

# Grey Knight 1500 pts Ver 6 - 2 Battalions (Warhammer 40,000 8th Edition) [104 PL, 1,498pts]

## Battalion Detachment +5CP (Imperium - Grey Knights) [45 PL, 652pts]

### HQ [24 PL, 382pts]

#### Grand Master in Nemesis Dreadknight [14 PL, 229pts]

**Selections:** 4: First to the Fray, Dreadfist [10pts], Dreadknight teleporter [10pts], Gatling Psilencer [20pts], Heavy Psycannon [24pts], Nemesis Daemon Greathammer [15pts], Sanctuary, Warlord

**Categories:** ADEPTUS ASTARTES, VEHICLE, GREY KNIGHTS, NEMESIS DREADKNIGHT, HQ, GRAND MASTER, CHARACTER, PSYKER, FACTION: IMPERIUM, WARLORD

**Rules:** 4: *First to the Fray, And They Shall Know No Fear, Daemon Hunters, Dreadknight Teleporter, Force Shielding and Iron Halo, Masters of the Warp, Rites of Banishment, Rites of Battle, Shock Assault*

**Psychic Power:** Sanctuary, Smite (Rites of Banishment), **Psyker:** Psyker (2/1), **Unit:** Grand Master in Nemesis Dreadknight, **Weapon:** Dreadfist, Gatling Psilencer, Heavy Psycannon, Nemesis Daemon Greathammer, **Wound Track:** Grand Master in Nemesis Dreadknight 1, Grand Master in Nemesis Dreadknight 2, Grand Master in Nemesis Dreadknight 3

Psychic Power	Warp Charge	Range	Details	Ref
Sanctuary	6	12"	If manifested, pick a friendly (Grey Knights) unit within 12" of the psyker. Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+). Models that do not have an invulnerable save instead gain a 5+ invulnerable save.	
Smite (Rites of Banishment)	5	12"	If manifested, the closest visible enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker (2/1)	2	1	1		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Grand Master in Nemesis Dreadknight	*	2+	*	6	6	12	*	9	2+/4++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Dreadfist	Melee	Melee	x2	-3	D3	If a model is equipped with two dreadfists, each time it fights it can make 1 additional attack with them.	
Gatling Psilencer	24"	Heavy 12	4	0	D3		
Heavy Psycannon	24"	Heavy 6	7	-1	2		
Nemesis Daemon Greathammer	Melee	Melee	x2	-4	D6	When a model attacks with this weapon, you must subtract 1 from the hit roll. Damage rolls of less than 3 count as 3 for this weapon.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Grand Master in Nemesis Dreadknight 1	7-12+	8"	2+	5	
Grand Master in Nemesis Dreadknight 2	4-6	7"	3+	4	
Grand Master in Nemesis Dreadknight 3	1-3	6"	4+	3	

### Grand Master Voldus [10 PL, 153pts]

**Selections:** Empyrean Domination, Ethereal Manipulation, Frag & Krak grenades, Iron Halo, Malleus Argyrum, Psyk-out Grenade, Storm bolter, Warp Shaping

**Categories:** HQ, GREY KNIGHTS, ADEPTUS ASTARTES, CHARACTER, GRAND MASTER, INFANTRY, PSYKER, TERMINATOR, FACTION: IMPERIUM, VOLDUS

**Rules:** *And They Shall Know No Fear, Bolter Discipline, Daemon Hunters, Iron Halo, Masters of the Warp, Rites of Banishment, Rites of Battle, Shock Assault, Teleport Strike*

**Psychic Power:** *Empyrean Domination, Ethereal Manipulation, Smite (Rites of Banishment), Warp Shaping*, **Psyker:** *Psyker (3)*, **Unit:** *Grand Master Voldus*, **Weapon:** *Frag grenade, Krak grenade, Malleus Argyrum, Psyk-out Grenade, Storm bolter*

Psychic Power	Warp Charge	Range	Details	Ref
<b>Empyrean Domination</b>	7	-	Empyrean Domination has a warp charge value of 7. If manifested, you gain 1 Command Point.	
<b>Ethereal Manipulation</b>	7	6"	Ethereal Manipulation has a warp charge value of 7. If manifested, select one friendly GREY KNIGHTS unit within 6" of this psyker. Until the start of your next Psychic phase, when resolving an attack made by a model in that unit in the Shooting phase a unit that is within half range, you can re-roll the hit roll.	Psychic Awakening - Ritual of the Damned
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest visible enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	
<b>Warp Shaping</b>	5	-	Warp Shaping has a warp charge value of 5. If manifested, select a Tide of the Warp that is not dominant. The currently dominant Tide of the Warp is changed to the selected Tide of the Warp.	Psychic Awakening - Ritual of the Damned p71

