CODEX

IMPERIUM - GREY KNIGHTS

classic2

INHALTSVERZEICHNIS

FRAKTIONSREGELN 5

DETACHMENTS 7

Detachments — Übersicht 7
Argent Assault 9
Augurium Task Force 11
Baneslayer Strike 13
Banishers 15
Brotherhood Strike 17
Fires of Purgation 19
Hallowed Conclave 21
Immaterial Interdiction 23
Sanctic Spearhead 25
Void Purge Force 27
Warpbane Task Force 29

DATASHEETS 31

Brother-Captain 31
Brother-Captain Stern [Legends] 33
Brotherhood Champion 35
Brotherhood Chaplain 37
Brotherhood Librarian 39
Brotherhood Techmarine 41
Brotherhood Terminator Squad 43
Castellan Crowe 45
Champion of Titan [Crucible] 47
Dreadknight Champion [Crucible] 53
Grand Master 59
Grand Master Voldus 61
Grand Master in Nemesis Dreadknight 63
Grey Knights Dreadnought [Legends] 67
Grey Knights Relic Razorback [Legends] 69
Grey Knights Thunderhawk Gunship 71
Interceptor Squad 73
Kaldor Draigo [Legends] 75
Land Raider 77
Land Raider Crusader 79
Land Raider Redeemer 81
Nemesis Dreadknight 83

Paladin Squad 85
Purgation Squad 87
Purifier Squad 89
Razorback 91
Rhino 93
Servitors [Legends] 95
Stormhawk Interceptor 97
Stormraven Gunship 99
Stormtalon Gunship 101
Strike Squad 103
Venerable Daemon Slayer [Crucible] 105
Venerable Dreadnought 111

PUNKTELISTE **113**

FRAKTIONSREGELN

GATE OF INFINITY

If your Army Faction is Grey Knights, at the end of your opponent’s Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.
- Those units can make an ingress move in your next Movement phase (including in your first turn)

IMPERIUM - GREY KNIGHTS · DETACHMENTS

UEBERSICHT

Argent Assault

Psychic Celerity, Vigilance of Titan

Augurium Task Force

One Foot in the Future, Doomseer's Amulet, Grimoire of Conjunctions, Shield of Prophecy

Baneslayer Strike

Close and Sanction, Shield of Admonishment

Banishers

Pyresoul (Psychic), Ephemeral Tome, Sixty-sixth Seal, Sigil of the Hunt

Brotherhood Strike

Blinding Aura, Tome of Forbidden Ways, Banishing Wave (Psychic), Purity of Purpose

Fires of Purgation

Boons of Deimos, Precognicient Volleys

Hallowed Conclave

Eye of the Augurium, Sanctic Reaper, Inescapable Judgement (Psychic), Nemesis Rounds

Immaterial Interdiction

Predestined Coordinates, Astral Overlap

Sanctic Spearhead

Sigil of Exigence, Driven by Duty, Quickening Foci, Spiritus Machina

Void Purge Force

Tactical Haruspexy, Sigil of Warding

Warpbane Task Force

Paragon of Sanctity, Phial of the Abyss, Mandulian Reliquary, Radiant Champion

IMPERIUM - GREY KNIGHTS · DETACHMENT

ARGENT ASSAULT

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Psychic Celerity — **15 pts**

TERMINATOR model only. This unit has +1 to charge rolls.

Vigilance of Titan — **20 pts**

TERMINATOR model only. At the start of your Shooting phase, you can select one visible enemy unit within 12" of this unit. That enemy unit has +6" detection range.

DETACHMENT-REGEL

When a friendly PALADIN SQUAD unit is selected to fight, if the S of those attacks is lower than the T of the target, those attacks have +1 to wound rolls.

STRATAGEMS

1 CP — ARGENT ASSAULT STRATAGEM · WAHAPEDIA — FIGHT

A THREAT ENDED

When: Fight phase, when a friendly PALADIN SQUAD unit is selected to fight.
Target: That PALADIN SQUAD unit.
Effect: Your unit's melee attacks have [PRECISION].

1 CP — ARGENT ASSAULT STRATAGEM · WAHAPEDIA — FIGHT

AURA OF VENGEANCE

When: Fight phase, when an enemy unit targets a friendly PALADIN SQUAD unit.
Target: That PALADIN SQUAD unit.
Effect: That enemy unit's melee attacks have [HAZARDOUS].

1 CP — ARGENT ASSAULT STRATAGEM · WAHAPEDIA — ANY

TRUESILVER AEGIS

When: Any phase, when a friendly PALADIN SQUAD unit suffers a mortal wound.
Target: That PALADIN SQUAD unit.
Effect: Your unit has Feel No Pain 4+ against mortal wounds.

IMPERIUM - GREY KNIGHTS · DETACHMENT

AUGURIUM TASK FORCE

2 DP · RECONNAISSANCE

ENHANCEMENTS

One Foot in the Future — 15 pts

GREY KNIGHTS model only. When this unit ends an ingress move, you can use this ability. If you do:

- This unit can make a normal move of up to D6".

- Until the end of the turn, this unit is <ins>not</ins> eligible to declare a charge.

Doomseer's Amulet — 25 pts

Grey Knights model only. Each time the bearer's unit is set up in your Reinforcements step, the bearer can use this Enhancement. If it does, select one enemy unit within 12" of and visible to the bearer. That enemy unit must take a Battle-shock test, subtracting one from that test.

Grimoire of Conjunctions — 10 pts

Grey Knights model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 4 to the Strength characteristic of melee weapons equipped by the bearer.

Shield of Prophecy — 20 pts

Grey Knights model only. Once per battle, at the start of the battle round, the bearer can use this Enhancement. If it does, until the end of the battle round, add 2 to the Toughness characteristic of models in the bearer's unit.

DETACHMENT-REGEL

From the second battle round onwards, at the start of your Movement phase, if you did not select the maximum number of Grey Knights units from your army using the Gate of Infinity ability at the end of your opponent's previous turn, you can select one Grey Knights unit from your army that is on the battlefield that could have been selected using the Gate of Infinity ability. Remove that unit from the battlefield and place it into Strategic Reserves.

Designer's Note: *This means that your unit can retain its position on the battlefield at the end of your Command phase, and then be placed into Strategic Reserves at the start of your Movement phase, to set it up again in your Reinforcements step in another position.

STRATAGEMS

1 CP — AUGURIUM TASK FORCE – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

REDIRECTED STRIKE

When: End of your Command phase.
Target: One Grey Knights Psyker unit from your army that is not within Engagement Range of one or more enemy units.
Effect: If your unit has the Deep Strike ability, it can be placed into Strategic Reserves. Designer's Note: This Stratagem lets players utilise abilities that retain control of objective markers and react to their missions and objectives with this unit.

1 CP — AUGURIUM TASK FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

MIRAGE OF ECHOES

When: The Reinforcements step of your opponent's Movement phase, just after an enemy unit is set up.
Target: One Grey Knights Psyker unit from your army that is within 12" of that enemy unit and is not within Engagement Range of one or more enemy units.
Effect: If your unit has the Deep Strike ability, it can be placed into Strategic Reserves.

1 CP

AUGURIUM TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

AGGRESSIVE ANTICIPATION

When: Your Shooting phase or the Fight phase.
Target: One GREY KNIGHTS PSYKER unit from your army that has not been selected to shoot or fight this phase.
Effect: Your unit's attacks can re-roll hit rolls.

1 CP

AUGURIUM TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

APPOINTED HOUR

When: Your Shooting phase or the Fight phase.
Target: One Grey Knights Psyker unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP

AUGURIUM TASK FORCE – EPIC DEED STRATAGEM · WAHAPEDIA

SHOOTING

FOREWARNED EVASION

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Grey Knights Walker unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP

AUGURIUM TASK FORCE – EPIC DEED STRATAGEM · WAHAPEDIA

FIGHT

NECESSARY END

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Grey Knights Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. If the result is greater than the current battle round number, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

IMPERIUM - GREY KNIGHTS · DETACHMENT

BANESLAYER STRIKE

ENHANCEMENTS

Close and Sanction

In your opponent's Shooting phase, each time an enemy unit is selected to shoot, after that unit has shot, if the bearer was hit by one or more of those attacks, the bearer can make a Dash move. To do so, roll one D6: the bearer can be moved a distance in inches up to the result, but it must finish that move as close as possible to the closest visible enemy unit. When doing so, it can be moved within Engagement Range of that enemy unit. The bearer can only make one Dash move per phase.

Shield of Admonishment

Each time a melee attack targets the bearer, subtract 1 from the Hit roll.

DETACHMENT-REGEL

You can include up to two of the following units (duplicates are not allowed):

- Brother-Captain
- Brother-Captain Stern
- Brotherhood Chaplain
- Brotherhood Librarian
- Grand Master
- Grand Master Voldus
- Kaldor Draigo

You can include up to two of each of the following units:

- Brotherhood Terminator Squad (5 or 10 models)
- Paladin Squad (5 or 10 models)

STRATAGEMS

2 CP — BANESLAYER STRIKE – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

SANCTIC CIRCLE

When: Your Command phase.
Target: One GREY KNIGHTS CHARAcTER or PALADIN SqUAD unit from your army.
Effect: Select one objective marker within 9” of and visible to your unit. If that objective marker does not have any enemy models within range of it (excluding Battle-shocked models), your unit must take a Leadership test, subtracting 1 from the result if that objective marker is Secured by your opponent’s army. If that test is passed, that objective marker is no longer considered Secured by your opponent’s army and is Secured by your army.

1 CP — BANESLAYER STRIKE – EPIC DEED STRATAGEM · WAHAPEDIA — SHOOTING

ARMOURED AEGIS

When: Your opponent’s Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One GREY KNIGHTS CHARAcTER model from your army that was selected as the target of one or more of the attacking unit’s attacks.
Effect: Until the end of the phase, your model has the Feel No Pain 4+ ability.

1 CP — BANESLAYER STRIKE – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

PSYBOLT AMMUNITION

When: Your Shooting phase.
Target: One GREY KNIGHTS unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, improve the Armour Penetration characteristic of storm bolters equipped by models in your unit by 1.

1 CP — BANESLAYER STRIKE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

RELENTLESS BOARDERS

When: Your Charge phase.
Target: One GREY KNIGHTS unit from your army that has not been selected to charge this phase.
Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Fell Back.

IMPERIUM - GREY KNIGHTS · DETACHMENT

BANISHERS

2 DP · DISRUPTION

ENHANCEMENTS

Pyresoul (Psychic) — **20 pts**

Grey Knights model only. At the start of your Shooting phase, the bearer can use this Enhancement. If it does, select one enemy unit within 24" of and visible to the bearer; that enemy unit suffers D3 mortal wounds.

Ephemeral Tome — **15 pts**

Grey Knights model only. At the start of your Shooting phase, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, the bearer's unit can make a Normal Move of up to D6" and, until the end of the turn, the bearer's unit is not eligible to declare a Charge.

