

# GREY KNIGHTS

## ARMY RULE

The soul of the Grey Knights is sacrosanct, and their purity is incorruptible. The silvered armour of this Chapter's warriors is bound with incantations, engraved with sigils of warding. Their blades shine with the inner light of their sanctity, for each of these Space Marines is a psychic warrior, in empyric communion with his battle-brothers. Empowered by minds constantly on guard, they can cut steel with bare hands, their eyes blaze with fire and even the power of their words flays the otherworldly skin of daemons. They are the Imperium's foremost sword and shield against the daemonic. Guided by the foresight and prophecies of the Chapter's Prognosticars, a Grey Knight can adapt to the most irrational of foes and, in a flare of teleportation energies, emerge at exactly the right location to unleash their devastating power.

### TELEPORT ASSAULT

If your Army Faction is **GREY KNIGHTS**, at the end of your opponent's turn, you can select a number of **GREY KNIGHTS** units from your army with this ability (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows:

COMBAT PATROL	UP TO 1 UNIT
INCURSION	UP TO 2 UNITS
STRIKE FORCE	UP TO 3 UNITS
ONSLAUGHT	UP TO 4 UNITS

Once you have made your selections, remove those units from the battlefield. In the Reinforcements step of your next Movement phase, set each of those units up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. Any units that are not on the battlefield at the end of the battle count as destroyed.



# GREY KNIGHTS – TELEPORT STRIKE FORCE DETACHMENT RULE

If your Army Faction is **GREY KNIGHTS**, you can use this Teleport Strike Force Detachment rule.

## TELEPORT SHUNT

*Hardened against the corrupting touch of Chaos, protected by silver sigils and the warriors' own purity of spirit, Grey Knights are capable of enduring rapid and repeated submersions in the warp. When a lightning-fast purgation is required, orbiting strike cruisers maintain a constant spiritual lock on their battle-brothers, enabling Grey Knights to perform short-ranged teleportations. Flickering in and out of reality, this exceptional mobility allows them to outmanoeuvre the most otherworldly of enemies.*

Each time a **GREY KNIGHTS** unit with the Deep Strike ability Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to that unit's Move characteristic and that unit can **FLY**.



# GREY KNIGHTS – TELEPORT STRIKE FORCE

## STRATAGEMS

If you are using the Teleport Strike Force Detachment rule, you can use these Teleport Strike Force Stratagems.

### RADIANT STRIKE

TELEPORT STRIKE FORCE – BATTLE TACTIC STRATAGEM



2CP

*Psychic fire rimes the blades of the Grey Knights as they charge at the foe, fanned by their battle fury. At the moment of contact, the empyric charge is unleashed in a blast of azure light.*

**WHEN:** Fight phase.

**TARGET:** One **GREY KNIGHTS PSYKER** unit from your army.

**EFFECT:** Until the end of the phase, melee weapons equipped by models in your unit with the [PSYCHIC] ability also have the [DEVASTATING WOUNDS] ability.

### PROGNISTICATED ARRIVAL

TELEPORT STRIKE FORCE – EPIC DEED STRATAGEM



1CP

*Accessing a vision granted by the Chapter's Prognosticars, the Grey Knights perceive the hidden ways of the battlefield and a sliver of the enemy's intentions, granting them a prophetic situational awareness that aids their strategic disposition.*

**WHEN:** Your Movement phase.

**TARGET:** One **GREY KNIGHTS PSYKER** unit from your army that is arriving using the Deep Strike or Teleport Assault abilities this phase.

**EFFECT:** Your unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy models.

**RESTRICTIONS:** A unit targeted by this Stratagem is not eligible to declare a charge in the same turn.

### DEATH FROM THE WARP

TELEPORT STRIKE FORCE – BATTLE TACTIC STRATAGEM



1CP

*Utilising their warp-attuned senses during the timeless instant of teleportation, Grey Knights know exactly where the enemy are before they arrive. They emerge from the blinding flare of warp energies already firing.*

**WHEN:** Your Movement phase.

**TARGET:** One **GREY KNIGHTS PSYKER** unit from your army that either Advanced this turn or arrived using the Deep Strike or Teleport Assault abilities this turn.

**EFFECT:** Until the end of the turn, ranged weapons equipped by models in your unit have the [ASSAULT] ability and each time a model in your unit makes an attack, add 1 to the Hit roll.

### HALOED IN SOULFIRE

TELEPORT STRIKE FORCE – BATTLE TACTIC STRATAGEM



2CP

*The blazing glare of ancient technology and the shrouding coils of the immaterium often linger, obscuring the Grey Knights' presence.*

**WHEN:** Your Movement phase.

**TARGET:** One **GREY KNIGHTS PSYKER** unit from your army that is arriving using the Deep Strike or Teleport Assault abilities this phase.

**EFFECT:** Until the start of your next Movement phase, your unit cannot be targeted by ranged attacks unless the attacking model is within 12".

# GREY KNIGHTS – TELEPORT STRIKE FORCE

## STRATAGEMS

If you are using the Teleport Strike Force Detachment rule, you can use these Teleport Strike Force Stratagems.

### MISTS OF DEIMOS

TELEPORT STRIKE FORCE – STRATEGIC PLOY STRATAGEM

*When the enemy closes in, the Grey Knights wreath themselves in psychic mists to confound the foe while they reposition until the time is ready to launch a counter-blow.*

1CP

**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 9" of that enemy unit.

**EFFECT:** Your unit can make a Normal move of up to 6" as if it were your Movement phase or, if it has the Deep Strike ability, it can be placed into Strategic Reserves.

