

GREY KNIGHTS

HoR

Codex: Grey Knights

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

The points are intended for the model WITHOUT the equipment listed.

FACTION KEYWORDS

All models in this list have the **Imperium, Adeptus Astartes** and **Grey Knight** faction keywords.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-15 Core models
- 0-3 Special models

Brotherhood of Psykers

Amendment: Instead gives +2 to deny the witch test for all **Psyker** models that are **Grey Knights**.

The Emperor's Gift

A power can be cast more than once per turn. Each time the same power is attempted to be cast per turn, increase the warp charge value by 1.

Before casting, any **Grey Knight Psyker** within 6", may forgo casting to lower the casters Warp charge value by 1. Team leaders and special choices increase it by 2.

Rites of Banishment

Amendment:

When this model manifests the Smite Psychic power, it has a range of 12" and the target suffers a single automatic wound instead. If a 10+ is rolled when manifesting, it instead causes 1 mortal wound.

As an alternative effect, you may lower the targeted model's invulnerability save by 1.

Masters of the Warp

Amendment:

The HoR Grey Knight opus uses the Masters of the Warp rules as written in Psychic Awakening: Ritual of the Damned with the following exceptions:

Tide of Shadows: Whilst this is dominant, a unit with this ability always receives the benefit of cover.

Tide of Escalation: Whilst this tide is dominant. When a unit with this and the Rites of banishment ability manifests "smite" and it is not resisted, it inflicts one additional automatic wound. If the alternative effect on smite is chosen, it lowers the invulnerability save by 1 additional point.

Dominus Discipline

Amendment:

Ignore that all Grey Knight characters have access to the Dominus Discipline.

Empyrean Domination: Gives 1 Tactical point instead of 1 Command Point.

Grey Knight Brotherhoods

You may replace Brotherhood of Psykers with one from those below. Its rules will affect every unit in your kill team.

1st Brotherhood “The Swordbearers”

Maintains the Chapters vehicles and Airforce. Works in unison with their war machines and have the finest pilots

Team leaders and specials from this brotherhood have access to an additional item from the vaults of Titan while each core **Psyker** Model have access to Psybolt or Psyflame ammunition.

2nd Brotherhood “The Blades of victory”

Have a reputation for Rapid deployment and use large numbers of Strike squads and Interceptors.

Models may add 1 to the roll for Deep strike arrival and Interceptors may start 6” out of their deployment zone

3rd Brotherhood “The Wardmakers”

Janus, Draigo and Arvarnn Sterns brotherhood. Holds great honour in the Chapter and is known for fostering great heroes. Their Librarians are also responsible of training recruits in the practice of psychic incantation.

Models from this Brotherhood may add 1 to their Deny the witch test and the team leader has +1 WS and +1 Attack.

4th Brotherhood “The Prescient Brethren”

Have many of the most Potent psykers and most members can sense danger which enhances their martial abilities.

Models from this Brotherhood may reroll to-hit rolls of 1 in the fight phase while the team leader instead may add 1 to psychic tests for himself.

5th Brotherhood “The Preservers”

Responsible of the chapters Gene-seed and Dreadnoughts. Newly entombed Warriors fight to learn their machines.

Models from this Brotherhood that loses a wound may roll a D6 and on a 6, does not lose the wound.

6th Brotherhood “The Rapiers”

Dedicated to excellency and efficiency. Rely on surgical strikes with specialists and uses servitors as bulk for numbers.

Can only take Servitors from the Core section but may have up to six Special models on the team.

7th Brotherhood “The Extractors”

Maintains a good relationship with the Ordo Malleus and helps the Ordo while receiving acolytes as needed to help with survivors turned to servitors for the Chapter.

May have up to five Warrior Acolytes as core from the core section of the Inquisition Opus.

8th Brotherhood “The Silver Blades”

Responsible for training the recruits of the Chapter.

Core models from this Brotherhood lose the Psyker special rule and exchange Nemesis Force weapons for Nemesis Power weapons of the same type with Damage 1 instead of D3 although the Nemesis Daemon hammers goes from damage 3 to damage D3. In addition, all core models that have these changes are 5 pts cheaper.