Sixty-sixth Seal — **25 pts**

Grey Knights model only. In your Shooting phase, each time a model in the bearer's unit makes an attack, improve the Armour Penetration characteristic of that attack by 1.

Sigil of the Hunt — **10 pts**

Grey Knights model only. In your Shooting phase, each time a model in the bearer's unit makes an attack, re-roll a Hit roll of 1.

DETACHMENT-REGEL

Each time a Grey Knights unit from your army is selected to fight, that unit can take a Leadership test. If that test is passed, select one of the following rules. Until the end of the phase, that unit has that rule.

- Melee weapons equipped by models in this unit with the [Psychic] ability also have the [Sustained Hits 1] ability.

- Melee weapons equipped by models in this unit with the [Psychic] ability also have the [Lethal Hits] ability.

STRATAGEMS

1 CP — BANISHERS – EPIC DEED STRATAGEM · WAHAPEDIA — MOVEMENT

CIRCLE OF SANCTUARY

When: Start of your opponent’s Movement phase.
Target: One Grey Knights Character model from your army.
Effect: Until the end of the phase, enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of your model.

1 CP — BANISHERS – EPIC DEED STRATAGEM · WAHAPEDIA — MOVEMENT

SHADOW OF ANARCH

When: Your opponent’s Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Grey Knights Psyker unit from your army that is within 8" of that enemy unit and is not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to 6" or, if it has the Deep Strike ability, it can be placed into Strategic Reserves.

1 CP

BANISHERS – EPIC DEED STRATAGEM · WAHAPEDIA

SHOOTING

CHAOS BANE

When: Your Shooting phase.
Target: One Grey Knights Psyker unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ANTI-CHAOS 4+] ability.

1 CP

BANISHERS – EPIC DEED STRATAGEM · WAHAPEDIA

SHOOTING

WARDING CHANT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Grey Knights Psyker unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against attacks with an unmodified Damage characteristic of 1.

1 CP

BANISHERS – EPIC DEED STRATAGEM · WAHAPEDIA

CHARGE

CELERITY

When: Your Charge phase.
Target: One Grey Knights Psyker Infantry unit from your army.
Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

BANISHERS – EPIC DEED STRATAGEM · WAHAPEDIA

ANY

HEXWROUGHT REPRISAL

When: End of any phase.
Target: One Grey Knights Psyker unit from your army that is on the battlefield and suffered one or more mortal wounds this phase.
Effect: Select one enemy unit which inflicted one or more mortal wounds on your unit this phase, then roll a number of dice equal to the number of mortal wounds your unit suffered this phase: for each 2+, that enemy unit suffers one mortal wound (to a maximum of 6 mortal wounds). These mortal wounds are Psychic Attacks.

IMPERIUM - GREY KNIGHTS · DETACHMENT

BROTHERHOOD STRIKE

2 DP · PURGE THE FOE

ENHANCEMENTS

Blinding Aura — 10 pts

Grey Knights model only. Each time the bearer's unit is set up using the Deep Strike ability, until the end of the turn, enemy units cannot use the Fire Overwatch ability to shoot at the bearer's unit.

Tome of Forbidden Ways — 25 pts

Grey Knights model only. While the bearer is on the battlefield or in Strategic Reserves, add 1 to the number of units from your army that you can select for the Gate of Infinity rule.

Banishing Wave (Psychic) — 20 pts

Grey Knights model only. Each time the bearer's unit is set up using the Deep Strike ability, roll one D6 for each enemy unit within 12" of the bearer: on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds.

Purity of Purpose — 15 pts

Grey Knights model only. Each time the bearer's unit is set up using the Deep Strike ability, until the end of the turn, you can re-roll Charge rolls made for the bearer's unit.

DETACHMENT-REGEL

Each time a unit from your army is set up using the Deep Strike rule, until the end of the turn, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

STRATAGEMS

1 CP — BROTHERHOOD STRIKE – EPIC DEED STRATAGEM · WAHAPEDIA — MOVEMENT

COMBAT MANIFESTATION

When: Your Movement phase.
Target: One Grey Knights unit from your army that is arriving using the Deep Strike ability this phase.
Effect: Set your unit up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

1 CP — BROTHERHOOD STRIKE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

PURGATION PATTERN

When: Your Shooting phase.
Target: One Grey Knights unit from your army that was set up using the Deep Strike ability this turn and has not been selected to shoot this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability.

1 CP — BROTHERHOOD STRIKE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

DUTY UNENDING

When: Your opponent’s Movement phase, just after an enemy unit within Engagement Range of one or more Grey Knights units from your army Falls Back.
Target: One of those GREY KNIGHTS units that is not within Engagement Range of one or more enemy units.
Effect: If your unit has the Deep Strike ability, it can be placed into Strategic Reserves.

1 CP — BROTHERHOOD STRIKE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

SHINING VEIL

When: Your opponent’s Shooting phase, just after an enemy unit has selected its targets.
Target: One Grey Knights unit that was selected as the target of one or more of the attacking unit’s attacks.
Effect: Until the end of the phase, your unit has the Stealth ability.

2 CP

BROTHERHOOD STRIKE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

EXPEDITIOUS EXIT

When: End of your opponent's Fight phase.
Target: One Grey Knights Psyker Infantry unit from your army.
Effect: If every model in your unit has the Deep Strike ability, remove your unit from the battlefield and place it into Strategic Reserves. Designer's Note: This Stratagem allows you to remove a unit in addition to those removed using the Gate of Infinity rule, and it allows you to remove a unit within Engagement Range of one or more enemy units.

2 CP

BROTHERHOOD STRIKE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

TRUESILVER CHANNELLING

When: Fight phase.
Target: One Grey Knights Infantry unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, Psychic weapons equipped by models in your unit have the [DEVASTATING WOUNDS] ability.

IMPERIUM - GREY KNIGHTS · DETACHMENT

FIRES OF PURGATION

1 DP · DISRUPTION

ENHANCEMENTS

Boons of Deimos — **20 pts**

PURGATION SQUAD unit only. This unit's ranged attacks have +2 S.

Precognicient Volleys — **10 pts**

PURGATION SQUAD unit only. This unit's snap shooting attacks hit on unmodified hit rolls of 5+.

DETACHMENT-REGEL

When you select a unit to be pinned by a friendly PURGATION SQUAD unit's Righteous Persecution ability, that enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

STRATAGEMS

1 CP — FIRES OF PURGATION STRATAGEM · WAHAPEDIA — MOVEMENT

SOUL-LOCKED

When: Your Movement phase, when a friendly PURGATION SQUAD unit is selected to make a fall-back move.
Target: That PURGATION SQUAD unit.
Effect: That move does not prevent your unit from being eligible to shoot.

1 CP — FIRES OF PURGATION STRATAGEM · WAHAPEDIA — SHOOTING

SPIRITSEAR

When: Your Shooting phase, when a friendly PURGATION SQUAD unit has shot.
Target: That PURGATION SQUAD unit.
Effect: Select one battle-shocked enemy unit hit by those attacks. That enemy unit suffers D3+1 mortal wounds.

1 CP — FIRES OF PURGATION STRATAGEM · WAHAPEDIA — SHOOTING

FOCUSED IMMOLATION

When: Your Shooting phase, when a friendly PURGATION SQUAD unit is selected to shoot.
Target: That PURGATION SQUAD unit.
Effect: Select one enemy unit. Your unit's ranged attacks that target that unit have: [DEVASTATING WOUNDS]. [SUSTAINED HITS 1].

IMPERIUM - GREY KNIGHTS · DETACHMENT

HALLOWED CONCLAVE

2 DP · TAKE AND HOLD

ENHANCEMENTS

Eye of the Augurium — 25 pts

GREY KNIGHTS model only. You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.

- That use does not prevent any uses of that stratagem on other units this phase.

Sanctic Reaper — 15 pts

Grey Knights Terminator model only. Add 3 to the Attacks characteristic of the bearer's melee weapons.

Inescapable Judgement (Psychic) — 20 pts

Grey Knights model only. Each time an enemy unit within Engagement Range of the bearer's unit Falls Back, the bearer can use this Enhancement. If it does, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds. These mortal wounds are Psychic Attacks.

Nemesis Rounds — 10 pts

Grey Knights Terminator model only. Each time you target the bearer's unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem.

DETACHMENT-REGEL

Grey Knights Terminator units from your army are eligible to shoot and declare a charge in a turn in which they Fell Back.

STRATAGEMS

1 CP — HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

PRECOGNITIVE STRATEGIES

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Grey Knights Infantry unit from your army that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to D6".

1 CP — HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

POINT-BLANK PURGATION

When: Your Shooting phase.
Target: One Grey Knights Infantry unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, storm bolter weapons equipped by models in your unit have the [PISTOL] and [TWIN-LINKED] abilities.

1 CP — HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

SHINING RESOLVE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Grey Knights Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

1 CP

HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

UNENDING FIDELITY

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Grey Knights Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not shot or fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can shoot or fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP

HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

GRIND THEM UNDERFOOT

When: Your Charge phase, just after a Grey Knights Terminator unit from your army ends a Charge move.

Target: That GREY KNIGHTS unit.

Effect: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP

HALLOWED CONCLAVE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

GIANTS OF THE BATTLEFIELD

When: Fight phase.

Target: One Grey Knights Terminator unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in your unit.

IMPERIUM - GREY KNIGHTS · DETACHMENT

IMMATERIAL INTERDICTION

1 DP · RECONNAISSANCE

ENHANCEMENTS

Predestined Coordinates — **10 pts**

INTERCEPTOR SQUAD unit only. In your first Movement phase, this unit can make an ingress move.

Astral Overlap — **10 pts**

INTERCEPTOR SQUAD unit only. This unit has Stealth.

DETACHMENT-REGEL

In your Shooting phase, when a friendly INTERCEPTOR SQUAD unit has shot, you can use this ability. If you do:

- That unit <ins>cannot</ins> use its Personal Teleporters ability.

- That unit can make a surge move of up to D6+1".

STRATAGEMS

1 CP — IMMATERIAL INTERDICTION STRATAGEM · WAHAPEDIA — MOVEMENT

RESPONSIVE DISPLACEMENT

When: Your opponent's Movement phase, when an enemy unit that was engaged with a friendly INTERCEPTOR SQUAD unit ends a fall-back move, if that INTERCEPTOR SQUAD unit is unengaged.
Target: That INTERCEPTOR SQUAD unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — IMMATERIAL INTERDICTION STRATAGEM · WAHAPEDIA — SHOOTING

BY THOUGHT ALONE

When: Your Shooting phase, when a friendly INTERCEPTOR SQUAD unit starts an action.
Target: That INTERCEPTOR SQUAD unit.
Effect: That action does not prevent your unit from being eligible to shoot.

1 CP — IMMATERIAL INTERDICTION STRATAGEM · WAHAPEDIA — CHARGE

BLADES FROM THE BEYOND

When: Fight phase, when a friendly INTERCEPTOR SQUAD unit that made a charge move this turn is selected to fight.
Target: That INTERCEPTOR SQUAD unit.
Effect: Your unit's melee attacks have [LANCE].