**RESTRICTIONS:** You cannot select a unit that is within Engagement Range of one or more enemy units.

### TRUESILVER ARMOUR

TELEPORT STRIKE FORCE – WARGEAR STRATAGEM

*Grey Knights battle plate incorporates litanies of purity, strands of sanctified silver and other sacred wards, whose defences can be further empowered by ritual mantras.*

1CP

**WHEN:** Your opponent's Shooting phase or the 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 that enemy unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



# GREY KNIGHTS – TELEPORT STRIKE FORCE ENHANCEMENTS

If you are using the Teleport Strike Force Detachment rule, you can use these Teleport Strike Force Enhancements.

## FIRST TO THE FRAY

*Whether braving premature teleportation assaults or leaping from the hatch of a transport still aglow from atmospheric entry, this sanctified commander frequently makes the first strike in battle, and ever from an unexpected quarter. Inspired by such zealous bravery, his battle-brothers are never far behind.*

**GREY KNIGHTS** model with the Deep Strike ability only. The bearer's unit must start the battle in Reserves, but neither it, nor any **TRANSPORT** it is embarked within, is counted towards any limits the mission places on the number of Strategic Reserves units you can have. That unit can be set up using its Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

## DOMINA LIBER DAEMONICA

*This tome is said to be a relic of Supreme Grand Master Janus, he who mastered all six hundred and sixty-six words of banishment, each one painstakingly recorded on its pages. In times of need a hero of the Chapter will carry this book into battle, its bindings crackling with arcane energy as the words repel warp entities and send daemons howling back into the warp.*

**GREY KNIGHTS** model only. Each time the bearer makes a melee attack add 1 to the Wound roll and, if that attack targets a **DAEMON** unit, add 1 to the Damage characteristic of that attack as well.

## SIGIL OF EXIGENCE

*Forged by the Techmarine Dorvel urThann, this small chor-bronze icon contains a powerful teleport matrix and a trio of vigilant machine spirits. Their pre-cogitative psyrutines guard against attacks from afar, spiriting their host and his allies away from danger in a blaze of light.*

**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 9" horizontally away from all enemy models. If the bearer is no longer an eligible target, your opponent can then select new targets for any attacks that had targeted the bearer's unit.

## INESCAPABLE WRATH

*When this warrior leads his battle-brothers into the foe, they strike like silver lances of lightning. By focusing his powers upon a pivotal moment, he connects himself via a tether of inevitability to his enemies. Drawn by the tether, he bears down upon them with incredible speed, ensuring none escape his and his warriors' wrath.*

**GREY KNIGHTS** model only. Add 1 to Charge rolls made for the bearer's unit.





# KALDOR DRAIGO

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



## RANGED WEAPONS

	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

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

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Teleport Assault

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

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

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, TERMINATOR, GRENADES, IMPERIUM, KALDOR DRAIGO



FACTION KEYWORDS:  
GREY KNIGHTS

# KALDOR DRAIGO

The Supreme Grand Master of the Grey Knights, Lord Kaldor Draigo enters battle directly from the warp itself and his resolute spirit inspires his warriors to acts of high valour. He hunts down and slays the spawn of Chaos with psychic fire and blows from the legendary Titansword, its blade reforged with a purified daemon weapon.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Kaldor Draigo – EPIC HERO

This model is equipped with: Scourging; storm bolter; the Titansword.

## LEADER

This model can be attached to the following units:

- BROTHERHOOD TERMINATOR SQUAD
- PALADIN SQUAD

## SUPREME COMMANDER

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, TERMINATOR, GRENADES, IMPERIUM, KALDOR DRAIGO



FACTION KEYWORDS:  
GREY KNIGHTS

# GRAND MASTER VOLDUS

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Teleport Assault

**Sanctuary (Psychic):** While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

**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, adding 2 to the result if that unit has the DAEMON keyword: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, TERMINATOR, IMPERIUM,  
GRAND MASTER VOLDUS



FACTION KEYWORDS:  
GREY KNIGHTS

# GRAND MASTER VOLDUS

*Grand Master of the 3rd Brotherhood, Aldrik Voldus wields immense psychic might with a humble purity. Daemons burn and scatter before the purifying fire that pours from his huge daemon hammer, the Malleus Argyrum, before he deftly swings it and crushes those that remain with a thunderous crash of pure empyric energies.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Grand Master Voldus – EPIC HERO

This model is equipped with: storm bolter; Malleus Argyrum.

## LEADER

This model can be attached to the following units:

- BROTHERHOOD TERMINATOR SQUAD
- PALADIN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, TERMINATOR, IMPERIUM,  
GRAND MASTER VOLDUS



FACTION KEYWORDS:  
GREY KNIGHTS

# GRAND MASTER

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

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	06	N/A	6	-1	1
Psilencer [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+	4	0	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Teleport Assault

**Might of Purity (Psychic):** While this model is leading a unit, you can ignore any or all modifiers to the characteristics of models in that unit and to any roll or test made for models in that unit (excluding modifiers to saving throws).

**Master Strategist:** Once per battle, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, TERMINATOR, IMPERIUM,  
GRAND MASTER



FACTION KEYWORDS:  
GREY KNIGHTS

# GRAND MASTER

*Grand Masters lead the Grey Knights brotherhoods. Each is a master strategist, a deadly warrior and a terrifying battle-psyker possessed of unhallowed knowledge. Under a Grand Master's guiding will are the unending wars against their daemonic adversaries prosecuted, their stainless souls a beacon of purity.*



## WARGEAR OPTIONS

- This model's storm bolter can be replaced with one of the following:
  - 1 incinerator
  - 1 psilencer
  - 1 psycannon

## UNIT COMPOSITION

- 1 Grand Master

This model is equipped with: storm bolter; Nemesis force weapon.