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Psyker (3)</b>	3	3	3		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Grand Master Voldus</b>	5"	2+	2+	4	4	6	5	9	2+/4++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Malleus Argyrum</b>	Melee	Melee	x2	-3	3		
<b>Psyk-out Grenade</b>	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

## Troops [21 PL, 270pts]

### Strike Squad [7 PL, 90pts]

**Selections:** Frag & Krak grenades, Gate of Infinity, Psyk-out Grenade

**Categories:** ADEPTUS ASTARTES, GREY KNIGHTS, INFANTRY, PSYKER, TROOPS, STRIKE SQUAD, FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES

**Rules:** *And They Shall Know No Fear, Bolter Discipline, Combat Squads, Daemon Hunters, Masters of the Warp, Rites of Banishment, Shock Assault, Teleport Strike*

**Psychic Power:** *Gate of Infinity, Smite (Rites of Banishment)*, **Psyker:** *Psyker (Sanctic 1 Squad)*, **Weapon:** *Frag grenade, Krak grenade, Psyk-out Grenade*

### 3x Grey Knight (Falchions) [54pts]

**Selections:** 6x Nemesis Falchion [6pts], 3x Storm Bolter [6pts]

**Unit:** *Grey Knight*, **Weapon:** *Nemesis Falchion, Storm bolter*

### Grey Knight (Psilencer) [18pts]

**Selections:** Psilencer [4pts]

**Unit:** *Grey Knight*, **Weapon:** *Psilencer*

### Grey Knight Justicar [18pts]

**Selections:** Storm bolter [2pts]

**Unit:** *Grey Knight Justicar*, **Weapon:** *Storm bolter*

### Nemesis Falchion [2pts]

**Selections:** 2x Nemesis Falchion [2pts]

**Weapon:** *Nemesis Falchion*

Psychic Power	Warp Charge	Range	Details	Ref
<b>Gate of Infinity</b>	6	12	If manifested pick a friendly Grey Knight unit within 12" of the psyker. Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from any enemy model.	
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest visible enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Psyker (Sanctic 1 Squad)</b>	1	1	1	When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility, etc. from this model. If the unit suffers Perils of the Warp, is suffers D3 mortal wounds as described in the core rules, but units within 6" with only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Grey Knight</b>	6"	3+	3+	4	4	1	1	7	3+	
<b>Grey Knight Justicar</b>	6"	3+	3+	4	4	1	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Nemesis Falchion</b>	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.	
<b>Psilencer</b>	24"	Heavy	6	4	0	D3	-
<b>Psyk-out Grenade</b>	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

### Strike Squad [7 PL, 90pts]

**Selections:** Frag & Krak grenades, Gate of Infinity, Psyk-out Grenade

**Categories:** ADEPTUS ASTARTES, GREY KNIGHTS, INFANTRY, PSYKER, TROOPS, STRIKE SQUAD, FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES

**Rules:** *And They Shall Know No Fear, Bolter Discipline, Combat Squads, Daemon Hunters, Masters of the Warp, Rites of Banishment, Shock Assault, Teleport Strike*

**Psychic Power:** *Gate of Infinity, Smite (Rites of Banishment)*, **Psyker:** *Psyker (Sanctic 1 Squad)*, **Weapon:** *Frag grenade, Krak grenade, Psyk-out Grenade*

### 3x Grey Knight (Falchions) [54pts]

**Selections:** 6x Nemesis Falchion [6pts], 3x Storm Bolter [6pts]

**Unit:** *Grey Knight*, **Weapon:** *Nemesis Falchion, Storm bolter*

### Grey Knight (Psilencer) [18pts]

**Selections:** Psilencer [4pts]

**Unit:** *Grey Knight*, **Weapon:** *Psilencer*

### Grey Knight Justicar [18pts]

**Selections:** Storm bolter [2pts]

**Unit:** *Grey Knight Justicar*, **Weapon:** *Storm bolter*

### Nemesis Falchion [2pts]

**Selections:** 2x Nemesis Falchion [2pts]

**Weapon:** *Nemesis Falchion*

Psychic Power	Warp Charge	Range	Details	Ref
<b>Gate of Infinity</b>	6	12"	If manifested pick a friendly Grey Knight unit within 12" of the psyker. Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from any enemy model.	
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest visible enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Psyker (Sanctic 1 Squad)</b>	1	1	1	When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility, etc. from this model. If the unit suffers Perils of the Warp, is suffers D3 mortal wounds as described in the core rules, but units within 6" with only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Grey Knight</b>	6"	3+	3+	4	4	1	1	7	3+	
<b>Grey Knight Justicar</b>	6"	3+	3+	4	4	1	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Nemesis Falchion</b>	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.	
<b>Psilencer</b>	24"	Heavy 6	4	0	D3	-	
<b>Psyk-out Grenade</b>	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

