

GREY KNIGHTS KILL TEAMS

When daemonic activity is suspected but its severity has yet to be confirmed, a Grey Knights kill team will often be sent in to investigate. Combining the skills of elite Space Marines with esoteric, highly advanced weaponry and powerful psychic abilities, even a handful of Grey Knights is a force to be reckoned with.

GREY KNIGHTS SPECIAL RULES

The following special rule applies to all of the members of a Grey Knights kill team.

And They Shall Know No Fear: A fighter with this rule never has to take fear or terror tests. In addition, a fighter with this rule can always test to recover early from pinning, even if there is no friendly fighter within 2".

USING A GREY KNIGHTS KILL TEAM

A Grey Knights kill team follows all of the normal rules, with the following exceptions:

– A Grey Knights kill team consists of 3-5 models.

– Grey Knights kill teams do not have New Recruits.

– In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), subtract 2 from the random number of models that take part in the mission for a Grey Knights kill team.

– Zoanthropes suffer a -1 To Hit penalty when attempting to hit a Grey Knights fighter with their Warp Blast psychic ability.

JUSTICAR

Justicar	Kill Team Leader						Cost to recruit: 250 points		
	M	WS	BS	S	T	W	I	A	Ld
Justicar	4"	4	4	4	4	1	4	2	9

At the head of every Grey Knights kill team is a Justicar, an honoured veteran of the Chapter who leads his battle-brothers in combat, as well as in prayer.

Wargear: A Justicar has a storm bolter and power armour. In addition, a Justicar must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list. In addition, a Justicar can also be armed with items chosen from the Grey Knights Ammunition, Grenades and Miscellaneous Equipment lists.

Psychic Abilities: A Justicar has the Hammerhand and Purge Soul psychic abilities.

GREY KNIGHT

Grey Knight	Trooper						Cost to recruit: 175 points		
	M	WS	BS	S	T	W	I	A	Ld
Grey Knight	4"	4	4	4	4	1	4	1	8

Though few in number, each Grey Knight is a living weapon. They are dauntless and pure of both body and mind.

Wargear: A Grey Knight has a storm bolter and power armour. In addition, a Grey Knight must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list. In addition, a Grey Knight can also be armed with items chosen from the Grey Knights Ammunition, Grenades and Miscellaneous Equipment lists.

Psychic Abilities: A Grey Knight has the Hammerhand psychic ability.

GREY KNIGHT GUNNER

Grey Knight Gunner	Specialist						Cost to recruit: 200 points		
	M	WS	BS	S	T	W	I	A	Ld
Grey Knight Gunner	4"	4	4	4	4	1	4	1	8

Gunners are among the most venerated fighters in a Grey Knights kill team, and as such carry the deadliest weapons from the armouries of Titan.

Wargear: A Grey Knight Gunner has a storm bolter and power armour. In addition, a Grey Knight Gunner must either be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list or replace with their storm bolter with one item chosen from the Grey Knights Special Weapons list. A Grey Knight Gunner can also be armed with items chosen from the Grey Knights Ammunition, Grenades and Miscellaneous Equipment lists.

Psychic Abilities: A Grey Knight Gunner has the Astral Aim and Hammerhand psychic abilities.

‘There are those who might see contradiction between our abhorrence of the Daemon and our wielding of sorcery. Yet those contradictions live only in the minds of weak men, and we are not accountable to such as they.’

- GRAND MASTER VALDAR AURIKON

GREY KNIGHTS WEAPON AND EQUIPMENT LISTS

Ammunition

Psybolts* 30 points

* Can be purchased for storm bolters only

Grenades

Frag grenades 25 points

Melta bombs* 30 points

Krak grenades 40 points

* Justicar only

Miscellaneous

Clip harness 10 points

Photo-visor 15 points

Red-dot laser sight 20 points

Telescopic sight 20 points

Weapon reload (storm bolter) 25 points

Weapon reload *Half cost of weapon in points*

Hand-to-Hand Weapons

Pair of Nemesis falchions 30 points

Nemesis force sword 60 points

Nemesis force halberd 80 points

Nemesis Daemon hammer 100 points

Nemesis warding stave 25 points

Special Weapons

Incinerator* 75 points

Psilencer* 150 points

Psycannon* 175 points

* Replaces the fighter's storm bolter



WEAPONS AND EQUIPMENT

HAND-TO-HAND WEAPONS

NEMESIS DAEMON HAMMER

Even with their power armour support servos, only the strongest Grey Knights can effectively wield the mighty Nemesis Daemon hammer in battle.