IMPERIUM - GREY KNIGHTS · DETACHMENT

SANCTIC SPEARHEAD

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Sigil of Exigence — 30 pts

Grey Knights model only. Once per battle, in your opponent's Shooting phase, when the bearer's unit is selected as the target of a ranged attack, you can remove the bearer's unit from the battlefield and then set it back up again anywhere on the battlefield that is more than 8" horizontally away from all enemy units. If the bearer's unit is no longer an eligible target, your opponent can then select new targets for any attacks that had targeted the bearer's unit.

Driven by Duty — 10 pts

Grey Knights Walker model only. Each time the bearer's unit Piles In or Consolidates, the bearer can move up to 6" instead of 3".

Quickening Foci — 15 pts

Grey Knights Infantry model only. In your Movement phase, each time the bearer's unit disembarks from a Transport, until the end of the turn, you can re-roll Charge rolls made for that unit.

Spiritus Machina — 25 pts

Grey Knights Infantry model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if the bearer's unit disembarked from a Transport this turn, until the end of the phase, each time a model in the bearer's unit makes an attack, you can re-roll the Wound roll.

DETACHMENT-REGEL

Each time a Grey Knights Vehicle unit from your army Advances, do not make an Advance roll for it; until the end of the phase, add 6" to the Move characteristic of models in that unit and, until the end of the turn, ranged weapons equipped by models in that unit have the [Assault] ability.

STRATAGEMS

1 CP — SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

ARMOURED AEGIS

When: Your Command phase.
Target: One Grey Knights Psyker Vehicle unit from your army.
Effect: One model in your unit regains up to 3 lost wounds.

1 CP — SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

REDOUBLED ASSAULT

When: Your Movement phase, just after a Grey Knights Vehicle unit from your army Falls Back.
Target: That GREY KNIGHTS VEHICLE unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP — SANCTIC SPEARHEAD – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

ABOMINUS-CLASS TARGETS

When: Your Shooting phase or the Fight phase.
Target: One Grey Knights unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Wound roll.

1 CP — SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

ARGENT WRATH

When: Your Charge phase, just after a Grey Knights Vehicle unit from your army ends a Charge move.
Target: That GREY KNIGHTS VEHICLE unit.
Effect: Each enemy unit within 3" of your unit must take a Battle-shock test, subtracting 1 from that test.

1 CP

SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

FORCE WAVE

When: Your Movement phase or your Charge phase.
Target: One Grey Knights Vehicle unit from your army that has not been selected to move or charge this phase.
Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

1 CP

SANCTIC SPEARHEAD – EPIC DEED STRATAGEM · WAHAPEDIA

ANY

TRUESILVER WILL

When: Any phase, just after a Grey Knights Psyker Vehicle unit from your army suffers a mortal wound.
Target: That GREY KNIGHTS PSYKER VEHICLE unit.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 4+ ability against mortal wounds.

IMPERIUM - GREY KNIGHTS · DETACHMENT

VOID PURGE FORCE

ENHANCEMENTS

Tactical Haruspexy

Once per battle, when the bearer declares a charge, it can use this Enhancement. If it does, it can select units that are not visible to it as targets of that charge, provided they are within 9" of it.

Sigil of Warding

Once per battle, at the end of your Shooting phase, the bearer can use this Enhancement. If it does, it can make a Normal move of up to 3" and can then attempt to operate a Hatchway. The bearer is then not eligible to declare a charge this turn.

DETACHMENT-REGEL

You can include up to two of the following units (duplicates are not allowed):

- Brother-Captain
- Brother-Captain Stern
- Brotherhood Champion
- Brotherhood Chaplain
- Brotherhood Librarian
- Brotherhood Techmarine
- Castellan Crowe
- Grand Master
- Grand Master Voldus
- Kaldor Draigo

You can include up to three of the following unit:

- Strike Squad (5 or 10 models)

You can include up to one of each of the following units:

- Interceptor Squad (5 or 10 models)
- Purifier Squad (5 models)

You can include up to one of the following units:

- Brotherhood Terminator Squad (5 models)
- Paladin Squad (5 models)

STRATAGEMS

1 CP — VOID PURGE FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

TRANSLOCATION

When: Your Movement phase.
Target: One INTERcEPTOR SqUAD or GREY KNIGHTS CHARAcTER unit from your army that has not been selected to move this phase.
Effect: The next time your unit is selected to move this phase, models in that unit can move through Walls and closed Hatchways as if they were not there, but when doing so, no model can move more than 6".
Restriction: You can only use this Stratagem once.

1 CP — VOID PURGE FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

BREACH-SHOCK

When: Fight phase.
Target: One GREY KNIGHTS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

1 CP — VOID PURGE FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — FIGHT

HEXBANE WARDS

When: Fight phase, just after an enemy unit has selected its targets.
Target: One GREY KNIGHTS unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, melee weapons equipped by models in that enemy unit have the [HAZARDOUS] ability.

1 CP — VOID PURGE FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — FIGHT

SANCTIFIED SLAUGHTER

When: Your Fight phase.
Target: One GREY KNIGHTS unit from your army that charged this turn.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If such a weapon already has that ability, until the end of the phase, each time an attack is made with that weapon, a successful unmodified Hit roll of 5+ scores a Critical Hit.

IMPERIUM - GREY KNIGHTS · DETACHMENT

WARPBANE TASK FORCE

3 DP · TAKE AND HOLD

ENHANCEMENTS

Paragon of Sanctity — **10 pts**

Grey Knights model only. Once per battle, at the start of any phase, the bearer can select one friendly Grey Knights unit within 18" of and visible to it. If it does, until the end of the phase, that unit is within your army's Hallowed Ground.

Phial of the Abyss — **15 pts**

Grey Knights Infantry model only. Models in the bearer's unit have the Stealth ability.

Mandulian Reliquary — **20 pts**

Grey Knights model only. While the bearer's unit is not Battle-shocked, add 3 to the bearer's Objective Control characteristic.

Radiant Champion — **15 pts**

Grey Knights Infantry model only. The bearer's melee weapons have the [Precision] ability, and while the bearer is wholly within your army's Hallowed Ground, each time a melee attack made by the bearer scores a wound, the target of that attack suffers 1 mortal wound in addition to any normal damage.

DETACHMENT-REGEL

Certain areas of the battlefield are within your army's Hallowed Ground, as follows:

- Your deployment zone is always within your army's Hallowed Ground.

- The area of the battlefield within 6" of one or more Purifier Squad units from your army is within your army's Hallowed Ground.

- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Hallowed Ground.

- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Hallowed Ground.

Each time a model in a Grey Knights unit from your army makes a ranged attack that targets a visible target or makes a melee attack, re roll a Hit roll of 1. If that unit is a Purifier Squad and/or is wholly within your army's Hallowed Ground, you can re roll the Hit roll instead.

STRATAGEMS

1 CP — WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

FIRES OF COVENANT

When: Start of your opponent's Movement phase.
Target: One Grey Knights Infantry unit from your army.
Effect: Until the end of the phase, each time an enemy unit is set up or ends a Normal, Advance or Fall Back move within 6" of your unit, roll one D6, adding 2 to the result if your unit is wholly within your army's Hallowed Ground: on a 4+, that enemy unit suffers D3 mortal wounds.

1 CP — WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

SANCTIFIED KILL ZONE

When: Your Shooting phase or the Fight phase.
Target: One GREY KNIGHTS unit from your army that has not been selected to shoot or fight this phase and that is wholly within your army's Hallowed Ground.
Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1, or, re-roll the Wound roll instead if your unit is a Purifier Squad.

1 CP — WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

HALLOWED BEACON

When: Reinforcements step of your Movement phase.
Target: One Grey Knights Infantry unit (excluding Terminator units) that is arriving using the Deep Strike ability this phase.
Effect: Set up your unit wholly within your army's Hallowed Ground and more than 6" horizontally away from all enemy units.

1 CP — WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — CHARGE

REPELLING SPHERE

When: Start of your opponent's Charge phase.
Target: One Grey Knights Infantry unit from your army.
Effect: Until the end of the phase, each time an enemy unit declares a charge and your unit is one of the targets of that charge, subtract 1 from the Charge roll, or subtract 2 instead if your unit is wholly within your army's Hallowed Ground.

1 CP — WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

AEGIS ETERNAL

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Grey Knights Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit that are wholly within your Hallowed Ground have a 4+ invulnerable save.

1 CP — WARPBANE TASK FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

FLAMES OF SANCTITY

When: End of the Fight phase.
Target: One Purifier Squad unit from your army that was eligible to fight this phase.
Effect: Roll one D6 for each enemy unit within 6" of your unit, adding 1 to the result if your unit includes Castellan Crowe: on a 4+, that enemy unit suffers D3 mortal wounds.

BROTHER-CAPTAIN

100 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	2+	5	0	1
Psycannon PSYCHIC	24"	3	2+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PSYCHIC	Melee	4	2+	6	-2	2

ABILITIES

CORE - Leader

Eye of Judgement (Psychic)
Each time this model makes an attack, you can re-roll the Wound roll.

Hammerhand (Psychic)
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Leader
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Brother-Captain (40mm)

Equipped with: Incinerator, Psilencer, Psycannon, Storm bolter, Nemesis force weapon

Wargear Options:

- This model can replace its Storm bolter with Incinerator, Psycannon or Psilencer.

KEYWORDS: Brother-Captain, Terminator, Psyker, Infantry, Imperium, Character, Leader
FACTION KEYWORDS: Grey Knights

BROTHER-CAPTAIN

100 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Brother-Captain, Terminator, Psyker, Infantry, Imperium, Character, Leader
FACTION KEYWORDS: Grey Knights

BROTHER-CAPTAIN STERN [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force sword PSYCHIC	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Exemplar of the Silvered Host
While this model is leading a unit, each time a model in that unit makes a melee attack, on a Critical Wound, the target suffers 1 mortal wound in addition to any normal damage.

Strands of Fate (Psychic)
The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Leader
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON ABILITIES

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

AUFSTELLUNG

1x Brother-Captain Stern [Legends]

Equipped with: Storm bolter, Nemesis force sword

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Psyker, Terminator, Brother-Captain Stern, Leader
FACTION KEYWORDS: Grey Knights

BROTHER-CAPTAIN STERN [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Psyker, Terminator, Brother-Captain Stern, Leader
FACTION KEYWORDS: Grey Knights

BROTHERHOOD CHAMPION 75 PTS

M	T	Sv	W	LD	OC
6"	5	2+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PRECISION PSYCHIC	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Clarion of Haste (Psychic)
While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Inspiring Exemplar
Each time this model destroys a Character model in the Fight phase, you gain 1CP and, until the end of the battle, add 1 to the Attacks characteristic of its Nemesis force weapon.