## LEADER

This model can be attached to the following units:

- BROTHERHOOD TERMINATOR SQUAD
- PALADIN SQUAD

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, TERMINATOR, IMPERIUM,  
GRAND MASTER



FACTION KEYWORDS:  
GREY KNIGHTS

# GRAND MASTER IN NEMESIS DREADKNIGHT

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



## RANGED WEAPONS

	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 [PSYCHIC]	24"	6	3+	10	-1	3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Dreadfists	Melee	6	3+	6	-1	1
Nemesis daemon greathammer [PSYCHIC]	Melee	5	4+	14	-3	D6+1
► Nemesis greatsword – strike [PSYCHIC]	Melee	5	3+	10	-2	D6
► Nemesis greatsword – sweep [PSYCHIC]	Melee	10	3+	5	-1	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, CHARACTER, WALKER, PSYKER, IMPERIUM,  
GRAND MASTER IN NEMESIS DREADKNIGHT

## ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Teleport Assault

**Surge of Wrath (Psychic):** Once per battle round, in the Fight phase, one model from your army with this ability can use it before resolving its attacks. If it does, until the end of the phase, each time that model makes an 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.

**Heroism's Favour:** Each time you target this model with a Stratagem, it only costs 1CP to use, even if the CP cost is higher.

## 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.

## INVULNERABLE SAVE

4+

FACTION KEYWORDS:  
GREY KNIGHTS

## GRAND MASTER IN NEMESIS DREADKNIGHT

When they deploy to battle clad in the raiment of a Nemesis Dreadknight, Grand Masters are capable of duelling the greatest daemon lords on an equal footing. Thus girded, their psychic prowess and tactical acumen are wielded alongside the exceptional physical might of a towering and warded Dreadknight suit.



### WARGEAR OPTIONS

- This model's dreadfists can be replaced with one of the following:
  - 1 Nemesis daemon greathammer
  - 1 Nemesis greatsword
- This model can be equipped with up to two of the following, but cannot take duplicates:
  - 1 gatling psilencer
  - 1 heavy incinerator
  - 1 heavy psycannon

### UNIT COMPOSITION

- 1 Grand Master in Nemesis Dreadknight

This model is equipped with: dreadfists.

KEYWORDS: VEHICLE, CHARACTER, WALKER, PSYKER, IMPERIUM,  
GRAND MASTER IN NEMESIS DREADKNIGHT



FACTION KEYWORDS:  
GREY KNIGHTS

# CASTELLAN CROWE

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Purifying Flame [ANTI-INFANTRY 2+, IGNORES COVER, PSYCHIC]	18"	3	2+	4	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Teleport Assault

**Champion of the Order of Purifiers (Psychic):** While this model is leading a unit, add 1 to the Attacks characteristic of that unit's Purifying Flame.

**Foresight of the Prognosticators (Psychic):** Once per turn, the first time a saving throw is failed for this model, change the Damage characteristic of that attack to 0.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM,  
CASTELLAN CROWE



FACTION KEYWORDS:  
GREY KNIGHTS

# CASTELLAN CROWE

*Castellan Garran Crowe is the Champion of the Order of Purifiers, and his flawless soul radiates outward in a searing, psychic aura. He is the keeper of the Black Blade of Antwyr, a daemon sword that whispers promises and threats. Crowe rejects the blade's vileness, trusting to his masterful combat prowess.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Castellan Crowe – EPIC HERO

This model is equipped with: Purifying Flame; storm bolter; Black Blade of Antwyr.

## LEADER

This model can be attached to the following unit:

- PURIFIER SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM,  
CASTELLAN CROWE



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHER-CAPTAIN STERN

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Teleport Assault

**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.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM, TERMINATOR, BROTHER-CAPTAIN STERN



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHER-CAPTAIN STERN

A valorous and duty-bound leader, Brother-Captain Arvann Stern has survived battles so brutal often he and his nemesis are the last standing. His growing understanding of the weaknesses of warp-spawn makes his presence anathema to daemonkind and he wields his Nemesis blade with a furious skill that few can match.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Brother-Captain Stern – EPIC HERO

This model is equipped with: storm bolter; Nemesis force sword.

## LEADER

This model can be attached to the following units:

- BROTHERHOOD TERMINATOR SQUAD
- PALADIN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM, TERMINATOR, BROTHER-CAPTAIN STERN



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHER-CAPTAIN

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	06	N/A	6	-1	1
Psilencer [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+	4	0	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Teleport Assault

**Empyric Amplification (Psychic):** While this model is leading a unit, Psychic weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

**Focused Mind (Psychic):** Each time this model makes an attack with a Psychic weapon, you can re-roll the Wound roll.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, PSYKER, TERMINATOR, IMPERIUM,  
BROTHER-CAPTAIN



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHER-CAPTAIN

Amongst the Chapter's foremost combatants, a Brother-Captain has proven his worth as a leader of great warriors and a martial exemplar. His place is at the heart of the fight, standing beside his battle-brothers and focusing their blows by means of psychic communion even amidst the din of hellish war.