TACTICAL POINTS

Grey Knight teams have exclusive access to some Philosophies and Actions. You may choose freely between these Actions and those presented in the main rules when spending Tactical Points. Remember your team can only have one Philosophy!

Philosophy	Description	
First Response	If no models have the Terminator Keyword	+2 TP
Armed and Armoured	If all models have the Terminator Keyword.	+2 TP
An event Foreseen	If you declare not to use any Deep Strikes during the game.	+2 TP

Action	Description
Blessed Rites (2 TP)	For a single game, the leader may have a Rite from the rites section at no cost.
True Grit (1 TP)	Use at the start of any shooting phase. A model may shoot their Storm bolter as if it had the pistol 4 type with range 12" for this phase.
Empiric sight (1 TP)	Use at the start of any shooting phase. A single model's hit rolls of a 6 with bolt weapons cause mortal wounds for this phase.
Hated foe (2 TP)	Use at the start of any close combat phase. Fight last and Double the strength of a friendly model for this phase.
Second Nature (1 TP)	For one psychic phase, A model may cast an additional psychic power from the Santic or Dominus Discipline.
Empiric Ability (2 TP)	For one psychic phase, A model may cast a psychic power from the Santic or Dominus Discipline, without access to it beforehand.

TEAM LEADERS

Strike Justicar

32

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Strike Justicar	6"	3+	3+	4	4	4	2	8	3+	32 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	- And They Shall Know No Fear, Daemon Hunters, Teleport Strike, Inspiring Presence, Rites of Banishment.									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - May take up to two items from the Vaults of Titan and a single Rite. 									
PSYKER	<p>This unit knows the <i>Smite</i> power and one power from the Sanctic or Dominus Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Strike Marine, Psyker, Character									

Terminator Justicar

47

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Terminator Justicar	5"	3+	3+	4	4	4	3	8	2+	40 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	- And They Shall Know No Fear, Daemon Hunters, Teleport Strike, Crux Terminatus, Inspiring Presence, Rites of Banishment.									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - May take up to two items from the Vaults of Titan and a single Rite. 									
Psyker	<p>This unit knows the <i>Smite</i> power and one power from the Sanctic or Dominus Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Terminator, Terminator, Psyker, Character									

Interceptor Justicar

37

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Interceptor Justicar	12"	3+	3+	4	4	4	2	8	3+	32 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon Hunters, Teleport Strike, Inspiring Presence, Personal Teleporters, Rites of Banishment. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - May take up to two items from the Vaults of Titan and a single Rite. 									
PSYKER	<p>This unit knows the <i>Smite</i> power and one power from the Sanctic or Dominus Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Interceptor, Character, Psyker									

Knight of the Flame

32

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Knight of the Flame	6"	3+	3+	4	4	4	2	9	3+	32 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon Hunters, Inspiring Presence, Rites of banishment. - Purifying Flame: Amendment, instead of D6 this causes D3 mortal wound. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - May take up to two items from the Vaults of Titan and a single Rite. 									
PSYKER	<p>This unit knows the <i>Smite</i> power and one power from the Sanctic or Dominus Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Purifier, Psyker, Character									

Paragon

54

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Paragon	5"	2+	3+	4	4	5	3	9	2+	40 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon hunters, Teleport Strike, Crux Terminatus, Rites of Banishment. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - May take a storm Shield for 20 pts, gaining a 3+ invul save. - May replace his Nemesis force sword with a Falchion and the Sacred Banner rule, under the Paladin Ancient, for 21 pts. - May take up to two items from the Vaults of Titan and a single Rite. 									
PSYKER	<p>This unit knows the <i>Smite</i> power and one power from the Sanctic or Dominus Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Terminator, Paladin, Character, Psyker									