Leader
This model can be attached to the following units:

- Purgation Squad
- Strike Squad

WEAPON ABILITIES

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

AUFSTELLUNG

1x Brotherhood Champion (32mm)

Equipped with: Storm bolter, Nemesis force weapon

KEYWORDS: Character, Infantry, Psyker, Imperium, Brotherhood Champion, Leader
FACTION KEYWORDS: Grey Knights

BROTHERHOOD CHAMPION 75 PTS

M	T	Sv	W	LD	OC
6"	5	2+	4	6+	1

INVULNERABLE SAVE

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Psyker, Imperium, Brotherhood Champion, Leader
FACTION KEYWORDS: Grey Knights

BROTHERHOOD CHAPLAIN 70 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	5+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

ABILITIES

CORE - Leader

Litanies of Sanctity
Once per battle, at the start of any phase, you can select one friendly Grey Knights unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Zealous Path
While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Leader
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

AUFSTELLUNG

1x Brotherhood Chaplain (40mm)

Equipped with: Storm bolter, Crozius arcanum

KEYWORDS: Brotherhood Chaplain, Terminator, Psyker, Imperium, Infantry, Character, Leader
FACTION KEYWORDS: Grey Knights

BROTHERHOOD CHAPLAIN 70 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	5+	1

INVULNERABLE SAVE

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Brotherhood Chaplain, Terminator, Psyker, Imperium, Infantry, Character, Leader
FACTION KEYWORDS: Grey Knights

BROTHERHOOD LIBRARIAN 95 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Vortex of Doom BLAST PSYCHIC	18"	D6+3	3+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PSYCHIC	Melee	4	2+	6	-1	2

ABILITIES

CORE - Leader

Haloed in Soulfire (Psychic)
While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Sanctic Hood
While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks.

Leader
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

1x Brotherhood Librarian (40mm)

Equipped with: Combi-weapon, Storm bolter, Vortex of Doom, Nemesis force weapon

Wargear Options:
- This model can be equipped with one of: Combi-weapon, Storm bolter.

KEYWORDS: Brotherhood Librarian, Imperium, Terminator, Infantry, Character, Psyker, Leader
FACTION KEYWORDS: Grey Knights

BROTHERHOOD LIBRARIAN 95 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	6+	1

INVULNERABLE SAVE 4+

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Brotherhood Librarian, Imperium, Terminator, Infantry, Character, Psyker, Leader
FACTION KEYWORDS: Grey Knights

BROTHERHOOD TECHMARINE

75 PTS

M	T	Sv	W	LD	OC
6"	5	2+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Forge bolter	24"	3	2+	5	-1	2
Grav-pistol **ANTI-VEHICLE 2+** PISTOL	12"	1	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm **EXTRA ATTACKS**	Melee	1	3+	8	-2	3

ABILITIES

CORE - Leader

Blessing of the Omnissiah
In your Command phase, you can select one friendly Grey Knights Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Guardians of the Machine
Each time an enemy unit ends a charge move engaged with one or more friendly GREY KNIGHTS VEHICLE units and within 6" of this unit, you can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.

- That use does not prevent any uses of that stratagem on other units this phase.

Techmarine
While this model is within 3" of one or more friendly Grey Knights Vehicle units, this model has the Lone Operative ability.

Leader
This model can be attached to the following units:

- Strike Squad
- Purgation Squad
- Purifier Squad

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

AUFSTELLUNG

1x Brotherhood Techmarine (32mm)

Equipped with: Forge bolter, Grav-pistol, Omnissian power axe, Servo-arm

KEYWORDS: Character, Infantry, Psyker, Imperium, Brotherhood Techmarine, Leader
FACTION KEYWORDS: Grey Knights

BROTHERHOOD TECHMARINE

75 PTS

M	T	Sv	W	LD	OC
6"	5	2+	4	6+	1

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Psyker, Imperium, Brotherhood Techmarine, Leader
FACTION KEYWORDS: Grey Knights

BROTHERHOOD TERMINATOR SQUAD

150–380 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	2

INVULNERABLE SAVE 4+

AUFSTELLUNG

3-9x Terminator oder Terminator with Ancient's Banner oder Terminator with Narthecium oder Terminator with Heavy Weapon (40mm)

1x Justicar (40mm)

Equipped with: Incinerator, Psilencer, Psycannon, Storm bolter, Nemesis force weapon

Wargear Options:

- Each Terminator with Ancient's Banner can replace its Storm bolter with Incinerator, Psycannon or Psilencer.
- Each Terminator with Heavy Weapon can replace its Incinerator with Psilencer or Psycannon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	3+	5	0	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PSYCHIC	Melee	4	3+	6	-2	2

ABILITIES

Ancient's Banner
Add 1 to the Objective Control characteristic of models in the bearer's unit.

Apothecary's narthecium
In your Command phase, if the bearer is not destroyed, you can return 1 destroyed model (excluding Characters) to the bearer's unit.

Force Edge (Psychic)
Each time a model in this unit makes a melee attack that targets a unit (excluding Vehicles or Monsters), improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

KEYWORDS: Battleline, Infantry, Grenades, Psyker, Imperium, Terminator, Brotherhood Terminator Squad
FACTION KEYWORDS: Grey Knights

BROTHERHOOD TERMINATOR SQUAD

150–380 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	2

INVULNERABLE SAVE 4+

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Battleline, Infantry, Grenades, Psyker, Imperium, Terminator, Brotherhood Terminator Squad
FACTION KEYWORDS: Grey Knights

CASTELLAN CROWE

105 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Purifying Flame ANTI-INFANTRY 2+ IGNORES COVER PSYCHIC	18"	3	2+	4	-2	1
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Black Blade of Antwyr DEVASTATING WOUNDS PRECISION	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Champion of the Order of Purifiers (Psychic)
While this model is leading a unit, add 1 to the Attacks characteristic of Purifying Flame weapons equipped by that unit.

Foesight (Psychic)
Each time this model makes an attack that targets a Character unit, you can re-roll the Hit roll.

Leader
This model can be attached to the following unit:

- Purifier Squad

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

AUFSTELLUNG

1x Castellan Crowe (40mm)

Equipped with: Purifying Flame, Storm bolter, Black Blade of Antwyr

KEYWORDS: Castellan Crowe, Psyker, Imperium, Epic Hero, Infantry, Character, Leader
FACTION KEYWORDS: Grey Knights

CASTELLAN CROWE

105 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Castellan Crowe, Psyker, Imperium, Epic Hero, Infantry, Character, Leader
FACTION KEYWORDS: Grey Knights

CHAMPION OF TITAN [CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
6"	4	2+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Forge bolter	24"	3	2+	5	-1	2
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Gatling psilencer PSYCHIC SUSTAINED HITS 1	24"	12	3+	6	0	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	2+	4	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy incinerator IGNORES COVER TORRENT	18"	2D6	N/A	6	-1	1
Heavy psycannon IGNORES COVER PSYCHIC	24"	6	3+	10	-2	3
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	2+	5	0	1
Psycannon PSYCHIC	24"	3	2+	8	-1	2
Purifying Flame ANTI-INFANTRY 2+ IGNORES COVER PSYCHIC	18"	3	3+	4	-2	1
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Sublimator MELTA 4 PSYCHIC TWIN-LINKED	18"	2	3+	9	-4	D6
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Vortex of Doom BLAST PSYCHIC	18"	D6+3	3+	8	-2	2
➤ Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2
➤ Heavy plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	3+	8	-3	2

AUFSTELLUNG

1x Champion of Titan [Crucible]

Equipped with: Assault cannon, Combi-weapon, Forge bolter, Fragstorm grenade launcher, Gatling psilencer, Grav-pistol, Heavy flamer, Heavy incinerator, Heavy psycannon, Incinerator, Psilencer, Psycannon, Purifying Flame, Storm bolter, Sublimator, Twin lascannon, Vortex of Doom, ➤ Heavy plasma cannon - standard, ➤ Heavy plasma cannon - supercharge, Close combat weapon, Crozius arcanum, Dreadfists, Dreadnought combat weapon, Nemesis daemon greathammer, Nemesis flail, Nemesis force weapon, Nemesis [illegible] Omnissian power axe, [illegible] ➤ Nemesis gre[illegible] [illegible]esis gre[illegible]

KEYWORDS: Character, Infantry, Crucible, Psyker, Grenades, Imperium, Champion of Titan
FACTION KEYWORDS: Grey Knights

CHAMPION OF TITAN [CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
6"	4	2+	4	6+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1
Crozius arcanum	Melee	5	2+	6	-1	2
Dreadfists	Melee	6	2+	6	-1	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Nemesis daemon greathammer PSYCHIC	Melee	5	3+	14	-3	D6+1
Nemesis flail PSYCHIC	Melee	10	2+	5	-1	2
Nemesis force weapon PSYCHIC	Melee	5	2+	6	-2	2
Nemesis mace ANTI-CHARACTER 2+ PRECISION PSYCHIC	Melee	5	2+	6	-3	3
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
➤ Nemesis greatsword - strike PSYCHIC	Melee	5	2+	10	-2	D6
➤ Nemesis greatsword - sweep PSYCHIC	Melee	10	2+	5	-1	1

ABILITIES

CORE - Leader

Blessing of the Omnissiah
Infantry only. In your Command phase, you can select one friendly Grey Knights Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Clarion of Haste (Psychic)
While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Eye of Judgement (Psychic)
Each time this model makes an attack, you can re-roll the Wound roll.

Haloed in Soulfire (Psychic)
While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attack model is within 18".

Hammerhand (Psychic)
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Litanies of Sanctity
Once per battle, at the start of any phase, you can select one friendly Grey Knights unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Might of Titan
Once per battle, at the start of a phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks and Strength characteristics of melee weapons equipped by this model.

Order of Purifiers
Infantry only. Add the Purifier keyword, and add to the list of units this model can be attached to: Purifiers.

KEYWORDS: Character, Infantry, Crucible, Psyker, Grenades, Imperium, Champion of Titan
FACTION KEYWORDS: Grey Knights

CHAMPION OF TITAN [CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
6"	4	2+	4	6+	1

INVULNERABLE SAVE 4+

Personal Teleporter
Infantry only. Change this model's Move characteristic to 12", and add the Fly keyword. Replace the list of units this model can be attached to: Interceptor Squad.

Prognosticars' Foresight
This model has the Scouts 6" ability.

Sanctic Hood
Models in this unit have the Feel No Pain 4+ against **Psychic** Attacks.

Terminator Armour
Infantry only. Change this model's Move characteristic to 5", its Toughness and Wounds characteristics to 5, and add the Terminator keyword. Replace the list of units this model can be attached to: Brotherhood Terminator Squad, Paladin Squad.