## WARGEAR OPTIONS

- This model's storm bolter can be replaced with one of the following:
  - 1 incinerator
  - 1 psilencer
  - 1 psycannon

## UNIT COMPOSITION

- 1 Brother-Captain

This model is equipped with: storm bolter; Nemesis force weapon.

## LEADER

This model can be attached to the following units:

- BROTHERHOOD TERMINATOR SQUAD
- PALADIN SQUAD

KEYWORDS: INFANTRY, CHARACTER, PSYKER, TERMINATOR, IMPERIUM,  
BROTHER-CAPTAIN



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHERHOOD CHAMPION

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike, Fights First, Leader

FACTION: Teleport Assault

**Ethereal Castigation (Psychic):** While this model is leading a unit, models in that unit have the Fights First ability.

**Martial Fury:** Each time this model makes a melee attack that targets a CHARACTER unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, BROTHERHOOD CHAMPION



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHERHOOD CHAMPION

A Brotherhood Champion acts as an exemplar of martial prowess to which all Grey Knights aspire. He is a warrior of peerless skill who mentors new recruits in the ways of the blade. Upon the battlefield, he defends the lives of others and upholds the honour of his brotherhood with deadly skill.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Brotherhood Champion

This model is equipped with: storm bolter; Nemesis force weapon.

## LEADER

This model can be attached to the following units:

- PURGATION SQUAD
- STRIKE SQUAD

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, BROTHERHOOD CHAMPION



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHERHOOD LIBRARIAN

M T SV W LD OC

5" 5 2+ 5 6+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Purge Soul – witchfire [PSYCHIC]	24"	1	3+	6	-2	3
Purge Soul – focused witchfire [PRECISION, PSYCHIC, HAZARDOUS]	24"	1	3+	6	-2	3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

## MELEE WEAPONS

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

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, TERMINATOR, PSYKER, IMPERIUM  
BROTHERHOOD LIBRARIAN

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Teleport Assault

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

**Vortex of Doom (Psychic):** In your Shooting phase, you can select one enemy unit within 18" of and visible to this PSYKER and roll one D6: on a 1, this PSYKER's unit suffers D6 mortal wounds; on a 2-5, that enemy unit suffers 2D3 mortal wounds; on a 6, that enemy unit suffers 2D6 mortal wounds.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHERHOOD LIBRARIAN

Librarians have a strength of mind greater even than many of the powerful battle-psychers with whom they fight. The breadth of their empyric scholarship is vast and they courageously brave the deeper and more dangerous reaches of the warp, using psychic rites to shield their fellows or tear at daemonic forms.



## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-weapon
  - 1 storm bolter

## UNIT COMPOSITION

- 1 Brotherhood Librarian

This model is equipped with: Purge Soul; Nemesis force weapon.

## LEADER

This model can be attached to the following units:

- BROTHERHOOD TERMINATOR SQUAD
- PALADIN SQUAD

KEYWORDS: INFANTRY, CHARACTER, TERMINATOR, PSYKER, IMPERIUM  
BROTHERHOOD LIBRARIAN



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHERHOOD TECHMARINE

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

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Omnissian power axe	Melee	4	3+	6	-2	2
Plasma cutter – standard [EXTRA ATTACKS]	Melee	2	3+	7	-2	1
Plasma cutter – supercharge [EXTRA ATTACKS, HAZARDOUS]	Melee	2	3+	8	-3	2
Servo-arms [EXTRA ATTACKS]	Melee	2	3+	8	-2	3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, BROTHERHOOD TECHMARINE



FACTION KEYWORDS:  
GREY KNIGHTS

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Teleport Assault

**Awaken the Machine Spirit:** In your Command phase, you can select one friendly GREY KNIGHTS VEHICLE model within 6" of this model. Until the start of your next Command phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll.

**Omnissiah's Blessing:** In your Command phase, you can select one friendly GREY KNIGHTS VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds.

**Techmarine:** While this model is within 3" of one or more friendly GREY KNIGHTS VEHICLE units, unless it is leading a unit, this model has the Lone Operative ability.

# BROTHERHOOD TECHMARINE

Psychic warrior-smiths with esoteric knowledge of machine mysteries, Techmarines maintain and repair the weapons, armour and mighty vehicles used by the Grey Knights. With mechanical servo-arms, and through the rites of the Omnissiah, they fortify the spirits of wounded machines against the claws of daemons.



## WARGEAR OPTIONS

- This model's boltgun can be replaced with 1 bolt pistol.

## UNIT COMPOSITION

- 1 Brotherhood Techmarine

This model is equipped with: boltgun; flamer; plasma cutter; Omnissian power axe; servo-arms.

## LEADER

This model can be attached to the following units:

- SERVITORS
- STRIKE SQUAD

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, BROTHERHOOD TECHMARINE



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHERHOOD CHAPLAIN

M T SV W LD OC  
5" 5 2+ 5 5+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Teleport Assault

**Words of Power (Psychic):** While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

**Dread Bearing (Aura):** While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, PSYKER, TERMINATOR, IMPERIUM,  
BROTHERHOOD CHAPLAIN



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHERHOOD CHAPLAIN

Chaplains intone psychic litanies of sanctity and contempt, speaking the Emperor's word to their brethren in stentorian tones. They are symbols of brutal mortality and unquestioning zeal. In battle, they lay about the foe with blows from their crozius arcum and with impassioned canticles ward their brothers' souls.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Brotherhood Chaplain

This model is equipped with: storm bolter; crozius arcum.

