They Shall Know No Fear, Defenders of Humanity, Hunters Unleashed*

**Abilities:** *Mixed Unit, Weapon: Chainsword*

**Grey Hunter Pack Leader [13pts]**

**Selections:** Bolt pistol, Boltgun, Chainsword, Frag & Krak grenades

**Unit:** *Grey Hunter Pack Leader, Weapon: Bolt pistol, Boltgun, Chainsword, Frag grenade, Krak grenade*

**3x Grey Hunter w/Bolt Pistol [39pts]**

**Selections:** 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades

**Unit:** *Grey Hunter, Weapon: Bolt pistol, Boltgun, Frag grenade, Krak grenade*

**Grey Hunter with Special Weapon [24pts]**

**Selections:** Bolt pistol, Frag & Krak grenades, Plasma gun [11pts]

**Unit:** *Grey Hunter, Weapon: Bolt pistol, Frag grenade, Krak grenade, Plasma gun, Standard, Plasma gun, Supercharge*

**Grey Hunters [4 PL, 65pts]**

**Selections:** 4x Chainsword

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, GREY HUNTERS, TROOPS

**Rules:** *And They Shall Know No Fear, Defenders of Humanity, Hunters Unleashed*

**Abilities:** *Mixed Unit, Weapon: Chainsword*

**Grey Hunter Pack Leader [13pts]**

**Selections:** Bolt pistol, Boltgun, Chainsword, Frag & Krak grenades

**Unit:** *Grey Hunter Pack Leader, Weapon: Bolt pistol, Boltgun, Chainsword, Frag grenade, Krak grenade*

**4x Grey Hunter w/Bolt Pistol [52pts]**

**Selections:** 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades

**Unit:** *Grey Hunter, Weapon: Bolt pistol, Boltgun, Frag grenade, Krak grenade*

## Heavy Support [16 PL, 304pts]

### Long Fangs [8 PL, 134pts]

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, LONG FANGS, HEAVY SUPPORT

**Rules:** *And They Shall Know No Fear, Hunters Unleashed*

**Abilities:** *Fire Discipline, Mixed Unit*

### Long Fang [30pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Plasma cannon [16pts]

**Unit:** *Long Fang*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Plasma cannon, Standard, Plasma cannon, Supercharge*

### Long Fang [30pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Plasma cannon [16pts]

**Unit:** *Long Fang*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Plasma cannon, Standard, Plasma cannon, Supercharge*

### Long Fang [30pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Plasma cannon [16pts]

**Unit:** *Long Fang*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Plasma cannon, Standard, Plasma cannon, Supercharge*

### Long Fang [30pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Plasma cannon [16pts]

**Unit:** *Long Fang*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Plasma cannon, Standard, Plasma cannon, Supercharge*

