

KILL TEAM LIST

GREY KNIGHTS

CODEX: GREY KNIGHTS

This Team List uses the special rules and wargear lists found in Codex: Grey Knights. If a rule differs from the Codex, it will be clearly stated.

PSYCHIC CONDUIT

As soon as the Team Leader is removed as a casualty, choose one model with the Psychic Conduit special rule to gain a 'conduit' token. A model with a conduit token gains the Psyker (Mastery Level 1) special rule, and knows the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline. If the model is a Purifier it also knows the *Cleansing Flame* power and is Mastery Level 2 instead. If the model with the conduit token is removed as a casualty, choose another applicable model to gain the token. A model may not use psychic powers on the turn it gained the conduit token.

TELEPORT ASSAULT

Any model in a Grey Knight team that has access to the Deep Strike special rule may Deep Strike as normal (see the Built-up Area rule).

CLEANSING FLAME AMENDMENT

When using the *Cleansing Flame* psychic power ignore 'Assault 2D6', instead, all models within 9" are hit with a single S5 AP4 hit with the Ignores Cover and Soul Blaze rules (regardless of Squads).

MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models



TEAM LEADERS

PALADIN CHAMPION											60 Points
Paladin Champion	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
	5	4	4	4	3	4	2	9	2+	Infantry (Character)	

WARGEAR:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Purity of Spirit

PSYKER: The model knows the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- May take items from the **Grey Knights Armoury**, including Leader, Paladin and Terminator items.

JUSTICAR										30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Justicar	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Terminator Justicar (upgrade)	4	4	4	4	2	4	2	9	2+	Infantry (Character)
Knight of the Flame (upgrade)	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Interceptor Justicar (upgrade)	4	4	4	4	2	4	2	9	3+	Jump Infantry (Character)

WARGEAR:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- The Aegis
- Deep Strike
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Purity of Spirit

KNIGHT OF THE FLAME UPGRADE:

A Justicar may be upgraded to a Knight of the Flame for *10 pts*. A Knight of the Flame loses the And They Shall Know No Fear and Deep Strike special rules but gains the Fearless and Purifying Flame special rules and knows *Cleansing Flame* from the **Daemonology (Sanctic)** discipline in addition to those stated above. A Knight of the Flame increases to Mastery Level 2.

INTERCEPTOR JUSTICAR UPGRADE:

A Justicar may be upgraded to an Interceptor Justicar for *10 pts* and gain a Personal Teleporter. In addition, a Team led by an Interceptor Justicar may take more than five Interceptors.

PSYKER:

The model knows the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

TERMINATOR JUSTICAR:

A Justicar may be upgraded to a Terminator Justicar for *10 pts*. A Terminator Justicar replaces his Power armour with Terminator armour and has access to Terminator only items in the **Grey Knights Armoury**.

OPTIONS:

- May take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- May take items from the **Grey Knights Armoury**, including Leader and Justicar items.

ADEPT										50 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Adept	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Librarian (upgrade)	5	4	4	4	3	4	2	10	3+	Infantry (Character)

WARGEAR:

- Power armour
- Nemesis warding stave
- Frag grenade
- Krak grenade
- Psyk-out grenade
- Psychic hood

SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Purity of Spirit

LIBRARIAN UPGRADE:

An Adept may be upgraded to a Librarian for *45 pts*. A Librarian increases to Mastery Level 2 and may generate a second Primaris Power.

OPTIONS:

- May take one of the following:
 - Storm bolter *5 pts*
 - Combi-flamer –melta or -plasma *10 pts*
- May replace Nemesis warding stave with:
 - Nemesis force sword *free*
 - Nemesis force halberd *free*
 - Nemesis falchions *free*
 - Nemesis Daemon hammer *5 pts*
- May take Terminator armour for *15 pts*.
- May take items from the **Special Issue Wargear** list.
- May take items from the **Grey Knights Armoury**, including Leader and Adept items.

PSYKER:

At the start of the battle the model generates a single Primaris Power from the either the **Daemonology (Sanctic)**, **Divination**, **Pyromancy**, **Telekinesis** or **Telepathy** discipline.

CORE

GREY KNIGHT											20 Points
Grey Knight	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
	4	4	4	4	1	4	1	8	3+	Infantry	

WARGEAR:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Deep Strike
- Preferred Enemy (Daemons)
- Purity of Spirit
- Psychic Conduit

OPTIONS:

- Any Grey Knight may take items from the **Melee Weapons** list.
- For every five Grey Knights you take in your team, one model may take one item from the **Special Weapons** list.

GREY KNIGHT TERMINATOR											33 Points
Grey Knight Terminator	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
	4	4	4	4	1	4	2	9	2+	Infantry	

WARGEAR:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Purity of Spirit
- Psychic Conduit

OPTIONS:

- Any Grey Knight Terminator may take items from the **Melee Weapons** list.
- For every five Grey Knight Terminators you take in your team, one model may take one item from the **Terminator Special Weapons** list.
- May take items from the **Grey Knights Armoury**, including Terminator items.