## LEADER

This model can be attached to the following units:

- BROTHERHOOD TERMINATOR SQUAD
- PALADIN SQUAD

KEYWORDS: INFANTRY, CHARACTER, PSYKER, TERMINATOR, IMPERIUM,  
BROTHERHOOD CHAPLAIN



FACTION KEYWORDS:  
GREY KNIGHTS

# BROTHERHOOD TERMINATOR SQUAD

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [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+	4	0	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike

FACTION: Teleport Assault

**Hammerhand (Psychic):** Each time a model in this unit makes a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

## WARGEAR ABILITIES

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

**Narthercium:** In your Command phase, you can return 1 destroyed model (excluding CHARACTERS) to the bearer's unit.

KEYWORDS: INFANTRY, BATTLELINE, PSYKER, TERMINATOR, GRENADES, IMPERIUM, BROTHERHOOD TERMINATOR SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

4+

# BROTHERHOOD TERMINATOR SQUAD

Brotherhood Terminators form the steel heart of many Grey Knights strikes. Shielded by thick armour plates, each is a warrior of immense physical and mental fortitude. They often teleport directly into battle, unleashing sanctified bolts before cleaving apart the spawn of the warp with blazing Nemesis force weapons.



## WARGEAR OPTIONS

- For every 5 models in this unit, 1 Brotherhood Terminator's storm bolter can be replaced with one of the following:
  - 1 incinerator
  - 1 psilencer
  - 1 psycannon
- 1 Brotherhood Terminator equipped with a storm bolter can be equipped with 1 Ancient's banner.\*
- 1 Brotherhood Terminator can have its storm bolter replaced with 1 narthecium.\*

*\*You cannot select both of these options for the same model.*

## UNIT COMPOSITION

- 1 Terminator Justicar
- 4-9 Brotherhood Terminators

Every model is equipped with: storm bolter; Nemesis force weapon.

KEYWORDS: INFANTRY, BATTLELINE, PSYKER, TERMINATOR, GRENADES, IMPERIUM,  
BROTHERHOOD TERMINATOR SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# STRIKE SQUAD

M T SV W LD OC  
6" 4 2+ 2 6+ 2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	06	N/A	6	-1	1
Psilencer [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+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Nemesis force weapon [PSYCHIC]	Melee	3	3+	6	-2	2

## ABILITIES

CORE: Deep Strike, Scouts 6"

FACTION: Teleport Assault

**Sanctifying Ritual (Psychic):** If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

KEYWORDS: INFANTRY, BATTLELINE, PSYKER, GRENADES, IMPERIUM, STRIKE SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# STRIKE SQUAD

Strike Squads often form a vanguard, striking swiftly and slipping through gaps in daemonic lines to seal warp portals or prevent summoners escaping. Frequently attacking from fixed teleportariums or rapid transports, they conduct vital reconnaissance, disrupt flanks and blunt incursions with surgical strikes.



## WARGEAR OPTIONS

- For every 5 models in this unit, 1 Grey Knight's storm bolter and Nemesis force weapon can be replaced with one of the following:
  - 1 incinerator and 1 close combat weapon
  - 1 psilencer and 1 close combat weapon
  - 1 psychcannon and 1 close combat weapon

## UNIT COMPOSITION

- 1 Justicar
- 4-9 Grey Knights

Every model is equipped with: storm bolter; Nemesis force weapon.

KEYWORDS: INFANTRY, BATTLELINE, PSYKER, GRENADES, IMPERIUM, STRIKE SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# PALADIN SQUAD

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [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+	4	0	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike

FACTION: Teleport Assault

**Inner Fortitude (Psychic):** Each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

## WARGEAR ABILITIES

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

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, PSYKER, TERMINATOR, GRENADES, IMPERIUM, PALADIN SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# PALADIN SQUAD

Amongst the greatest warriors in the Imperium, Paladins throw themselves into combat against monstrous daemonic adversaries. They are the staunchest warriors of the Grey Knights and exemplars of martial might; each Paladin has banished one of the most powerful daemons ever to manifest.



## WARGEAR OPTIONS

- For every 5 models in this unit, up to 2 Paladins can each have their storm bolter replaced with one of the following:
  - 1 incinerator
  - 1 psilencer
  - 1 psycannon
- 1 Paladin equipped with a storm bolter and Nemesis force weapon can be equipped with 1 Ancient's banner. That model's storm bolter can be replaced with one of the following:
  - 1 incinerator
  - 1 psilencer
  - 1 psycannon

## UNIT COMPOSITION

- 1 Paragon
- 4-9 Paladins

Every model is equipped with: storm bolter; Nemesis force weapon.

KEYWORDS: INFANTRY, PSYKER, TERMINATOR, GRENADES, IMPERIUM, PALADIN SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# PURIFIER SQUAD

M T SV W LD OC

6" 4 2+ 2 6+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [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	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Nemesis force weapon [PSYCHIC]	Melee	3	3+	6	-2	2

## ABILITIES

CORE: Deep Strike

FACTION: Teleport Assault

**Sanctity of Purpose:** Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

KEYWORDS: INFANTRY, PSYKER, GRENADES, IMPERIUM, PURIFIER SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# PURIFIER SQUAD

The Order of Purifiers epitomise the Grey Knights' sanctity of purpose. They are incorruptible and fanatical, possessed of an untarnished spirit. Teleported into the heart of daemonic legions, they often fight as a spearhead from where they unleash a cleansing fire that sears the corrupted to ash.