Range	Strength	Damage	Save Mod.
Close Combat	As user +4	D3	-

Concussive: A fighter who goes down as a result of an Injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

NEMESIS FORCE HALBERD

As with all Nemesis weapons, the haft of a Nemesis force halberd channels a Grey Knight's psychic energy to create a crackling corona around the razor-sharp blade.

Range	Strength	Damage	Save Mod.
Close Combat	As user +4	1	-

NEMESIS FORCE SWORD

Crafted in iron and silver in the fortress monastery on Titan, these prized blades are inset with ancient sigils and power field generators that crackle with psychic power.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-3

Parry: Fighters with Nemesis force swords are able to parry.

NEMESIS WARDING STAVE

Nemesis warding staves contain refractor field generators that envelop the wielder in a sheath of force energy.

Range	Strength	Damage	Save Mod.
Close Combat	As user+1	1	-

Ward: A fighter with a Nemesis warding stave has a 3+ invulnerable save in hand-to-hand combat.

PAIR OF NEMESIS FALCHIONS

The broad-bladed Nemesis falchions are usually used in pairs to shred enemies in a flurry of blows.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Paired: A fighter with a pair of Nemesis falchions counts as being armed with two weapons and can re-roll To Wound rolls in the hand-to-hand phase.

Parry: A fighter with a pair of Nemesis falchions can make two parries.

SPECIAL WEAPONS

INCINERATOR

Many Grey Knights revere the incinerator as the Chapter's most important tool of cleansing, for a body immolated can house no corruption.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Template		-	-	6	D3	-3	5+

Flamer: The incinerator's shot is represented by the teardrop-shaped flamer template.

Ammo Roll: The incinerator is required to take an Ammo roll each and every time it fires.

PSILENCER

To trigger a psilencer, a Grey Knight sends a jolt of psychic energy into the weapons containment core which amplifies and releases this energy as deadly beams of force.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	-	-	4	1	-1	2+

Sustained Fire: 3 dice.

PSYCANNON

Utilising the same psi-triggered payloads as psilencers, these rare and sacred relics date back to the Dark Age of Technology, yet they have lost none of their potency.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	-	-	7	D3	-3	5+

Sustained Fire: 2 dice.

SPECIALISED EQUIPMENT

PERSONAL TELEPORTER

Protected by their honed psychic discipline, Grey Knights make effective use of treacherous Warp-jump technology to manoeuvre deftly on the battlefield.

A fighter with a personal teleporter treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain.

AMMUNITION

PSYBOLTS

When fired, each bolt becomes imbued with a portion of its firer's innate psychic might, allowing it to punch through armour and flesh with even greater force.

A storm bolter equipped with psybolts has the following profile until it runs out of ammunition, after which it may continue to fire with its standard ammunition.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	5	1	-2	6+

Sustained Fire: 1 dice.

Rare Ammunition: A fighter equipped with a weapon reload cannot re-roll a failed Ammo roll for their psybolts – the re-roll only applies to the first failed Ammo roll they make for their storm bolter's standard ammunition.

PSYCHIC ABILITIES

ASTRAL AIM

In the thick of combat a battle-brother can calm his mind and psychically guide his aim, seeing the paths that lead to his enemies and even bending the trajectories of bullets in flight.

In the shooting phase, before firing a ranged weapon, a Grey Knight Gunner can attempt to guide their shots with Astral Aim. To do so, he must first pass a Leadership test. If the test is passed, he can ignore the To Hit modifiers for cover when firing his ranged weapon this turn. If the test is failed, he cannot benefit from Astral Aim this turn. However, if you roll a double 6 for this test, the Grey Knight Gunner cannot shoot any ranged weapons this turn.



CLEANSING FLAME

So focused is a Purifier's purpose that they can channel the energy of their mind into gouts of scorching flame which they use to immolate the impure.

In the shooting phase, instead of firing a ranged weapon, a Grey Knight Purifier can attempt to assail his foes with

psychic flame. To do so, he must first pass a Leadership test. If the test is passed, resolve an attack using the profile shown below. If the test is failed, he cannot use Cleansing Flame this turn, though he can still fire a ranged weapon as normal. However, if you roll a double 6 for this test, the Purifier cannot shoot any ranged weapons this turn either.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Template		-	-	5	1	-2	-

Flamer: Cleansing Flame's psychic onslaught is represented by the teardrop-shaped flamer template.

HAMMERHAND

By directing his psychic wrath in combat, a Grey Knight can augment his own strength to the point where he can crush armour and bone with a single blow.