RESTRICTION: You may take a maximum of five Interceptors in your team.											
INTERCEPTOR											24 Points
Interceptor	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
	4	4	4	4	1	4	1	8	3+	Jump Infantry	

WARGEAR:

- Power armour
- Storm bolter
- Nemesis force sword
- Personal teleporter
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Purity of Spirit
- Psychic Conduit

OPTIONS:

- Any Interceptor may take items from the **Melee Weapons** list.
- For every five Interceptors you take in your team, one model may take one item from the **Special Weapons** list.

SPECIAL

PURIFIER											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Purifier	4	4	4	4	1	4	2	9	3+	Infantry	

WARGEAR:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- Fearless
- The Aegis
- Preferred Enemy (Daemons)
- Purity of Spirit
- Purifying Flame
- Psychic Conduit

OPTIONS:

- Any Purifier may take items from the **Melee Weapons** list.
- One Purifier in your team may take one item from the **Special Weapons** list.
- May take items from the **Grey Knights Armoury**.

PALADIN											55 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Paladin	5	4	4	4	2	4	2	9	2+	Infantry	

WARGEAR:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Purity of Spirit
- Psychic Conduit

OPTIONS:

- May take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- One Paladin in your team may take one item from the **Terminator Special Weapons** list.
- A single Paladin in your team may replace its Melee weapon with a Brotherhood banner for *25 pts*.
- May take items from the **Grey Knights Armoury**, including Paladin and Terminator items.

RESTRICTION: You may only take a one Techmarine in your team.

TECHMARINE											65 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Techmarine	4	4	4	4	1	4	1	8	2+	Infantry	

WARGEAR:

- Artificer armour
- Power axe
- Boltgun
- Servo-arm
- Frag grenade
- Krak grenade
- Psyk-out grenade

SPECIAL RULES:

- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Purity of Spirit
- Blessing of the Omnissiah
- Bolster Defences

PSYKER: The model knows the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May upgrade servo-arm to a servo-harness for *25 pts*.
- May replace boltgun with a storm bolter for *3 pts*.
- May take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- May take items from the **Grey Knights Armoury**, including Techmarine items.

GREY KNIGHTS ARMOURY

CONSECRATED SCROLLS (Leader Only) – 10 pts

The model has several scrolls attached to his armour, treated with sacred oils and covered in illuminated scripture that repels denizens of the Warp attempting to ravage his mind. If the model suffers Perils of the Warp, roll a d6. On a 5+ the model ignores all effects.

PURITY SEAL (Leader Only) – 10 pts

A Purity Seal takes the form of prayers or litanies inscribed onto paper and then affixed to the warrior's armour. Increases a Leader's Inspiring Presence radius from 6" to 12".

SACRED INCENSE (Leader Only) – 10 pts

The model carries a brazier burning with incense taken from the censers surrounding the Golden Throne, and the smoke it releases carries a tiny portion of the Emperor's holy grace. All models from the Chaos Space Marines faction and any model with the Daemon special rule within 3" of this model suffer -1 to their Initiative.

GRIMOIRE OF TRUE NAMES

(Justicar only) – 15 pts

This grimoire is an ancient and hallowed relic inscribed with the true names of all the Daemons encountered by the Grey Knights. Because knowledge of a Daemon's name gives power over that entity, any model with the Daemon special rule in base contact with the bearer halves their Weapon Skill.

ICON OF THE JUST (Justicar Only) – 15 pts

Gifted to the most able and battle-tempered of the Grey Knights, the Icon of the Just incorporates a force field. The model receives a 5+ invulnerable save.

NARTHECIUM (Paladin Only) – 20 pts

You may only take one Narthecium in your team.

Rule Amendment: Any friendly model within 6" of the model gains the Feel No Pain special rule, including the model himself.

TELEPORTER (Terminator Only) – 5 pts

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

RAD GRENADE – 15 pts

Once per game, during a turn in which the model launches an assault, or is assaulted, the model can choose to use its rad grenade to inflict a -1 Toughness penalty to the enemy unit until the end of the phase. Models may only be affected by this -1 once per turn.

PHOTON BEAM (Techmarine Only) – 10 pts

The Photon Beam is a high-powered searchlight which is able to flash in short bursts blinding the enemy. The Photon Beam is a ranged weapon that may be fired in addition to another weapon, and has the following profile:

	Range	S	AP	Type
Photon Beam	36"	*	-	Assault 1, Blind

*The Photon Beam causes no damage when it hits, but still causes a Blind test.

PSYBOLT AMMUNITION – 5 pts

Psychobolts are silver-tipped, psychically charged shells. The model gains +1 Strength when firing any 'bolt' gun, including bolt pistols and storm bolters.

MASTER-CRAFTED WEAPON – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

SUSPENSORS – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon at full BS even if he has moved in the Movement phase – although if he does so, the maximum range of the weapon is halved.

ANOINTED WEAPON – 5 pts

Choose one of the model's weapons to be carefully anointed with holy water. The anointed weapon gains the Poisoned (3+) special rule against models with the Daemon special rule.

UNGUENTS OF WARDING – 5 pts

These blessed and pungent ointments can be used to trace sigils of protection onto armour. The model provides a +1 modifier to Deny the Witch tests (this is in addition to other bonuses).

AUSPEX – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

BIONICS – 5 pts

The model gains the Feel No Pain (6+) special rule.

TARGETER – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.