## WARGEAR OPTIONS

- For every 5 models in this unit, up to 2 Purifiers can each have their storm bolter and Nemesis force weapon replaced with one of the following:
  - 1 incinerator and 1 close combat weapon
  - 1 psilencer and 1 close combat weapon
  - 1 psych Cannon and 1 close combat weapon

## UNIT COMPOSITION

- 1 Knight of the Flame
- 4-9 Purifiers

Every model is equipped with: Purifying Flame; storm bolter; Nemesis force weapon.

KEYWORDS: INFANTRY, PSYKER, GRENADES, IMPERIUM, PURIFIER SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# SERVITORS

M T SV W LD OC  
6" 4 4+ 1 8+ 0



## RANGED WEAPONS

	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

	RANGE	A	WS	S	AP	D
Servitor's servo-arm	Melee	1	5+	6	-2	3
Servitor's tools	Melee	1	5+	3	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, SERVITORS

## 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.

## INVULNERABLE SAVE

6+

FACTION KEYWORDS:  
**GREY KNIGHTS**

# SERVITORS

Some servitors were once serfs, failed aspirants or former allies, now cyborgised with mechanical augmentation. Many have limbs replaced with servo-arms or heavy weapons, employed to defend or aid their Techmarine masters during repairs. The brutal mind-wiping process ensures none ever reveal what they have witnessed.



## WARGEAR OPTIONS

- Up to 2 models can each have their Servitor's servo-arm replaced with one of the following:
  - 1 heavy bolter and 1 Servitor's tools
  - 1 multi-melta and 1 Servitor's tools
  - 1 plasma cannon and 1 Servitor's tools

## UNIT COMPOSITION

- 4 Servitors

Every model is equipped with: Servitor's servo-arm.

## 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.

KEYWORDS: INFANTRY, IMPERIUM, SERVITORS



FACTION KEYWORDS:  
**GREY KNIGHTS**

# GREY KNIGHTS VENERABLE DREADNOUGHT

M      T      SV      W      LD      OC

**6"**      **9**      **2+**      **8**      **6+**      **3**



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy flamer [TORMENT, IGNORES COVER]	12"	D6	N/A	5	-1	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
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

## MELEE WEAPONS

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

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, PSYKER, SMOKE, IMPERIUM,  
VENERABLE DREADNOUGHT

## ABILITIES

CORE: Deadly Demise 1

**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.



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS VENERABLE DREADNOUGHT

Venerable Dreadnaughts house truly ancient champions whose revered belligerence endures war after war. Their strategic acumen and wisdom of ancient horrors banished in past battles is respectfully sought, but they still take to the battlefield with a stoic resolve, and to fight alongside these living legends is a high honour.



## WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
  - 1 heavy plasma cannon
  - 1 multi-melta
  - 1 twin lascannon
- This model's storm bolter and Dreadnaught combat weapon can be replaced with one of the following:
  - 1 missile launcher and 1 armoured feet
  - 1 heavy flamer and 1 Dreadnaught combat weapon

## UNIT COMPOSITION

- 1 Venerable Dreadnaught

This model is equipped with: assault cannon; storm bolter; Dreadnaught combat weapon.

KEYWORDS: VEHICLE, WALKER, PSYKER, SMOKE, IMPERIUM,  
VENERABLE DREADNOUGHT



FACTION KEYWORDS:  
GREY KNIGHTS

# INTERCEPTOR SQUAD

M T SV W LD OC  
12" 4 2+ 2 6+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	06	N/A	6	-1	1
Psilencer [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+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Nemesis force weapon [PSYCHIC]	Melee	3	3+	6	-2	2

## ABILITIES

CORE: Deep Strike

FACTION: Teleport Assault

**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.

KEYWORDS: INFANTRY, PSYKER, FLY, GRENADES, IMPERIUM, INTERCEPTOR SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# INTERCEPTOR SQUAD

Bearing personal teleporters, Interceptors jump across the battlefield in a series of rapid, site-to-site teleportations, redeploying at speed or hunting down swift foes. Arriving in a blaze of light, they turn their weapons and powers on stunned enemies in a storm of death, before vanishing as swiftly as they arrived.



## WARGEAR OPTIONS

- For every 5 models in this unit, 1 Interceptor's storm bolter and Nemesis force weapon can be replaced with one of the following:
  - 1 incinerator and 1 close combat weapon
  - 1 psilencer and 1 close combat weapon
  - 1 psychannon and 1 close combat weapon

## UNIT COMPOSITION

- 1 Interceptor Justicar
- 4-9 Interceptors

Every model is equipped with: storm bolter; Nemesis force weapon.

KEYWORDS: INFANTRY, PSYKER, FLY, GRENADES, IMPERIUM, INTERCEPTOR SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# PURGATION SQUAD

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [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+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Nemesis force weapon [PSYCHIC]	Melee	3	3+	6	-2	2

## ABILITIES

CORE: Deep Strike

FACTION: Teleport Assault

**Astral Aim (Psychic):** In your Shooting phase, ranged weapons equipped by models in this unit have the [INDIRECT FIRE] ability, provided the target of that weapon is visible to one or more other friendly GREY KNIGHTS PSYKER units.

KEYWORDS: INFANTRY, PSYKER, GRENADES, IMPERIUM, PURGATION SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# PURGATION SQUAD

Purgation Squads keep pace with the main attack, supporting their brother knights with fearsome torrents of arcane weapons fire. Their psychic senses cleave through the warp to discern their foes, enabling seemingly impossible shots that cleanse shadowy lairs and fortified hideaways of daemons.