Warrior Strategist
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Zealous Path
While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Leader
This model can be attached to the following units:

- Purgation Squad
- Strike Squad

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

KEYWORDS: Character, Infantry, Crucible, Psyker, Grenades, Imperium, Champion of Titan
FACTION KEYWORDS: Grey Knights

CHAMPION OF TITAN [CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
6"	4	2+	4	6+	1

INVULNERABLE SAVE 4+

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Crucible
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Crucible, Psyker, Grenades, Imperium, Champion of Titan
FACTION KEYWORDS: Grey Knights

CHAMPION OF TITAN [CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
6"	4	2+	4	6+	1

INVULNERABLE SAVE 4+

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Infantry, Crucible, Psyker, Grenades, Imperium, Champion of Titan
FACTION KEYWORDS: Grey Knights

DREADKNIGHT CHAMPION [CRUCIBLE]

210 PTS

M	T	Sv	W	LD	OC
8"	8	2+	13	6+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Forge bolter	24"	3	2+	5	-1	2
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Gatling psilencer PSYCHIC SUSTAINED HITS 1	24"	12	3+	6	0	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	2+	4	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy incinerator IGNORES COVER TORRENT	18"	2D6	N/A	6	-1	1
Heavy psycannon IGNORES COVER PSYCHIC	24"	6	3+	10	-2	3
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	2+	5	0	1
Psycannon PSYCHIC	24"	3	2+	8	-1	2
Purifying Flame ANTI-INFANTRY 2+ IGNORES COVER PSYCHIC	18"	3	3+	4	-2	1
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Sublimator MELTA 4 PSYCHIC TWIN-LINKED	18"	2	3+	9	-4	D6
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Vortex of Doom BLAST PSYCHIC	18"	D6+3	3+	8	-2	2
➤ Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2
➤ Heavy plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	3+	8	-3	2

AUFSTELLUNG

1x Dreadknight Champion [Crucible]

Equipped with: Assault cannon, Combi-weapon, Forge bolter, Fragstorm grenade launcher, Gatling psilencer, Grav-pistol, Heavy flamer, Heavy incinerator, Heavy psycannon, Incinerator, Psilencer, Psycannon, Purifying Flame, Storm bolter, Sublimator, Twin lascannon, Vortex of Doom, ➤ Heavy plasma cannon - standard, ➤ Heavy plasma cannon - supercharge, Close combat weapon, Crozius arcanum, Dreadfists, Dreadnought combat weapon, Nemesis daemon greathammer, Nemesis flail, [illegible]esis force weapon, Nemesis [illegible]nissian power a[illegible] Nemesis

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Dreadknight Champion
FACTION KEYWORDS: Grey Knights

DREADKNIGHT CHAMPION [CRUCIBLE]

210 PTS

M	T	Sv	W	LD	OC
8"	8	2+	13	6+	4

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1
Crozius arcanum	Melee	5	2+	6	-1	2
Dreadfists	Melee	6	2+	6	-1	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Nemesis daemon greathammer PSYCHIC	Melee	5	3+	14	-3	D6+1
Nemesis flail PSYCHIC	Melee	10	2+	5	-1	2
Nemesis force weapon PSYCHIC	Melee	5	2+	6	-2	2
Nemesis mace ANTI-CHARACTER 2+ PRECISION PSYCHIC	Melee	5	2+	6	-3	3
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
➤ Nemesis greatsword - strike PSYCHIC	Melee	5	2+	10	-2	D6
➤ Nemesis greatsword - sweep PSYCHIC	Melee	10	2+	5	-1	1

ABILITIES

Blessing of the Omnissiah
Infantry only. In your Command phase, you can select one friendly Grey Knights Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Clarion of Haste (Psychic)
While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Damaged: 1-4 Wounds Remaining
When Damaged, subtract 1 from Hit rolls when it makes attacks.

Eye of Judgement (Psychic)
Each time this model makes an attack, you can re-roll the Wound roll.

Haloed in Soulfire (Psychic)
While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attack model is within 18".

Hammerhand (Psychic)
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Litanies of Sanctity
Once per battle, at the start of any phase, you can select one friendly Grey Knights unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Order of Purifiers
Infantry only. Add the Purifier keyword, and add to the list of units this model can be attached to: Purifiers.

Personal Teleporter
Infantry only. Change this model's Move characteristic to 12", and add the Fly keyword. Replace the list of units this model can be attached to: Interceptor Squad.

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Dreadknight Champion
FACTION KEYWORDS: Grey Knights

DREADKNIGHT CHAMPION [CRUCIBLE]

210 PTS

M	T	Sv	W	LD	OC
8"	8	2+	13	6+	4

INVULNERABLE SAVE 4+

Prognosticars' Foresight
This model has the Scouts 6" ability.

Sanctic Hood
Models in this unit have the Feel No Pain 4+ against **Psychic** Attacks.

Surge of Wrath
Each time this model makes a melee attack that targets a Monster or Vehicle unit, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

Terminator Armour
Infantry only. Change this model's Move characteristic to 5", its Toughness and Wounds characteristics to 5, and add the Terminator keyword. Replace the list of units this model can be attached to: Brotherhood Terminator Squad, Paladin Squad.

Warrior Strategist
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Zealous Path
While this model is leading a unit, you can re-roll Charge rolls made for that unit.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Dreadknight Champion
FACTION KEYWORDS: Grey Knights

DREADKNIGHT CHAMPION [CRUCIBLE]

210 PTS

M	T	Sv	W	LD	OC
8"	8	2+	13	6+	4

INVULNERABLE SAVE 4+

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Crucible
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Dreadknight Champion
FACTION KEYWORDS: Grey Knights

DREADKNIGHT CHAMPION [CRUCIBLE]

210 PTS

M	T	Sv	W	LD	OC
8"	8	2+	13	6+	4

INVULNERABLE SAVE 4+

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Dreadknight Champion
FACTION KEYWORDS: Grey Knights

GRAND MASTER

100 PTS

M	T	Sv	W	LD	OC
5"	6	2+	7	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	2+	5	0	1
Psycannon PSYCHIC	24"	3	2+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PSYCHIC	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Might of Titan (Psychic)
Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks and Strength characteristics of melee weapons equipped by this model.

Warrior Strategist
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Leader
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

AUFSTELLUNG

1x Grand Master (40mm)

Equipped with: Incinerator, Psilencer, Psycannon, Storm bolter, Nemesis force weapon

Wargear Options:
- This model can replace its Storm bolter with Incinerator, Psycannon or Psilencer.

KEYWORDS: Infantry, Character, Grenades, Psyker, Terminator, Grand Master, Imperium, Leader
FACTION KEYWORDS: Grey Knights

GRAND MASTER

100 PTS

M	T	Sv	W	LD	OC
5"	6	2+	7	6+	1

INVULNERABLE SAVE 4+

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Psyker, Terminator, Grand Master, Imperium, Leader
FACTION KEYWORDS: Grey Knights

GRAND MASTER VOLDUS

130 PTS

M	T	Sv	W	LD	OC
5"	6	2+	7	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Searing Purity DEVASTATING WOUNDS PSYCHIC	12"	D3+1	2+	12	-2	2
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Malleus Argyrum PSYCHIC	Melee	5	2+	10	-2	3

ABILITIES

CORE - Leader

Hammer Aflame (Psychic)
Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

Sanctuary (Psychic)
- This unit has Stealth.

- Melee attacks that target this unit have -1 to hit rolls.

Leader
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

AUFSTELLUNG

1x Grand Master Voldus (40mm)

Equipped with: Searing Purity, Storm bolter, Malleus Argyrum

KEYWORDS: Epic Hero, Character, Infantry, Psyker, Imperium, Terminator, Grand Master Voldus, Leader
FACTION KEYWORDS: Grey Knights

GRAND MASTER VOLDUS

130 PTS

M	T	Sv	W	LD	OC
5"	6	2+	7	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Gate of Infinity

If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Epic Hero, Character, Infantry, Psyker, Imperium, Terminator, Grand Master Voldus, Leader
FACTION KEYWORDS: Grey Knights

GRAND MASTER IN NEMESIS DREADKNIGHT

210 PTS

M	T	Sv	W	LD	OC
8"	9	2+	13	6+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Gatling psilencer PSYCHIC SUSTAINED HITS 1	24"	12	3+	6	0	1
Heavy incinerator IGNORES COVER TORRENT	18"	2D6	N/A	6	-1	1
Heavy psycannon IGNORES COVER PSYCHIC	24"	6	3+	10	-2	3
Sublimator MELTA 4 PSYCHIC TWIN-LINKED	18"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadfists	Melee	6	2+	6	-1	1
Nemesis daemon greathammer PSYCHIC	Melee	5	3+	14	-3	D6+1
Nemesis flail PSYCHIC	Melee	10	2+	5	-1	2
Nemesis mace ANTI-CHARACTER 2+ PRECISION PSYCHIC	Melee	5	2+	6	-3	3
➤ Nemesis greatsword - strike PSYCHIC	Melee	5	2+	10	-2	D6
➤ Nemesis greatsword - sweep PSYCHIC	Melee	10	2+	5	-1	1

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Surge of Wrath (Psychic)
Each time this model makes a melee attack that targets a Monster or Vehicle unit, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

Warrior Strategist
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Grand Master in Nemesis Dreadknight (120x92mm Oval Base)

Equipped with: Fragstorm grenade launcher, Gatling psilencer, Heavy incinerator, Heavy psycannon, Sublimator, Dreadfists, Nemesis daemon greathammer, Nemesis flail, Nemesis mace, ➤ Nemesis greatsword - strike, ➤ Nemesis greatsword - sweep

Wargear Options:
- This model can be equipped with 1x Fragstorm grenade launcher.
- This model can replace its Dreadfists with Nemesis mace, Nemesis flail, Nemesis daemon greathammer or Nemesis greatsword.
- This model can be equipped with 1x Sublimator.

KEYWORDS: Character, Vehicle, Walker, Psyker, Imperium, Grand Master in Nemesis Dreadknight
FACTION KEYWORDS: Grey Knights

GRAND MASTER IN NEMESIS DREADKNIGHT

210 PTS

M	T	Sv	W	LD	OC
8"	9	2+	13	6+	4

INVULNERABLE SAVE 4+

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

KEYWORDS: Character, Vehicle, Walker, Psyker, Imperium, Grand Master in Nemesis Dreadknight
FACTION KEYWORDS: Grey Knights

GRAND MASTER IN NEMESIS DREADKNIGHT

210 PTS

M	T	Sv	W	LD	OC
8"	9	2+	13	6+	4

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Character, Vehicle, Walker, Psyker, Imperium, Grand Master in Nemesis Dreadknight
FACTION KEYWORDS: Grey Knights

GREY KNIGHTS DREADNOUGHT [LEGENDS] 160 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy psycannon PSYCHIC	24"	6	3+	10	-1	3
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2
➤ Heavy plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	3+	8	-3	3
➤ Missile launcher - frag BLAST	48"	D6	3+	4	0	1
➤ Missile launcher - krak	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Nemesis doomglaive PSYCHIC	Melee	5	3+	14	-3	3

ABILITIES

Wisdom of the Ancients (Aura)
While a friendly Grey Knights Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

AUFSTELLUNG

1x Grey Knights Dreadnought [Legends]

Equipped with: Assault cannon, Heavy flamer, Heavy psycannon, Incinerator, Multi-melta, Storm bolter, Twin lascannon, ➤ Heavy plasma cannon - standard, ➤ Heavy plasma cannon - supercharge, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Armoured feet, Dreadnought combat weapon, Nemesis doomglaive

Wargear Options:
- This model can replace its Assault cannon, storm bolter and Dreadnought combat weapon with Heavy psycannon, storm bolter and Nemesis doomglaive

KEYWORDS: Dreadnought, Walker, Vehicle, Psyker, Smoke, Imperium
FACTION KEYWORDS: Grey Knights

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Dreadnought, Walker, Vehicle, Psyker, Smoke, Imperium
FACTION KEYWORDS: Grey Knights

GREY KNIGHTS RELIC RAZORBACK [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin Psycannon PSYCHIC TWIN-LINKED	24"	3	3+	8	-1	2
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Fire Support
In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

TRANSPORT

Grey Knights Relic Razorback
This model has a transport capacity of 6 Grey Knights Infantry models. It cannot transport Terminator models.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

AUFSTELLUNG

1x Grey Knights Relic Razorback [Legends]

Equipped with: Hunter-killer missile, Multi-melta, Storm bolter, Twin Psycannon, Twin assault cannon, Twin heavy bolter, Twin lascannon, Armoured tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Twin heavy bolter with Twin Psycannon, Twin assault cannon, Twin lascannon or Multi-melta.