At the start of the hand-to-hand phase, a fighter with this psychic ability can attempt to augment their Nemesis weapons with Hammerhand. To do so, he must first pass a Leadership test. If the test is passed, increase the Damage characteristic of his hand-to-hand weapons to D3 (or D6 in the case of a Nemesis Daemon hammer) for the duration of the phase. If the test is failed, the Damage characteristic of their weapons remains the same. However, if you roll a double 6 for this test, the fighter counts have having made a fumble against each of their hand-to-hand combat opponents this phase in addition to any other fumbles they may roll.

PURGE SOUL

Drawing upon every ounce of his willpower a battle-brother can purge all traces of corruption from his enemies, even if it destroys them in the process.

In the shooting phase, instead of firing a ranged weapon, a fighter with this ability can attempt to purge the soul of his foe. To do so, he must first pass a Leadership test. If the test is passed, resolve an attack using the rules described below. If the test is failed, he cannot use Purge Soul this turn, though he can still fire a ranged weapon as normal. However, if you roll a double 6 for this test, the fighter cannot shoot any ranged weapons this turn either.

Purge Soul: Pick an enemy fighter that is within 8" of him and within his line of sight. Both the caster and the target fighter must roll a dice and add their Leadership characteristic. If the target's total is greater than or equal to the caster's total, nothing happens. If the caster's total is greater than the target's total, the target fighter suffers a number of wounds equal to the difference. No armour saves may be taken against wounds caused in this manner.

GREY KNIGHT SPECIAL OPERATIVES

PURIFIER

	M	WS	BS	S	T	W	I	A	Ld
Purifier	4"	4	4	4	4	1	4	2	9

Dour and taciturn, Purifiers are an order apart from other Grey Knights. Even amongst the glorious ranks of their Chapter their untarnished spirit shines brightly, and they unleash this purity on the battlefield in waves of cleansing flame.

Wargear: A Purifier has a storm bolter, frag and krak grenades and power armour. In addition, a Purifier must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list.

Psychic Abilities: A Purifier has the Cleansing Flame and Hammerhand psychic abilities.

INTERCEPTOR

	M	WS	BS	S	T	W	I	A	Ld
Interceptor	8"	4	4	4	4	1	4	1	8

The personal teleporters carried by Interceptors allow these vanguard troops to rapidly redeploy around the battlefield, harrying the enemy and adapting to their tactics with lightning speed.

Wargear: An Interceptor has a storm bolter, frag and krak grenades, a personal teleporter and power armour. In addition, an Interceptor must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list.

Psychic Abilities: An Interceptor has the Hammerhand psychic ability.

GREY KNIGHT TERMINATOR

	M	WS	BS	S	T	W	I	A	Ld
Grey Knight Terminator	4"	4	4	4	4	1	4	2	9

There are few warriors in the galaxy more elite or more imposing than a Grey Knight clad in Tactical Dreadnought armour. Relentless and nigh-unstoppable, they can weather the heaviest enemy fire whilst delivering punishing salvos of their own.

Wargear: A Grey Knight Terminator has a storm bolter, frag and krak grenades and Terminator armour. In addition, a Grey Knight Terminator must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list.

Killer Reputation: Grey Knight Terminators cause fear.

Psychic Abilities: A Grey Knight Terminator has the Hammerhand psychic ability.

Bounty: If a Grey Knight Terminator is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

PALADIN

	M	WS	BS	S	T	W	I	A	Ld
Paladin	4"	5	4	4	4	2	4	2	9

Amongst the Grey Knights, Paladins are exemplars of martial prowess. Having proven themselves in battle an aspirant must then pass a series of trials before they are admitted to this order, for only the greatest warriors may join their ranks.

Wargear: A Paladin has a storm bolter, frag and krak grenades and Terminator armour. In addition, a Paladin must be armed with one item chosen from the Grey Knights Hand-to-Hand Weapons list. He may also exchange his storm bolter for an incinerator, psilencer or psycannon.

Killer Reputation: Paladins cause fear.

Psychic Abilities: A Paladin has the Hammerhand and Purge Soul psychic abilities.

Premium Bounty: If a Paladin is down or out of action at the end of a mission, the enemy kill team secures an additional D3 promethium caches.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, the Grey Knights are highly skilled at both ranged and close combat, while Tyranid Warriors are ferocious and possess inhuman strength.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Grey Knights	Trooper	✓				✓	✓	
	Specialist	✓		✓		✓	✓	
	Leader	✓	✓	✓	✓	✓	✓	