### Long Fang Pack Leader [14pts]

**Selections:** Chainsword, Frag & Krak grenades

**Unit:** *Long Fang Pack Leader*, **Weapon:** *Chainsword, Frag grenade, Krak grenade*

### Boltgun and Bolt Pistol

**Selections:** Bolt pistol, Boltgun

**Weapon:** *Bolt pistol, Boltgun*

### Long Fangs [8 PL, 170pts]

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, LONG FANGS, HEAVY SUPPORT

**Rules:** *And They Shall Know No Fear, Hunters Unleashed*

**Abilities:** *Fire Discipline, Mixed Unit*

#### Long Fang [39pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Lascannon [25pts]

**Unit:** *Long Fang, Weapon: Bolt pistol, Frag grenade, Krak grenade, Lascannon*

#### Long Fang [39pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Lascannon [25pts]

**Unit:** *Long Fang, Weapon: Bolt pistol, Frag grenade, Krak grenade, Lascannon*

#### Long Fang [39pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Lascannon [25pts]

**Unit:** *Long Fang, Weapon: Bolt pistol, Frag grenade, Krak grenade, Lascannon*

#### Long Fang [39pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Lascannon [25pts]

**Unit:** *Long Fang, Weapon: Bolt pistol, Frag grenade, Krak grenade, Lascannon*

#### Long Fang Pack Leader [14pts]

**Selections:** Chainsword, Frag & Krak grenades

**Unit:** *Long Fang Pack Leader, Weapon: Chainsword, Frag grenade, Krak grenade*

#### Boltgun and Bolt Pistol

**Selections:** Bolt pistol, Boltgun

**Weapon:** *Bolt pistol, Boltgun*

### Dedicated Transport [10 PL, 228pts]

#### Razorback [5 PL, 114pts]

**Selections:** Twin assault cannon [44pts]

**Categories:** FACTION: ADEPTUS ASTARTES, DEDICATED TRANSPORT, FACTION: IMPERIUM, FACTION: SPACE WOLVES, VEHICLE, TRANSPORT, RAZORBACK

**Abilities:** *Explodes, Smoke Launchers, Stat Damage - M/BS/A: Razorback (1), Razorback (2), Razorback (3), Transport: Transport, Unit: Razorback, Weapon: Twin assault cannon*

#### Razorback [5 PL, 114pts]

**Selections:** Twin assault cannon [44pts]

**Categories:** FACTION: ADEPTUS ASTARTES, DEDICATED TRANSPORT, FACTION: IMPERIUM, FACTION: SPACE WOLVES, VEHICLE, TRANSPORT, RAZORBACK

**Abilities:** *Explodes, Smoke Launchers, Stat Damage - M/BS/A: Razorback (1), Razorback (2), Razorback (3), Transport: Transport, Unit: Razorback, Weapon: Twin assault cannon*

## Profile Summary

| Abilities                          | Description   | Ref                        |
|------------------------------------|---|----------------------------|
| <b>Ancient Tactician</b>           | If your army is Battle-forged, you receive 1 additional Command Point if it includes Bjorn the Fell-handed.   |                            |
| <b>Explodes</b>                    | If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.   |                            |
| <b>Explodes (Dreadnought)</b>      | If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield, on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.   |                            |
| <b>Fire Discipline</b>             | At the start of each of your Shooting phases, pick one enemy unit on the battlefield. You can re-roll hit rolls of 1 for any models from this unit that target the enemy unit you picked that phase.  |                            |
| <b>Ion Shield</b>                  | This model has a 5+ invulnerable save against ranged weapons.   | Codex:<br>Imperial Knights |
| <b>Last of the Company of Russ</b> | You can re-roll hit rolls of 1 for friendly SPACE WOLVES units that are within 6" of the model.   |                            |
| <b>Legendary Tenacity</b>          | Roll a D6 each time Bjorn the Fell-handed loses a wound; on a roll of 5+ that wound is not lost.  |                            |
| <b>Mixed Unit</b>                  | For the purposes of determining what models a vehicle can transport, Wolf Guard Pack Leaders in Terminator Armour have the TERMINATOR keyword   |                            |
| <b>Psychic hood</b>                | You can add 1 to any Deny the Witch tests you make for a model equipped with a psychic hood against an enemy PSYKER within 12".   |                            |
| <b>Smoke Launchers</b>             | Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.   | BRB                        |
| <b>Super-Heavy Walker</b>          | This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy INFANTRY and SWARM models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer. | Codex:<br>Imperial Knights |

| Explosion (Details)               | Dice Roll | Distance  | Mortal Wounds | Description   | Ref                        |
|-----------------------------------|-----------|-----------|---------------|---|----------------------------|
| <b>Dual Plasma Core Explosion</b> | 6+        | 2D6"/3D6" | D6            | If this model is reduced to 0 wounds, roll 2D6 before removing it from the battlefield. If you roll a 6 on either dice, it explodes and each unit within 2D6" suffers D6 mortal wounds; if you roll a 6 on both dice, each unit within 3D6" suffers D6 mortal wounds instead. | Codex:<br>Imperial Knights |