KEYWORDS: Dedicated Transport, Vehicle, Transport, Smoke, Imperium, Relic Razorback, Frame
FACTION KEYWORDS: Grey Knights

GREY KNIGHTS RELIC RAZORBACK [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Dedicated Transport, Vehicle, Transport, Smoke, Imperium, Relic Razorback, Frame
FACTION KEYWORDS: Grey Knights

GREY KNIGHTS THUNDERHAWK GUNSHIP

805 PTS

M	T	Sv	W	LD	OC
20"	12	2+	30	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery ANTI-FLY 4+	72"	4	3+	8	-2	3
2x Lascannon	48"	1	3+	12	-3	D6+1
Thunderhawk heavy cannon BLAST	48"	D6+6	3+	10	-2	3
Turbo-laser destructor BLAST	96"	D3+1	3+	20	-4	D6+6
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armored Hull	Melee	6	4+	8	0	1

ABILITIES

Aerial Assault
Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-10 Wounds Remaining
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Thunderhawk cluster bombs
Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

TRANSPORT

Grey Knights Thunderhawk Gunship
This model has a transport capacity of 30 Grey Knights Infantry models. Each Terminator model takes up the space of 2 models.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Grey Knights Thunderhawk Gunship (Unique)

Equipped with: Hellstrike missile battery, 2x Lascannon, Thunderhawk heavy cannon, Turbo-laser destructor, Twin heavy bolter, Armored Hull

Wargear Options:
- This model can replace its Thunderhawk heavy cannon with Turbo-laser destructor.
- This model can replace its Thunderhawk cluster bombs with Hellstrike missile battery.

KEYWORDS: Thunderhawk Gunship, Titanic, Vehicle, Fly, Transport, Imperium
FACTION KEYWORDS: Grey Knights

GREY KNIGHTS THUNDERHAWK GUNSHIP

805 PTS

M	T	Sv	W	LD	OC
20"	12	2+	30	6+	0

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

KEYWORDS: Thunderhawk Gunship, Titanic, Vehicle, Fly, Transport, Imperium
FACTION KEYWORDS: Grey Knights

INTERCEPTOR SQUAD

135–270 PTS

M	T	Sv	W	LD	OC
12"	5	2+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	3+	5	0	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1
Nemesis force weapon PSYCHIC	Melee	3	3+	6	-2	2

ABILITIES

Personal Teleporters
In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6" as if it were your Movement phase. If it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

4-9x Interceptor (32mm)

1x Justicar (32mm)

Equipped with: Incinerator, Psilencer, Psycannon, Storm bolter, Close combat weapon, Nemesis force weapon

Wargear Options:

- Up to 1 model can have its Nemesis force weapon and Storm bolter replaced with 1x Incinerator, 1x Psilencer or 1x Psycannon.

KEYWORDS: Infantry, Grenades, Imperium, Fly, Psyker, Interceptor Squad
FACTION KEYWORDS: Grey Knights

INTERCEPTOR SQUAD

135–270 PTS

M	T	Sv	W	LD	OC
12"	5	2+	2	6+	1

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Grenades, Imperium, Fly, Psyker, Interceptor Squad
FACTION KEYWORDS: Grey Knights

KALDOR DRAIGO [LEGENDS]

125 PTS

M	T	Sv	W	LD	OC
5"	5	2+	7	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scourging ANTI-DAEMON 2+ IGNORES COVER PSYCHIC	18"	3	2+	6	-2	2
Storm bolter **RAPID FIRE 2**	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Titansword ANTI-DAEMON 2+ PSYCHIC	Melee	6	2+	8	-4	3

ABILITIES

CORE - Leader

One With the Warp (Psychic)
Once per battle, when this model's unit declares a charge in the same turn it was set up on the battlefield using the Deep Strike or Teleport Assault ability, add 3 to the Charge roll.

Supreme Commander
If this model is in your army, it must be your WARLORD.

Untouchable Purity
While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds

Leader
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

AUFSTELLUNG

1x Kaldor Draigo [Legends]

Equipped with: Scourging, Storm bolter, The Titansword

KEYWORDS: Epic Hero, Infantry, Character, Grenades, Psyker, Terminator, Imperium, Kaldor Draigo, Leader
FACTION KEYWORDS: Grey Knights

KALDOR DRAIGO [LEGENDS]

125 PTS

M	T	Sv	W	LD	OC
5"	5	2+	7	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Epic Hero, Infantry, Character, Grenades, Psyker, Terminator, Imperium, Kaldor Draigo, Leader
FACTION KEYWORDS: Grey Knights

LAND RAIDER

220 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Godhammer lascannon	48"	2	3+	12	-3	D6+1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

TRANSPORT

Land Raider
This model has a transport capacity of 12 Grey Knights Infantry models. Each Terminator model takes up the space of 2 models.

WEAPON ABILITIES

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

AUFSTELLUNG

1x Land Raider (Hull)

Equipped with: 2x Godhammer lascannon, Hunter-killer missile, Multi-melta, Storm bolter, Twin heavy bolter, Armoured tracks

Wargear Options:
- This model can be equipped with 1x Storm bolter.
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Multi-melta.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Land Raider, Frame
FACTION KEYWORDS: Grey Knights

LAND RAIDER

220 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Land Raider, Frame
FACTION KEYWORDS: Grey Knights

LAND RAIDER CRUSADER 220 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Hurricane bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	5	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

TRANSPORT

Land Raider Crusader
This model has a transport capacity of 16 Grey Knights Infantry models. Each Terminator model takes up the space of 2 models.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

AUFSTELLUNG

1x Land Raider Crusader (Hull)

Equipped with: Hunter-killer missile, Hurricane bolter, Multi-melta, Storm bolter, Twin assault cannon, Armoured tracks

Wargear Options:
- This model can be equipped with 1x Storm bolter.
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Multi-melta.

KEYWORDS: Vehicle, Transport, Smoke, Imperium, Grenades, Land Raider Crusader, Frame
FACTION KEYWORDS: Grey Knights

LAND RAIDER CRUSADER 220 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Transport, Smoke, Imperium, Grenades, Land Raider Crusader, Frame
FACTION KEYWORDS: Grey Knights

LAND RAIDER REDEEMER 260 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Flamestorm cannon IGNORES COVER TORRENT	12"	D6+3	N/A	6	-2	2
Hunter-killer missile **ONE SHOT**	48"	1	2+	14	-3	D6
Multi-melta **MELTA 2**	18"	2	3+	9	-4	D6
Storm bolter **RAPID FIRE 2**	24"	2	3+	5	-1	1
Twin assault cannon **DEVASTATING WOUNDS** **TWIN-LINKED**	24"	6	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

TRANSPORT

Land Raider Redeemer
This model has a transport capacity of 14 Grey Knights Infantry models. Each Terminator model takes up the space of 2 models

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

AUFSTELLUNG

1x Land Raider Redeemer (Hull)

Equipped with: 2x Flamestorm cannon, Hunter-killer missile, Multi-melta, Storm bolter, Twin assault cannon, Armoured tracks

Wargear Options:
- This model can be equipped with 1x Storm bolter.
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Multi-melta.

KEYWORDS: Land Raider Redeemer, Grenades, Imperium, Vehicle, Transport, Smoke, Frame
FACTION KEYWORDS: Grey Knights

LAND RAIDER REDEEMER 260 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Land Raider Redeemer, Grenades, Imperium, Vehicle, Transport, Smoke, Frame
FACTION KEYWORDS: Grey Knights

NEMESIS DREADKNIGHT

205 PTS

M	T	Sv	W	LD	OC
8"	9	2+	13	6+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gatling psilencer PSYCHIC SUSTAINED HITS 1	24"	12	3+	6	0	1
Heavy incinerator IGNORES COVER TORRENT	18"	2D6	N/A	6	-1	1
Heavy psycannon IGNORES COVER PSYCHIC	24"	6	3+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadfists	Melee	6	2+	6	-1	1
Nemesis daemon greathammer PSYCHIC	Melee	5	3+	14	-3	D6+1
➤ Nemesis greatsword - strike PSYCHIC	Melee	5	2+	10	-2	D6
➤ Nemesis greatsword - sweep PSYCHIC	Melee	10	2+	5	-1	1

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Indomitable Spirit (Psychic)
This model is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Nemesis Dreadknight (120x92mm Oval Base)

Equipped with: Gatling psilencer, Heavy incinerator, Heavy psycannon, Dreadfists, Nemesis daemon greathammer, ➤ Nemesis greatsword - strike, ➤ Nemesis greatsword - sweep

Wargear Options:
- This model can replace its Dreadfists with Nemesis greatsword or Nemesis daemon greathammer.
- This model can be equipped with up to 2 of: Gatling psilencer, Heavy psycannon, Heavy incinerator.

KEYWORDS: Nemesis Dreadknight, Vehicle, Walker, Psyker, Imperium
FACTION KEYWORDS: Grey Knights

NEMESIS DREADKNIGHT

205 PTS

M	T	Sv	W	LD	OC
8"	9	2+	13	6+	4

INVULNERABLE SAVE 4+

FACTION RULES

Gate of Infinity

If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Nemesis Dreadknight, Vehicle, Walker, Psyker, Imperium
FACTION KEYWORDS: Grey Knights

PALADIN SQUAD

185–490 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	2+	5	0	1
Psycannon PSYCHIC	24"	3	2+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PSYCHIC	Melee	4	2+	6	-2	2

ABILITIES

Ancient's Banner
Add 1 to the Objective Control characteristic of models in the bearer's unit.

Apothecary's narthecium
In your Command phase, if the bearer is not destroyed, you can return 1 destroyed model (excluding Characters) to the bearer's unit.