Grey Knight Codicier

53

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Codicier	6"	3+	3+	4	4	4	2	8	3+	32 mm Round
Terminator Codicier	5"	3+	3+	4	4	4	2	8	2+	40 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis warding stave (2) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon Hunters, Teleport Strike, Inspiring Presence. - Psychic Hood - A League Apart: This model can ignore the first peril of the warp each turn within 12". 									
OPTIONS	<ul style="list-style-type: none"> - May replace his nemesis warding stave with an item from the Melee Weapons list. - May replace twin bolt pistol with a Storm bolter for 2 points or an item from the Combi-weapons list. - May take a Terminator armour for 20 pts, gaining the Crux Terminatus rule as well as the Terminator keyword. - May take up to two items from the Vaults of Titan and a single Rite. 									
PSYKER	<p>This unit knows the <i>Smite</i> power and two powers from the Sanctic or Dominus Discipline. It can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Librarian, Psyker, Character									

Grey Knight Warden

45

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Warden	6"	3+	3+	4	4	4	2	9	3+	32 mm Round
Terminator Warden	5"	3+	3+	4	4	4	2	9	2+	40 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Crozius arcanum (0) - Twin bolt pistol (0) - Frag grenade, Krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon Hunters, Teleport Strike, Inspiring Presence, Rites of Banishment. - Spiritual Leaders, Amendment: <i>Increase the range of Inspiring Presence by 6"</i>. 									
OPTIONS	<ul style="list-style-type: none"> - May replace twin bolt pistol with a Storm bolter for 2 points or an item from the Combi-weapons list. - May take a Rosarius for 20 pts, giving a 4+ invulnerable save. - May take a Terminator armour for 20 pts, gaining the Crux Terminatus rule as well as the Terminator keyword. - May take up to two items from the Vaults of Titan and a single Rite. 									
PRIEST	<p>This model knows the Litany of Hate and one other litany from the Litanies of Purity. At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.</p>									
PSYKER	<p>This unit knows the <i>Smite</i> power and one power from the Sanctic or Dominus Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	<p>Infantry, Chaplain, Priest, Psyker, Character</p>									

CORE

Grey Knight Strike Marine

14

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Strike Marine	6"	3+	3+	4	4	1	1	7	3+	32 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	- And They Shall Know No Fear, Daemon hunters, Teleport Strike, Rites of Banishment.									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - For every five Strike Marine on your kill team, one may replace his Nemesis force sword and twin bolt pistol with a choice from the Special Weapons list. 									
PSYKER	<p>This unit knows the <i>Smite</i> power and the <i>Hammerhand</i> power from the Sanctic Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Strike Marine, Psyker									

Grey Knight Terminator

32

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Terminator	5"	3+	3+	4	4	2	2	7	2+	40 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	- And They Shall Know No Fear, Daemon hunters, Teleport Strike, Crux Terminatus, Rites of Banishment.									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - For every four Terminators marine on your kill team, one may replace his twin bolt pistol with a choice from the Special Weapons list. 									
PSYKER	<p>This unit knows the <i>Smite</i> power and the <i>Hammerhand</i> power from the Sanctic Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Terminator, Terminator, Psyker									

Grey Knight Interceptor

19

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Interceptor	12"	3+	3+	4	4	1	1	7	3+	32 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon hunters, Teleport Strike, Personal Teleporters, Rites of Banishment. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - For every five Interceptor on your kill team, one may replace his Nemesis force sword and twin bolt pistol with a choice from the Special Weapons list. 									
PSYKER	<p>This unit knows the <i>Smite</i> power and the <i>Hammerhand</i> power from the Sanctic Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Interceptor, Psyker									

Servitor

5

(Maximum 4 models with SERVITOR without a TECH ADEPT in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Servitor	5"	5+	5+	3	3	1	1	6	4+	25 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Servo-Arm (0) 									
RULES	<ul style="list-style-type: none"> - Mindlock 									
OPTIONS	<ul style="list-style-type: none"> - For every four SERVITORS on your kill team, one may replace its servo arm with a heavy bolter for 10 pts, plasma cannon for 16 pts or multi-melta for 22 pts. 									
KEYWORDS	Infantry, Servitor									