| Psychic Power          | Warp Charge | Range | Details   | Ref |
|------------------------|-------------|-------|---|-----|
| <b>Smite</b>           | 5           | 18"   | Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead. |     |
| <b>Storm Caller</b>    | 8           | 6"    | Storm Caller has a warp charge value of 8. If manifested, until the start of your next Psychic phase, the psyker and any friendly SPACE WOLVES units within 6" of him gain the benefit of being in cover.                                     |     |
| <b>Tempest's Wrath</b> | 6           | 24"   | Tempest's Wrath has a warp charge value of 6. If manifested, select a visible enemy unit within 24" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from any hit rolls they make for that unit.      |     |

| Psyker             | Cast | Deny | Powers Known                                | Other | Ref |
|--------------------|------|------|---|-------|-----|
| Rune Priest Psyker | 2    | 1    | Smite and two from the Tempestas Discipline |       |     |

| Stat Damage - M/BS/A | Remaining W | Movement | BS | Attacks | Ref |
|----------------------|-------------|----------|----|---------|-----|
| Razorback (1)        | 6-10+       | 12"      | 3+ | 3       |     |
| Razorback (2)        | 3-5         | 6"       | 4+ | D3      |     |
| Razorback (3)        | 1-2         | 3"       | 5+ | 1       |     |

| Transport | Capacity  | Ref |
|-----------|---|-----|
| Transport | This model can transport 6 SPACE WOLVES INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS, or WULFEN models. |     |

| Unit                    | M  | WS | BS | S | T | W  | A | Ld | Save | Ref                     |
|-------------------------|----|----|----|---|---|----|---|----|------|-------------------------|
| Bjorn the Fell-handed   | 8" | 2+ | 2+ | 7 | 8 | 8  | 5 | 9  | 3+   |                         |
| Grey Hunter             | 6" | 3+ | 3+ | 4 | 4 | 1  | 1 | 7  | 3+   |                         |
| Grey Hunter Pack Leader | 6" | 3+ | 3+ | 4 | 4 | 1  | 2 | 7  | 3+   |                         |
| Knight Castellan        | *  | *  | *  | 8 | 8 | 28 | 4 | 9  | 3+   | Codex: Imperial Knights |
| Long Fang               | 6" | 3+ | 3+ | 4 | 4 | 1  | 1 | 8  | 3+   |                         |
| Long Fang Pack Leader   | 6" | 3+ | 3+ | 4 |   | 1  | 2 | 8  | 3+   |                         |
| Razorback               | *  | 6+ | *  | 6 | 7 | 10 | * | 8  | 3+   |                         |
| Rune Priest             | 6" | 2+ | 3+ | 4 | 4 | 4  | 3 | 9  | 3+   |                         |

| Warlord Trait | Description   | Ref                     |
|---------------|---|-------------------------|
| Ion Bulwark   | Your Warlord has a 4+ invulnerable save against ranged weapons. | Codex: Imperial Knights |