Attuned Onslaught (Psychic)
Each time this unit makes a Charge move, until the end of the turn, add 1 to the Damage characteristic of melee weapons equipped by Paladin Squad models in this unit.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

3-9x Paladin oder Paladin with Ancient's Banner oder Paladin with Heavy Weapon oder Paladin with Narthecium (40mm)

1x Paragon (40mm)

Equipped with: Incinerator, Psilencer, Psycannon, Storm bolter, Nemesis force weapon

Wargear Options:
- Each Paladin with Ancient's Banner can replace its Storm bolter with Incinerator, Psycannon or Psilencer.
- Each Paladin with Heavy Weapon can replace its Incinerator with Psycannon or Psilencer.

KEYWORDS: Infantry, Grenades, Imperium, Psyker, Terminator, Paladin Squad
FACTION KEYWORDS: Grey Knights

PALADIN SQUAD

185–490 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Grenades, Imperium, Psyker, Terminator, Paladin Squad
FACTION KEYWORDS: Grey Knights

PURGATION SQUAD

115–230 PTS

M	T	Sv	W	LD	OC
6"	5	2+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	3+	5	0	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1
Nemesis force weapon PSYCHIC	Melee	3	3+	6	-2	2

ABILITIES

Righteous Persecution
In your Shooting phase, after this unit has shot, select one enemy unit (excluding Monsters or Vehicles) hit by one or more of those attacks; until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

4-9x Purgator (32mm)

1x Justicar (32mm)

Equipped with: Incinerator, Psilencer, Psycannon, Storm bolter, Close combat weapon, Nemesis force weapon

Wargear Options:

- Up to 4 models can have their Nemesis force weapon and Storm bolter replaced with 1x Incinerator, 1x Psilencer or 1x Psycannon.

KEYWORDS: Purgation Squad, Psyker, Imperium, Grenades, Infantry
FACTION KEYWORDS: Grey Knights

PURGATION SQUAD

115–230 PTS

M	T	Sv	W	LD	OC
6"	5	2+	2	6+	1

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Purgation Squad, Psyker, Imperium, Grenades, Infantry
FACTION KEYWORDS: Grey Knights

PURIFIER SQUAD

145–290 PTS

M	T	Sv	W	LD	OC
6"	5	2+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	3+	5	0	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Purifying Flame ANTI-INFANTRY 2+ IGNORES COVER PSYCHIC	18"	1	3+	4	-2	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1
Nemesis force weapon PSYCHIC	Melee	3	3+	6	-2	2

ABILITIES

Sanctity of Purpose
Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

4-9x Purifier (32mm)

1x Knight of the Flame (32mm)

Equipped with: Incinerator, Psilencer, Psycannon, Purifying Flame, Storm bolter, Close combat weapon, Nemesis force weapon

Wargear Options:
- Up to 2 models can have their Nemesis force weapon and Storm bolter replaced with 1x Incinerator, 1x Psilencer or 1x Psycannon.

KEYWORDS: Purifier Squad, Psyker, Imperium, Grenades, Infantry
FACTION KEYWORDS: Grey Knights

PURIFIER SQUAD

145–290 PTS

M	T	Sv	W	LD	OC
6"	5	2+	2	6+	1

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Purifier Squad, Psyker, Imperium, Grenades, Infantry
FACTION KEYWORDS: Grey Knights

RAZORBACK

75 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Fire Focus
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

TRANSPORT

Razorback
This model has a transport capacity of 6 Grey Knights Infantry models. It cannot transport Terminator models.

WEAPON ABILITIES

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Razorback (Hull)

Equipped with: Hunter-killer missile, Storm bolter, Twin heavy bolter, Twin lascannon, Armoured tracks

Wargear Options:
- This model can be equipped with 1x Storm bolter.
- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Twin heavy bolter with Twin lascannon.

KEYWORDS: Razorback, Dedicated Transport, Vehicle, Transport, Smoke, Imperium, Frame
FACTION KEYWORDS: Grey Knights

RAZORBACK

75 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Razorback, Dedicated Transport, Vehicle, Transport, Smoke, Imperium, Frame
FACTION KEYWORDS: Grey Knights

RHINO

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile **ONE SHOT**	48"	1	2+	14	-3	D6
Storm bolter **RAPID FIRE 2**	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Truesilver Aegis (Psychic)
While a friendly Grey Knights unit is wholly within 6" of this model, models in that unit have the Feel No Pain 6+ ability against mortal wounds.

TRANSPORT

Rhino
This model has a transport capacity of 12 Grey Knights Infantry models. It cannot transport Terminator models.

WEAPON ABILITIES

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Rhino (Hull)

Equipped with: Hunter-killer missile, Storm bolter, Armoured tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.

KEYWORDS: Rhino, Transport, Vehicle, Dedicated Transport, Imperium, Smoke, Rhino, Frame
FACTION KEYWORDS: Grey Knights

RHINO

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [**ONE SHOT**] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Rhino, Transport, Vehicle, Dedicated Transport, Imperium, Smoke, Rhino, Frame
FACTION KEYWORDS: Grey Knights

SERVITORS [LEGENDS]

60 PTS

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	0

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
➤ Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Servitor's tools	Melee	1	5+	3	0	1
Servo-arm	Melee	1	5+	6	-2	3

ABILITIES

Mindlock
While a Brotherhood Techmarine model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by Servitor models in this unit by 1.

Retinue
While a Brotherhood Techmarine model is leading this unit, models in this unit have the Deep Strike and Teleport Assault abilities

Servitor Retinue
At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Brotherhood Techmarine (a unit cannot have more than one Servitors unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

AUFSTELLUNG

4x Servitor with servo-arm oder Servitor with heavy bolter oder Servitor with multi-melta oder Servitor with plasma cannon

Equipped with: Heavy bolter, Multi-melta, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Servitor's tools, Servo-arm

KEYWORDS: Infantry, Imperium, Servitors, Support
FACTION KEYWORDS: Grey Knights

SERVITORS [LEGENDS]

60 PTS

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	0

INVULNERABLE SAVE 6+

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

KEYWORDS: Infantry, Imperium, Servitors, Support
FACTION KEYWORDS: Grey Knights

STORMHAWK INTERCEPTOR

160 PTS

M	T	Sv	W	LD	OC
-	9	3+	10	6+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Icarus stormcannon ANTI-FLY 2+	48"	6	3+	7	-1	2
Las-talon	36"	2	3+	10	-3	D6+1
Skyhammer missile launcher ANTI-FLY 2+	48"	3	3+	8	-1	D3
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
➤ Typhoon missile launcher - frag BLAST	48"	2D6	3+	4	0	1
➤ Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Interceptor
Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Stormhawk Interceptor (120x92mm Oval Base)

Equipped with: Icarus stormcannon, Las-talon, Skyhammer missile launcher, Twin assault cannon, Twin heavy bolter, ➤ Typhoon missile launcher - frag, ➤ Typhoon missile launcher - krak, Armoured hull

Wargear Options:
- This model can replace its Skyhammer missile launcher with Twin heavy bolter or Typhoon missile launcher.
- This model can replace its Las-talon with Icarus stormcannon.

KEYWORDS: Stormhawk Interceptor, Vehicle, Aircraft, Fly, Smoke, Imperium
FACTION KEYWORDS: Grey Knights

STORMHAWK INTERCEPTOR

160 PTS

M	T	Sv	W	LD	OC
-	9	3+	10	6+	-

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Stormhawk Interceptor, Vehicle, Aircraft, Fly, Smoke, Imperium
FACTION KEYWORDS: Grey Knights

STORMRAVEN GUNSHIP

280 PTS

M	T	Sv	W	LD	OC
14"	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hurricane bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	5	-1	1
2x Stormstrike missile launcher	48"	1	3+	10	-3	D6+2
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Twin multi-melta MELTA 2 TWIN-LINKED	18"	2	3+	9	-4	D6
➤ Twin heavy plasma cannon - standard BLAST TWIN-LINKED	36"	3	3+	7	-2	2
➤ Twin heavy plasma cannon - supercharge BLAST HAZARDOUS TWIN-LINKED	36"	3	3+	8	-3	3
➤ Typhoon missile launcher - frag BLAST	48"	2D6	3+	4	0	1
➤ Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

Armoured Resilience
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

TRANSPORT

Stormraven Gunship
This model has a transport capacity of 12 Grey Knights Infantry models and 1 Grey Knights Venerable Dreadnought model. Each Terminator model takes up the space of 2 models.

WEAPON ABILITIES

AUFSTELLUNG

1x Stormraven Gunship (120x92mm Oval Base)

Equipped with: Hurricane bolter, 2x Stormstrike missile launcher, Twin assault cannon, Twin heavy bolter, Twin lascannon, Twin multi-melta, ➤ Twin heavy plasma cannon - standard, ➤ Twin heavy plasma cannon - supercharge, ➤ Typhoon missile launcher - frag, ➤ Typhoon missile launcher - krak, Armoured hull

Wargear Options:
- This model can replace its Twin assault cannon with Twin heavy plasma cannon or Twin lascannon.
- This model can replace its [illegible]oon missile launcher [illegible]i-melta or Twi[illegible]

KEYWORDS: Stormraven Gunship, Vehicle, Transport, Fly, Imperium
FACTION KEYWORDS: Grey Knights

STORMRAVEN GUNSHIP

280 PTS

M	T	Sv	W	LD	OC
14"	10	3+	14	6+	0

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

KEYWORDS: Stormraven Gunship, Vehicle, Transport, Fly, Imperium
FACTION KEYWORDS: Grey Knights

STORMTALON GUNSHIP

170 PTS

M	T	Sv	W	LD	OC
-	9	3+	10	6+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skyhammer missile launcher ANTI-FLY 2+	48"	3	3+	8	-1	D3
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Typhoon missile launcher - frag BLAST	48"	2D6	3+	4	0	1
➤ Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Strafing Run
Each time this model makes a ranged attack that targets a unit that cannot Fly, add 1 to the Hit roll

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Stormtalon Gunship (120x92mm Oval Base)

Equipped with: Skyhammer missile launcher, Twin assault cannon, Twin heavy bolter, Twin lascannon, ➤ Typhoon missile launcher - frag, ➤ Typhoon missile launcher - krak, Armoured hull

Wargear Options:
- This model can replace its Skyhammer missile launcher with Twin lascannon, Twin heavy bolter or Typhoon missile launcher.

KEYWORDS: Stormtalon Gunship, Aircraft, Vehicle, Fly, Imperium
FACTION KEYWORDS: Grey Knights

STORMTALON GUNSHIP

170 PTS

M	T	Sv	W	LD	OC
-	9	3+	10	6+	-

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Stormtalon Gunship, Aircraft, Vehicle, Fly, Imperium
FACTION KEYWORDS: Grey Knights

STRIKE SQUAD

125–250 PTS

M	T	Sv	W	LD	OC
6"	5	2+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	3+	5	0	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1
Nemesis force weapon PSYCHIC	Melee	3	3+	6	-2	2

ABILITIES

Sanctifying Ritual (Psychic)
At the end of your Command phase, if this unit is within range of an objective marker that you control, that objective marker remains under you control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

4-9x Grey Knight oder Grey Knight with Heavy Weapon (32mm)

1x Justicar (32mm)

Equipped with: Incinerator, Psilencer, Psycannon, Storm bolter, Close combat weapon, Nemesis force weapon

Wargear Options:
- Each Grey Knight with Heavy Weapon can replace its Incinerator with Psycannon or Psilencer.