SPECIAL

Tech Adept

45

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Tech Adept	6"	3+	3+	4	4	2	2	8	2+	32 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Power axe (5) - Boltgun (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<p>- And They Shall Know No Fear, Daemon hunters, Blessing of the Omnissiah, Rites of Banishment.</p> <p>- Tools of the Omnissiah: <i>at the start of your turn you may pick one effect. It remains in effect until the start of your next turn.</i></p> <p>1. Noospheric Interference: <i>Choose a weapon owned by an enemy model within 18". Your opponent must subtract 1 when rolling to hit with that weapon. Weapons that auto hit now hit on a 2+ instead.</i></p> <p>2. Psalm of Stability: <i>Pick a friendly model within 12": that model and every friendly model within 3" ignores the penalty to Heavy weapons for moving and shooting or the penalty to Assault weapons for advancing.</i></p> <p>3. Auspex pulse: <i>One enemy model within 18" cannot claim the bonus for being in cover.</i></p> <p>4. Cooling vents: <i>A friendly model within 6" gets a 2+ save against being slain from Overcharge effects.</i></p> <p>5. Servos Overcharge: <i>Pick a friendly model within 12": that model and every friendly model within 3" adds +2" to movement and charge rolls.</i></p> <p>6. Vox intercept: <i>the first time an opponent spends a TP roll a D6: on a 5+ he or she needs to spend an additional TP</i></p>									
OPTIONS	<ul style="list-style-type: none"> - May replace his power axe with an item from the Melee Weapons list. - May replace his boltgun with a bolt pistol for 0 pts or a weapon from the Combi-weapons List. - May take a Servo-Harness with two servo arms, a plasma cutter and a flamer for 11 pts. - May take a single item from the Vaults of Titan and a single Rite. 									
PSYKER	<p>This unit knows the <i>Smite</i> and the <i>Hammerhand</i> or one power from the Sanctic Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	<p>Infantry, Tech Adept, Psyker, Character</p>									

Medicae Adept

49

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Medicae Adept	5"	3+	3+	4	4	3	2	8	2+	40 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon hunters, Teleport Strike, Crux Terminatus, Rites of Banishment. - Narthecium, amendment: <i>At the end of any of your Movement phases, The Medicae Adept can attempt to heal or revive a single model. Select a friendly GREY KNIGHT INFANTRY model within 3" of the Medicae Adept that died this or the previous turn. On a 4+ of a D6 a single slain model is returned with 1 wound remaining. If the Apothecary fails to revive a model it can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) while recovering the Gene-seed of the fallen warrior. A model can only be the target of the Narthecium ability once in each turn. You can instead choose a wounded model: it immediately regains D3 lost wounds.</i> 									
OPTIONS	<ul style="list-style-type: none"> - May replace his nemesis force sword with an item from the Melee Weapons list. - May take a single item from the Vaults of Titan and a single Rite. 									
PSYKER	<p>This unit knows the <i>Smite</i> and the <i>Hammerhand</i> or one power from the Sanctic Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	<p>Infantry, Terminator, Medicae Adept, Psyker, Character</p>									

Brotherhood Hero

39

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Brotherhood Hero	6"	2+	2+	4	4	4	4	8	3+	32 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon Hunters, Inspiring Presence, Heroic Sacrifice, The Perfect Warrior, Rites of Banishment. 									
OPTIONS	<ul style="list-style-type: none"> - May replace twin bolt pistol with a storm bolter for 2 pts. - May take an Artificer armour for 10 pts, giving a 2+ armour save. - May take an Iron halo for 20 pts, giving a 4+ invulnerable save. - May take up to two items from the Vaults of Titan and a single Rite. 									
PSYKER	<p>This unit knows the <i>Smite</i> and the <i>Hammerhand</i> or one power from the Sanctic Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	<p>Infantry, Brotherhood Champion, Character, Psyker</p>									

Purifier

14

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Purifier	6"	3+	3+	4	4	1	1	8	3+	32 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon hunters. - Purifying Flame: Amendment, instead of D6 this causes D3 mortal wound. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - One PURIFIER on your kill team may replace his Nemesis force sword and twin bolt pistol with a choice from the Special Weapons list. If your team includes four or more PURIFIERS, then another may be so upgraded. 									
PSYKER	<p>This unit knows the <i>Smite</i> power and the <i>Purge</i> power from the Sanctic Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Purifier, Psyker									