| Weapon                                  | Range | Type         | S    | AP | D  | Abilities  | Ref                     |
|---|-------|--------------|------|----|----|--|-------------------------|
| <b>Bolt pistol</b>                      | 12"   | Pistol 1     | 4    | 0  | 1  | -  |                         |
| <b>Boltgun</b>                          | 24"   | Rapid Fire 1 | 4    | 0  | 1  | -  |                         |
| <b>Cawl's Wrath (Standard)</b>          | 48"   | Heavy 2D6    | 8    | -4 | 2  | Replaces the bearer's Plasma Decimator.  | Codex: Imperial Knights |
| <b>Cawl's Wrath (Supercharge)</b>       | 48"   | Heavy 2D6    | 9    | -4 | 3  | Replaces the bearer's Plasma Decimator. For each hit roll of 1, that bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.                                | Codex: Imperial Knights |
| <b>Chainsword</b>                       | Melee | Melee        | User | 0  | 1  | Each time the bearer fights, it can make 1 additional attack with this weapon.   |                         |
| <b>Frag grenade</b>                     | 6"    | Grenade D6   | 3    | 0  | 1  | -  |                         |
| <b>Heavy flamer</b>                     | 8"    | Heavy D6     | 5    | -1 | 1  | This weapon automatically hits its target  |                         |
| <b>Helfrost cannon - Dispersed beam</b> | 24"   | Heavy D3     | 6    | -2 | 1  | If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.   |                         |
| <b>Helfrost cannon - Focused beam</b>   | 24"   | Heavy 1      | 8    | -4 | D6 | If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.   |                         |
| <b>Krak grenade</b>                     | 6"    | Grenade 1    | 6    | -1 | D3 | -  |                         |
| <b>Lascannon</b>                        | 48"   | Heavy 1      | 9    | -3 | D6 | -  |                         |
| <b>Plasma cannon, Standard</b>          | 36"   | Heavy D3     | 7    | -3 | 1  | -  |                         |
| <b>Plasma cannon, Supercharge</b>       | 36"   | Heavy D3     | 8    | -3 | 2  | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.   |                         |
| <b>Plasma Decimator (Standard)</b>      | 48"   | Heavy 2D6    | 7    | -3 | 1  | -  | Codex: Imperial Knights |
| <b>Plasma Decimator (Supercharge)</b>   | 48"   | Heavy 2D6    | 8    | -3 | 2  | For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.   | Codex: Imperial Knights |
| <b>Plasma gun, Standard</b>             | 24"   | Rapid Fire 1 | 7    | -3 | 1  | -  |                         |
| <b>Plasma gun, Supercharge</b>          | 24"   | Rapid Fire 1 | 8    | -3 | 2  | On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.   |                         |
| <b>Power fist</b>                       | Melee | Melee        | x2   | -3 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll.  |                         |
| <b>Runic sword</b>                      | Melee | Melee        | User | -3 | D3 | -  |                         |
| <b>Shieldbreaker Missile</b>            | 48"   | Heavy 1      | 10   | -4 | D6 | Each shieldbreaker missile can only be fired once per battle, and a model can only fire one each turn. Invulnerable saving throws cannot be made against wounds caused by this weapon. | Codex: Imperial Knights |
| <b>Titanic Feet</b>                     | Melee | Melee        | User | -2 | D3 | Make 3 hit rolls for each attack made with this weapon.  | Index: Forces of the    |

|                                 |       |              |    |    |     |  | Astra<br>Militarum            |
|---------------------------------|-------|--------------|----|----|-----|--|-------------------------------|
| <b>Trueclaw</b>                 | Melee | Melee        | +5 | -4 | D6  | You can re-roll failed wound rolls for this weapon.  |                               |
| <b>Twin assault cannon</b>      | 24"   | Heavy<br>12  | 6  | -1 | 1   | -  |                               |
| <b>Twin Meltagun</b>            | 12"   | Assault 2    | 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:<br>Imperial<br>Knights |
| <b>Twin Siegebreaker Cannon</b> | 48"   | Heavy<br>2D3 | 7  | -1 | D3  | -  | Codex:<br>Imperial<br>Knights |
| <b>Volcano Lance</b>            | 80"   | Heavy<br>D6  | 14 | -5 | 3D3 | You can re-roll failed wound rolls when targeting TITANIC units with this weapon.  | Codex:<br>Imperial<br>Knights |

| Wound Track (Knights)     | Remaining | W | M   | WS | BS | Ref                     |
|---------------------------|-----------|---|-----|----|----|-------------------------|
| <b>Knight Castellan 1</b> | 15-28+    |   | 10" | 4+ | 3+ | Codex: Imperial Knights |
| <b>Knight Castellan 2</b> | 8-14      |   | 7"  | 5+ | 4+ | Codex: Imperial Knights |
| <b>Knight Castellan 3</b> | 1-7       |   | 4"  | 6+ | 5+ | Codex: Imperial Knights |

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