Space MarineS – Grey Knights

*"We are the warriors of the Grey Knights, armoured in faith, shielded by devotion and armed with purity of purpose. But greater even than these, we carry the light of the divine Emperor of Man into the dark places to purge the Daemonic wherever it may be found."*

## Special Rules

Aegis Armor / Warding Armor

All Grey Knights are automatically armored in Aegis Amor or Warding Armor (choose for each unit when creating your squad). Aegis Armor gives them *Armored*, Warding Armor protects the wearer from all psychic effects and damage on a <15. (roll for each hit individually)

Nemesis Weaponry

The pure warriors of the Grey Knights only fight with weapons from their own armory. No other weapons can be equipped. Normal Upgrades can be used.

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| --- | --- | --- | --- | --- |
| Weapon | Range | Damage | Attacks | Rules |
| Nemesis Halberd (2H) | Melee | 10 | 3 | *Cleave* |
| Nemesis Warding Staff (2H) | Melee | 10 | 3 | *Save-5* |
| Nemesis Sword (1H) | Melee | 10 | 2 |  |
|  |  |  |  |  |
| Psilencer | 30cm | 8 | 3 | *Psy Bolt Rounds* |
| Incinerator | Cone | 10 | 1 | *Cone, Heat* |
| Nemesis Bolter | 30cm | 10 | 3 |  |

*Psy Bolt Rounds:* This unique ammunition inflicts massive pain to psykers and daemons. The target rolls for every hit taken, if the result is greater than their Psyker Mastery, they take an additional wound. (Use 10 as PM for Psykers/Daemons without PM) No *Rounds* Upgrade can be used.

## Purifier

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| HP | MM | CB | DF | Crit | PL | PM | Gear | Cost |
| 4 | 10 | 10 | 12 | 2 | - | - | 1 | 100P |

### Equipment

A Purifier carries a Psilencer and a Nemesis Sword. The Purifier has a special wristmount, making it possible to carry a Rifle and a Nemesis Sword at the same time.

### Wargear

Purifiers can only equip Nemesis weapons, but can use normal Upgrades.