Purgation Marine

14

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Purgator	6"	3+	3+	4	4	1	1	7	3+	32 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon hunters, Rites of Banishment. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - May replace his Nemesis force sword and twin bolt pistol with a choice from the Special Weapons list. 									
PSYKER	<p>This unit knows the <i>Smite</i> and the <i>Astral Aim</i> power from the Sanctic Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Purgator, Psyker									

Paladin

42

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Paladin	5"	3+	3+	4	4	3	3	8	2+	40 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis force sword (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon hunters, Teleport Strike, Crux Terminatus, Rites of Banishment. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Nemesis force sword with an item from the Melee Weapons list. - May replace twin bolt pistol with a storm bolter for 2 pts. - One PALADIN on your kill team may replace his twin bolt pistol with a single choice from the Special Weapons list. If your team includes four or more PALADINS, then another may be so upgraded. - May take a single item from the Vaults of Titan and a single Rite. 									
PSYKER	<p>This unit knows the <i>Smite</i> and the <i>Sanctuary</i> from the Sanctic Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Terminator, Paladin, Psyker									

Brotherhood Veteran

52

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base Size
Veteran	5"	3+	3+	4	4	3	2	8	2+	40 mm Round
EQUIPMENT	<ul style="list-style-type: none"> - Nemesis falchion (1) - Twin bolt pistol (0) - Frag grenade, krak grenade, psyk-out grenade (0) 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear, Daemon hunters, Teleport Strike, Crux Terminatus, Rites of Banishment. - Sacred Banner. 									
OPTIONS	<ul style="list-style-type: none"> - May replace twin bolt pistol with a storm bolter for 2 pts. - May take a single item from the Vaults of Titan and a single Rite. 									
PSYKER	<p>This unit knows the <i>Smite</i> and the <i>Hammerhand</i> or one power from the Sanctic Discipline. This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase.</p>									
KEYWORDS	Infantry, Terminator, Brotherhood Veteran, Character, Psyker									

ARMOURY

Melee Weapons

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lost sword of the Puritan	-	Melee	User	-3	1	User always fights first in close combat, even if the enemy charged.

Ranged Weapons

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flame Storm	8"	Assault D6	4	-1	1	
Twin bolt pistols	12"	Pistol 2	4	0	1	
Shock Grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy infantry is hit by a shock grenade, it cannot fire overwatch and must subtract one for any to hit roll made this turn.

VAULTS OF TITAN

ITEM	Cost	DESCRIPTION
Consecrated Augmetics	10	Roll a d6 each time a model with this upgrade loses a wound. On a 5+, the damage is ignored, and the wound is not lost.
Purity Seals	5	A model with this item may re-roll a single failed hit, wound, or save during the course of the mission after which the purity seal cannot be used again that mission.
Psybolt Ammunition	3	A model with this item increases the strength of its twin bolt pistol or storm bolter by 1. Not compatible with psyflame ammunition.
Psyflame Ammunition	5	A model with this item ignores cover when firing its twin bolt pistol or storm bolter. Not compatible with psybolt ammunition.
Armour of the Just	15	Models in power armour from the Leader and special section only. Model may reroll its amour save.
Talisman of Eternal Flame	15	Knight of the Flame and purifiers only. Enemy models in base contact with the wearer of this item suffers a wound on roll of 3+.
Pressurised Promethium	15	Flamer weapons increase their range by 6" but any to wound rolls of a 1 causes the user to suffer a wound.
Runes of the fabled farseers	15	Leader and special only. Reroll 1 casting roll per turn but if the model fails to manifest the power on the second attempt, they explode causing a mortal wound on the user.
Helm of the honoured knight	20	This item increases the ballistic skill and leadership value of the wearer by one.
Lost sword of the Puritan	20	See the melee list. Cannot be further improved.
Flame Storm	15	This replaces the model's wrist mounted twin bolt pistol. For rules see the ranged list. Cannot be further improved.