## WARGEAR OPTIONS

- Up to 4 Purgators can each have their storm bolter and Nemesis force weapon replaced with one of the following:
  - 1 incinerator and 1 close combat weapon
  - 1 psilencer and 1 close combat weapon
  - 1 psycannon and 1 close combat weapon

## UNIT COMPOSITION

- 1 Purgator Justicar
- 4-9 Purgators

Every model is equipped with: storm bolter; Nemesis force weapon.

KEYWORDS: INFANTRY, PSYKER, GRENADES, IMPERIUM, PURGATION SQUAD



FACTION KEYWORDS:  
GREY KNIGHTS

# NEMESIS DREADKNIGHT

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



## RANGED WEAPONS

	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 [PSYCHIC]	24"	6	3+	10	-1	3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Dreadfists	Melee	6	3+	6	-1	1
Nemesis daemon greathammer [PSYCHIC]	Melee	5	4+	14	-3	D6+1
► Nemesis greatsword – strike [PSYCHIC]	Melee	5	3+	10	-2	D6
► Nemesis greatsword – sweep [PSYCHIC]	Melee	10	3+	5	-1	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, PSYKER, IMPERIUM, NEMESIS DREADKNIGHT

## ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Teleport Assault

**Empyric Retaliation (Psychic):** This model is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

## 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.

## INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
GREY KNIGHTS

# NEMESIS DREADKNIGHT

The pilot of a Nemesis Dreadknight commands a towering exoskeleton armoured in thrice-blessed bonded ceramite. Powered by his psychic might, its heavy weapons scythe through warp-spawned hordes, while with giant fists or enlarged force weapons it smashes daemon-infused vehicles and titanic horrors to ruin.



## WARGEAR OPTIONS

- This model's dreadfists can be replaced with one of the following:
  - 1 Nemesis daemon greathammer
  - 1 Nemesis greatsword
- This model can be equipped with up to two of the following, but cannot take duplicates:
  - 1 gatling psilencer
  - 1 heavy incinerator
  - 1 heavy psycannon

## UNIT COMPOSITION

- 1 Nemesis Dreadknight

This model is equipped with: dreadfists.

KEYWORDS: VEHICLE, WALKER, PSYKER, IMPERIUM, NEMESIS DREADKNIGHT



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS LAND RAIDER

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Godhammer lascannon	48"	2	3+	12	-3	D6+1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 4, TWIN-LINKED]	36"	3	3+	5	-1	2

## MELEE WEAPONS

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

## ABILITIES

### CORE: Deadly Demise D6

**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.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER



FACTION KEYWORDS:  
**GREY KNIGHTS**

# GREY KNIGHTS LAND RAIDER

The Land Raider is a near impregnable transport tank. Large enough to carry Grey Knights wearing Terminator armour, it is yet no mere conveyance. From within armoured housings its Godhammer-pattern lascannons emit deadly spears of power and the roar of its heavy bolters is likened by its crew to the growl of its machine spirit.



## WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

## UNIT COMPOSITION

- 1 Land Raider

This model is equipped with: 2 godhammer lascannons; twin heavy bolter; armoured tracks.

## TRANSPORT

This model has a transport capacity of 12 GREY KNIGHTS INFANTRY models. Each TERMINATOR model takes up the space of 2 models.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS LAND RAIDER CRUSADER

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

## MELEE WEAPONS

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

## ABILITIES

**CORE: Deadly Demise D6**

**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.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, GRENADES, IMPERIUM,  
LAND RAIDER, CRUSADER



FACTION KEYWORDS:  
**GREY KNIGHTS**

# GREY KNIGHTS LAND RAIDER CRUSADER

From its enlarged troop compartment, the Land Raider Crusader delivers a potent cargo of warriors into the presence of the foulest of daemons. All the while, the tank's hurricane bolters and twin assault cannons tear apart whole swathes of the Chaos Gods' servants.



## WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

## UNIT COMPOSITION

- 1 Land Raider Crusader

This model is equipped with: 2 hurricane bolters; twin assault cannon; armoured tracks.

## TRANSPORT

This model has a transport capacity of 16 GREY KNIGHTS INFANTRY models. Each TERMINATOR model takes up the space of 2 models.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, GRENADES, IMPERIUM, LAND RAIDER, CRUSADER



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS LAND RAIDER REDEEMER

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

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Flamestorm cannon [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-2	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

## MELEE WEAPONS

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

## ABILITIES

### CORE: Deadly Demise D6

**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.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, GRENADES, IMPERIUM,  
LAND RAIDER, REDEEMER



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS LAND RAIDER REDEEMER

The Land Raider Redeemer is armed with flamestorm cannons that it uses to burn the stain of the daemonic clean. This brutal assault vehicle dominates urban warfare, spraying promethium from its flamestorm cannons and bursts of shot from assault cannons, before unleashing its payload of Grey Knights to purge the survivors.



## WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

## UNIT COMPOSITION

- 1 Land Raider Redeemer

This model is equipped with: 2 flamestorm cannons; twin assault cannon; armoured tracks.