KEYWORDS: Strike Squad, Psyker, Imperium, Grenades, Battleline, Infantry
FACTION KEYWORDS: Grey Knights

STRIKE SQUAD

125–250 PTS

M	T	Sv	W	LD	OC
6"	5	2+	2	6+	2

FACTION RULES

Gate of Infinity

If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Strike Squad, Psyker, Imperium, Grenades, Battleline, Infantry
FACTION KEYWORDS: Grey Knights

VENERABLE DAEMON SLAYER [CRUCIBLE]

175 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Forge bolter	24"	3	2+	5	-1	2
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Gatling psilencer PSYCHIC SUSTAINED HITS 1	24"	12	3+	6	0	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	2+	4	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy incinerator IGNORES COVER TORRENT	18"	2D6	N/A	6	-1	1
Heavy psycannon IGNORES COVER PSYCHIC	24"	6	3+	10	-2	3
Incinerator IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION PSYCHIC SUSTAINED HITS 1	24"	6	2+	5	0	1
Psycannon PSYCHIC	24"	3	2+	8	-1	2
Purifying Flame ANTI-INFANTRY 2+ IGNORES COVER PSYCHIC	18"	3	3+	4	-2	1
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Sublimator MELTA 4 PSYCHIC TWIN-LINKED	18"	2	3+	9	-4	D6
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Vortex of Doom BLAST PSYCHIC	18"	D6+3	3+	8	-2	2
➤ Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2
➤ Heavy plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	3+	8	-3	2

AUFSTELLUNG

1x Venerable Daemon Slayer [Crucible]

Equipped with: Assault cannon, Combi-weapon, Forge bolter, Fragstorm grenade launcher, Gatling psilencer, Grav-pistol, Heavy flamer, Heavy incinerator, Heavy psycannon, Incinerator, Psilencer, Psycannon, Purifying Flame, Storm bolter, Sublimator, Twin lascannon, Vortex of Doom, ➤ Heavy plasma cannon - standard, ➤ Heavy plasma cannon - supercharge, Close combat weapon, Crozius arcanum, Dreadfists, Dreadnought combat weapon, Nemesis daemon greathammer, Nemesis flail, [illegible]esis force weapon, Nemesi[illegible] [illegible]nissian power a[illegible] Nemesi[illegible]

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Smoke, Venerable Daemon Slayer
FACTION KEYWORDS: Grey Knights

VENERABLE DAEMON SLAYER [CRUCIBLE]

175 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1
Crozius arcanum	Melee	5	2+	6	-1	2
Dreadfists	Melee	6	2+	6	-1	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Nemesis daemon greathammer PSYCHIC	Melee	5	3+	14	-3	D6+1
Nemesis flail PSYCHIC	Melee	10	2+	5	-1	2
Nemesis force weapon PSYCHIC	Melee	5	2+	6	-2	2
Nemesis mace ANTI-CHARACTER 2+ PRECISION PSYCHIC	Melee	5	2+	6	-3	3
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
➤ Nemesis greatsword - strike PSYCHIC	Melee	5	2+	10	-2	D6
➤ Nemesis greatsword - sweep PSYCHIC	Melee	10	2+	5	-1	1

ABILITIES

Blessing of the Omnissiah
Infantry only. In your Command phase, you can select one friendly Grey Knights Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Clarion of Haste (Psychic)
While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Eye of Judgement (Psychic)
Each time this model makes an attack, you can re-roll the Wound roll.

Guidance of the Ancients
In your Shooting phase, after this unit has shot, select one unit hit by one or more of those attacks. Until the end of the phase, each time a Grey Knights model from your army makes an attack that targets that unit, add 1 to the Hit roll.

Haloed in Soulfire (Psychic)
While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attack model is within 18".

Hammerhand (Psychic)
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Litanies of Sanctity
Once per battle, at the start of any phase, you can select one friendly Grey Knights unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Order of Purifiers
Infantry only. Add the Purifier keyword, and add to the list of units this model can be attached to: Purifiers.

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Smoke, Venerable Daemon Slayer
FACTION KEYWORDS: Grey Knights

VENERABLE DAEMON SLAYER [CRUCIBLE]

175 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

Personal Teleporter
Infantry only. Change this model's Move characteristic to 12", and add the Fly keyword. Replace the list of units this model can be attached to: Interceptor Squad.

Prognosticars' Foresight
This model has the Scouts 6" ability.

Sanctic Hood
Models in this unit have the Feel No Pain 4+ against **Psychic** Attacks.

Terminator Armour
Infantry only. Change this model's Move characteristic to 5", its Toughness and Wounds characteristics to 5, and add the Terminator keyword. Replace the list of units this model can be attached to: Brotherhood Terminator Squad, Paladin Squad.

Warrior Strategist
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Zealous Path
While this model is leading a unit, you can re-roll Charge rolls made for that unit.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Smoke, Venerable Daemon Slayer
FACTION KEYWORDS: Grey Knights

VENERABLE DAEMON SLAYER [CRUCIBLE]

175 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Crucible
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Smoke, Venerable Daemon Slayer
FACTION KEYWORDS: Grey Knights

VENERABLE DAEMON SLAYER [CRUCIBLE]

175 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Smoke, Venerable Daemon Slayer
FACTION KEYWORDS: Grey Knights

VENERABLE DREADNOUGHT

130 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2
➤ Heavy plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadnought combat weapon	Melee	5	3+	12	-2	3

ABILITIES

Guidance of the Ancients (Psychic)
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a Grey Knights model from your army makes an attack which targets that unit, add 1 to the Hit roll.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

AUFSTELLUNG

1x Venerable Dreadnought (60mm)

Equipped with: Assault cannon, Heavy flamer, Storm bolter, Twin lascannon, ➤ Heavy plasma cannon - standard, ➤ Heavy plasma cannon - supercharge, Dreadnought combat weapon

Wargear Options:
- This model can replace its Assault cannon with Heavy plasma cannon or Twin lascannon.
- This model can replace its Storm bolter and Dreadnought combat weapon with Heavy flamer and Dreadnought combat weapon.

KEYWORDS: Venerable Dreadnought, Walker, Vehicle, Psyker, Smoke, Imperium, Character
FACTION KEYWORDS: Grey Knights

VENERABLE DREADNOUGHT

130 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Venerable Dreadnought, Walker, Vehicle, Psyker, Smoke, Imperium, Character
FACTION KEYWORDS: Grey Knights

PUNKTELISTE

EINHEIT	PUNKTE
Brother-Captain	100 pts
Brother-Captain Stern [Legends]	90 pts
Brotherhood Champion	75 pts
Brotherhood Chaplain	70 pts
Brotherhood Librarian	95 pts · ab der 2. gleichnamigen Einheit im Heer: +10 pts
Brotherhood Techmarine	75 pts
Brotherhood Terminator Squad	150 pts (bis 4 Modelle) · 185 pts (5 Modelle) · 315 pts (6–8 Modelle) · 380 pts (ab 9 Modellen)
Castellan Crowe	105 pts
Champion of Titan [Crucible]	90 pts · +5 pts (Sonderbedingung)
Dreadknight Champion [Crucible]	210 pts · +5 pts (Sonderbedingung)
Grand Master	100 pts
Grand Master Voldus	130 pts
Grand Master in Nemesis Dreadknight	210 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Grey Knights Dreadnought [Legends]	160 pts
Grey Knights Relic Razorback [Legends]	95 pts
Grey Knights Thunderhawk Gunship	805 pts · ab der 2. gleichnamigen Einheit im Heer: +50 pts
Interceptor Squad	135 pts (bis 5 Modelle) · 270 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Kaldor Draigo [Legends]	125 pts
Land Raider	220 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Land Raider Crusader	220 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Land Raider Redeemer	260 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Nemesis Dreadknight	205 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Paladin Squad	185 pts (bis 4 Modelle) · 230 pts (5 Modelle) · 385 pts (6–8 Modelle) · 490 pts (ab 9 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Purgation Squad	115 pts (bis 5 Modelle) · 230 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Purifier Squad	145 pts (bis 5 Modelle) · 290 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Razorback	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Rhino	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Servitors [Legends]	60 pts
Stormhawk Interceptor	160 pts
Stormraven Gunship	280 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Stormtalon Gunship	170 pts
Strike Squad	125 pts (bis 5 Modelle) · 250 pts (ab 6 Modellen)
Venerable Daemon Slayer [Crucible]	175 pts · +5 pts (Sonderbedingung)
Venerable Dreadnought	130 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts

ENHANCEMENTS — ARGENT ASSAULT

ENHANCEMENT	PUNKTE
Psychic Celerity	15 pts
Vigilance of Titan	20 pts

ENHANCEMENTS — AUGURIUM TASK FORCE

ENHANCEMENT	PUNKTE
One Foot in the Future	15 pts
Doomseer's Amulet	25 pts
Grimoire of Conjunctions	10 pts
Shield of Prophecy	20 pts

ENHANCEMENTS — BANESLAYER STRIKE

ENHANCEMENT	PUNKTE
Close and Sanction	—
Shield of Admonishment	—

ENHANCEMENTS — BANISHERS

ENHANCEMENT	PUNKTE
Pyresoul (Psychic)	20 pts
Ephemeral Tome	15 pts
Sixty-sixth Seal	25 pts
Sigil of the Hunt	10 pts

ENHANCEMENTS — BROTHERHOOD STRIKE

ENHANCEMENT	PUNKTE
Blinding Aura	10 pts
Tome of Forbidden Ways	25 pts
Banishing Wave (Psychic)	20 pts
Purity of Purpose	15 pts

ENHANCEMENTS — FIRES OF PURGATION

ENHANCEMENT	PUNKTE
Boons of Deimos	20 pts
Precognicient Volleys	10 pts

ENHANCEMENTS — HALLOWED CONCLAVE

ENHANCEMENT	PUNKTE
Eye of the Augurium	25 pts
Sanctic Reaper	15 pts
Inescapable Judgement (Psychic)	20 pts

ENHANCEMENT	PUNKTE
Nemesis Rounds	10 pts

ENHANCEMENTS — IMMATERIAL INTERDICTION

ENHANCEMENT	PUNKTE
Predestined Coordinates	10 pts
Astral Overlap	10 pts

ENHANCEMENTS — SANCTIC SPEARHEAD

ENHANCEMENT	PUNKTE
Sigil of Exigence	30 pts
Driven by Duty	10 pts
Quickening Foci	15 pts
Spiritus Machina	25 pts

ENHANCEMENTS — VOID PURGE FORCE

ENHANCEMENT	PUNKTE
Tactical Haruspexy	—
Sigil of Warding	—

ENHANCEMENTS — WARPBANE TASK FORCE

ENHANCEMENT	PUNKTE
Paragon of Sanctity	10 pts
Phial of the Abyss	15 pts
Mandulian Reliquary	20 pts
Radiant Champion	15 pts