RITES OF THE GREY KNIGHTS

RITE	Cost	DESCRIPTION
Rite of Thorns	10	Each time an enemy model rolls a 1 while trying to hit this model in close combat, this model may make a free attack at that model after all other close combat attacks have been resolved. If the enemy model is slain before this model can take this bonus attack, then the bonus attacks are lost. If the model with this rite is slain before all close combat attacks are resolved, the extra attacks are lost.
Rite of Blood	10	For each wound this model has lost from his starting wound count, he gains +1 to the roll to manifest psychic powers.
Rite of the Dragon	10	(Strike Justicar and Terminator Justicar only) A model with this rite improves its WS by one point.
Rite of Leadership	15	(Team Leader only) A model with this rite gains the Rites of Battle rule found on page 65 of Codex: Grey Knights.
Rite of Brotherhood	10	(Team Leader only) A model with this rite may choose a warlord trait before each mission.

Weapons Lists

The Parentheses (()) indicates the point cost for the weapon. For the numbers separated with the slash (/) the first number is the cost for models in power armour while the second is the cost for models in terminator armour.

Melee Weapons

Nemesis Daemon Hammer (6/10)

Nemesis Force Halberd (1)

Nemesis Warding Stave (2)

Two Nemesis Falchions (2)

Special Weapons

Incinerator (9/9)

Psilencer (4/4)

Psycannon (7/7)

Combi-weapons

Combi-Flamer (8)

Combi-Melta (15)

Combi-Plasma (11)

Storm Bolter (2)

Item Descriptions

Vaults of Titan

The vaults of titan stand open wide for those who destroy the Emperor's enemies in the shadows. The Grey Knights are so insular and well-equipped that instead of a series of relic-type items of which only one example might exist, this selection of wargear can be taken multiple times on kill team members.

Consecrated Augmetics

Grey Knights have access to the cutting edge of Imperial medical technology. So much so that they typically have lost, or damaged body parts cloned and replaced. Still, occasionally an injury will be severe or complex enough that augmetics must be used.

Purity Seals

One of the ways in which the 666th chapter very much resembles the more common space marines of the Imperium is with the use of purity seals.

Commemorating a great deed or inspiring the bearer to greater acts of heroism, purity seals are fragile things that rarely survive a battle. In order to avoid the loss of prestige that appearing without a purity seal would appear, warriors who earn a few typically have to keep earning them to replace those that are destroyed in battle.

Psybolt Ammunition

Psybolt ammunition uses a lesser form of the consecrated autocannon rounds that make psycannons so deadly.

Psyflame Ammunition

Psyflame ammunition uses the purest promethium mixed with certain reagents known only to the artificers of Deimos.

Armour of the Just

Little is known of this suit of armour.

Talisman of Eternal Flame

Within it burns a consecrated flame that lashes all enemies who comes in contact with the wearer.

Pressurised Promethium

Pressurizing and using this is no easy or safe task but it's one the Grey knights are willing to make.

Runes of the fabled farseers

Little is known how the Grey knights acquired these.

Helm of the honoured knight

A modified helm belonging to a Justicar of the original founding that was brought to Titan.

Lost sword of the Puritan

Upon discovery it was found that the will of the previous owner still remains undiluted within.

Flame Storm

A specialised wrist mounted weapon of Unknown age.

Rites

A rite represents an achievement made by a Grey Knight that crystalizes his sense of self and makes him an even deadlier opponent to his foes.

Rite of Thorns

Grey knights who complete this rite have learned to use nearsight in the blur that is close combat.

Rite of Blood

A Grey Knight who has completed this rite has learned to use the pain of his wounds to focus and strengthen his mind even as his body is wracked with wounds.

Rite of the Dragon

The image of the dragon has appeared in the heraldry of every military force that ancient Terra had ever known. A Grey Knight who has completed this rite fights with the distilled fury of all the soldiers ever to wear a dragon into battle.

Rite of Leadership

Rites of battle are the sole purview of the Grand Masters. It is rare, therefore, to see the heraldry denoting this rite outside of that hallowed circle, but hard warriors are forged in the crucible of kill team operations and, much as the Brother Captains might disapprove, it is possible for a kill team leader to undertake this rite. Few succeed and the details of the undertaking are poorly understood by the rank and file brothers.

Rite of Brotherhood

In a chapter for which none can know their deeds, few in the brotherhoods ever go out of their way to examine each other's actions. It is all the more unusual, then, for rumours of legendary deeds to spread from brotherhood to brotherhood. This is less of a rite and more a mark of legendary deeds.