## TRANSPORT

This model has a transport capacity of 14 GREY KNIGHTS INFANTRY models. Each TERMINATOR model takes up the space of 2 models.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, GRENADES, IMPERIUM, LAND RAIDER, REDEEMER



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS RHINO

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6

**One Shot:** The bearer can only shoot with this weapon once per battle.

	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

## MELEE WEAPONS

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

## ABILITIES

**CORE: Deadly Demise D3, Firing Deck 2**

**Self Repair:** At the start of your Command phase, this model regains 1 lost wound.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, RHINO



FACTION KEYWORDS:  
**GREY KNIGHTS**

# GREY KNIGHTS RHINO

The Rhino is an ancient design of transport that has supported Space Marines for millennia. Its rugged and reliable systems are vital for surviving the mutating landscapes of daemon worlds the Grey Knights sometimes fight across, while the warriors inside are shielded by thick armour and a warded truesilver mesh.



## WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 additional storm bolter.

## UNIT COMPOSITION

- 1 Rhino

This model is equipped with: storm bolter; armoured tracks.

## TRANSPORT

This model has a transport capacity of 12 GREY KNIGHTS INFANTRY models. It cannot transport TERMINATOR models.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, RHINO



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS RAZORBACK

M      T      SV      W      LD      OC

12"	9	3+	10	6+	2
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## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]						
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

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

## ABILITIES

### CORE: Deadly Demise D3

**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.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, RAZORBACK



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS RAZORBACK

Razorbacks are sturdy armoured transports that combine speed with the support of powerful heavy weapons, ideal for surgical strikes and swift feints. Secure within its adamantine-encased hull, a squad of Grey Knights can advance rapidly and strike exposed foes, while the Razorback's turret engages additional targets.



## WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model's twin heavy bolter can be replaced with one of the following:
  - 1 twin assault cannon
  - 1 twin lascannon

## UNIT COMPOSITION

- 1 Razorback

This model is equipped with: twin heavy bolter; armoured tracks.

## TRANSPORT

This model has a transport capacity of 6 **GREY KNIGHTS INFANTRY** models. It cannot transport **TERMINATOR** models.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, RAZORBACK



FACTION KEYWORDS:  
**GREY KNIGHTS**

# GREY KNIGHTS STORMHAWK INTERCEPTOR

M      T      SV      W      LD      OC  
**20+"**    **9**    **3+**    **10**    **6+**    **0**



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Icarus stormcannon [ANTI-FLY 2+]	48"	6	3+	7	-1	2
Las-talon	24"	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

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

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

## ABILITIES

**CORE:** Deadly Demise D3, Hover

**Interceptor:** Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, SMOKE, IMPERIUM, STORMHAWK INTERCEPTOR

FACTION KEYWORDS:  
**GREY KNIGHTS**



# GREY KNIGHTS STORMHAWK INTERCEPTOR

Squadrons of Stormhawk Interceptors – such as the *Andaeus*

*Flight* – operate at lightning-fast speeds even through warp-tortured skies. Designed to achieve aerial supremacy at high altitudes, the psychic pilots of these aircraft duel not with blades but with batteries of missiles and rapid-firing cannons.



## WARGEAR OPTIONS

- This model's las-talon can be replaced with 1 icarus stormcannon.
- This model's skyhammer missile launcher can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 typhoon missile launcher

## UNIT COMPOSITION

- 1 Stormhawk Interceptor

This model is equipped with: las-talon; skyhammer missile launcher; twin assault cannon; armoured hull.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, SMOKE, IMPERIUM, STORMHAWK INTERCEPTOR



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS STORMTALON GUNSHIP

M      T      SV      W      LD      OC  
 20+ "    8    3+    10    6+    0



## RANGED WEAPONS

	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

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

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, STORMTALON GUNSHIP

## ABILITIES

CORE: Deadly Demise D3, Hover

Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll.



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS STORMTALON GUNSHIP

Stormtalon Gunships are highly manoeuvrable aircraft as versatile in role as in their choice of target. Often running escort duties for larger craft, they hunt down warp-spawned foes. Using vectored afterburners, their pilots unleash ground attacks, saturating teleportation zones with fire and clearing them for their brothers.



## WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin lascannon
  - 1 typhoon missile launcher

## UNIT COMPOSITION

- 1 Stormtalon Gunship

This model is equipped with: skyhammer missile launcher; twin assault cannon; armoured hull.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, STORMTALON GUNSHIP



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS STORMRAVEN GUNSHIP

M      T      SV      W      LD      OC  
 20+"    10    3+    14    6+    0



## ◆ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
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 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
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6
Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

## ◆ MELEE WEAPONS

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

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, AIRCRAFT, TRANSPORT, FLY, IMPERIUM, STORMRAVEN GUNSHIP

## ABILITIES

CORE: Deadly Demise D6, Hover

**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.



FACTION KEYWORDS:  
GREY KNIGHTS

# GREY KNIGHTS STORMRAVEN GUNSHIP

Powerful close-support aircraft, Stormraven Gunships are capable of deploying Grey Knights and even a revered Dreadnought where empyric disturbances prevent teleportation. Resilient and bristling with heavy weapons, Stormravens excel in armoured assaults and the fiery purgations of landing zones.



## WARGEAR OPTIONS

- This model can be equipped with 2 hurricane bolters.
- This model's twin assault cannon can be replaced with one of the following:
  - 1 twin heavy plasma cannon
  - 1 twin lascannon
- This model's typhoon missile launcher can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin multi-melta

## UNIT COMPOSITION

- 1 Stormraven Gunship

This model is equipped with: 2 stormstrike missile launchers; twin assault cannon; typhoon missile launcher; armoured hull.

## TRANSPORT

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.

KEYWORDS: VEHICLE, AIRCRAFT, TRANSPORT, FLY, IMPERIUM, STORMRAVEN GUNSHIP



FACTION KEYWORDS:  
GREY KNIGHTS