### Strike Squad [7 PL, 90pts]

**Selections:** Frag & Krak grenades, Gate of Infinity, Psyk-out Grenade

**Categories:** ADEPTUS ASTARTES, GREY KNIGHTS, INFANTRY, PSYKER, TROOPS, STRIKE SQUAD, FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES

**Rules:** *And They Shall Know No Fear, Bolter Discipline, Combat Squads, Daemon Hunters, Masters of the Warp, Rites of Banishment, Shock Assault, Teleport Strike*

**Psychic Power:** *Gate of Infinity, Smite (Rites of Banishment)*, **Psyker:** *Psyker (Sanctic 1 Squad)*, **Weapon:** *Frag grenade, Krak grenade, Psyk-out Grenade*

### 3x Grey Knight (Falchions) [54pts]

**Selections:** 6x Nemesis Falchion [6pts], 3x Storm Bolter [6pts]

**Unit:** *Grey Knight*, **Weapon:** *Nemesis Falchion, Storm bolter*

**Grey Knight (Psilencer) [18pts]****Selections:** Psilencer [4pts]**Unit:** *Grey Knight*, **Weapon:** *Psilencer***Grey Knight Justicar [18pts]****Selections:** Storm bolter [2pts]**Unit:** *Grey Knight Justicar*, **Weapon:** *Storm bolter***Nemesis Falchion [2pts]****Selections:** 2x Nemesis Falchion [2pts]**Weapon:** *Nemesis Falchion*

Psychic Power	Warp Charge	Range	Details	Ref
<b>Gate of Infinity</b>	6	12	If manifested pick a friendly Grey Knight unit within 12" of the psyker. Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from any enemy model.	
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest visible enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Psyker (Sanctic 1 Squad)</b>	1	1	1	When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility, etc. from this model. If the unit suffers Perils of the Warp, is suffers D3 mortal wounds as described in the core rules, but units within 6" with only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Grey Knight</b>	6"	3+	3+	4	4	1	1	7	3+	
<b>Grey Knight Justicar</b>	6"	3+	3+	4	4	1	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Nemesis Falchion</b>	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.	
<b>Psilencer</b>	24"	Heavy 6	4	0	D3	-	
<b>Psyk-out Grenade</b>	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

**Battalion Detachment +5CP (Imperium - Grey Knights) [59 PL, 846pts]**

## HQ [21 PL, 304pts]

### Castellan Crowe [7 PL, 80pts]

**Selections:** Frag & Krak grenades, Iron Halo, Psyk-out Grenade, Purge Soul, Storm bolter, The Black Blade of Antwyr

**Categories:** HQ, GREY KNIGHTS, ADEPTUS ASTARTES, BROTHERHOOD CHAMPION, CHARACTER, INFANTRY, PSYKER, CASTELLAN CROWE, FACTION: IMPERIUM

**Rules:** *And They Shall Know No Fear, Bolter Discipline, Daemon Hunters, Heroic Sacrifice, Iron Halo, Master Swordsman, Masters of the Warp, Purifying Flame, Shock Assault*

**Psychic Power:** *Purge Soul, Smite (Purifying Flame)*, **Psyker:** *Psyker (2/1)*, **Unit:** *Castellan Crowe*, **Weapon:** *Frag grenade, Krak grenade, Psyk-out Grenade, Storm bolter, The Black Blade of Antwyr*

Psychic Power	Warp Charge	Range	Details	Ref
<b>Purge Soul</b>	5	12"	If manifested, pick a visible enemy unit within 12" of the psyker. Both controlling players roll a dice and add their respective unit's highest Leadership value. If the target's total is equal to or greater than the psyker's total, nothing happens. If the psyker's total is greater than the target's total, the target unit suffers a number of mortal wounds equal to the difference.	
<b>Smite (Purifying Flame)</b>	5	3"	If manifested, the closest visible enemy unit within 3" suffers D6 mortal wounds.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Psyker (2/1)</b>	2	1	1		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Castellan Crowe</b>	6"	2+	2+	4	4	5	5	8	2+/4++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Psyk-out Grenade</b>	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	
<b>The Black Blade of Antwyr</b>	Melee	Melee	User	0	1		

## Grand Master in Nemesis Dreadknight [14 PL, 224pts]

**Selections:** Dreadfist [10pts], Dreadknight teleporter [10pts], Gatling Psilencer [20pts], Hammerhand, Heavy Incinerator [19pts], Nemesis Daemon Greathammer [15pts]

**Categories:** ADEPTUS ASTARTES, VEHICLE, GREY KNIGHTS, NEMESIS DREADKNIGHT, HQ, GRAND MASTER, CHARACTER, PSYKER, FACTION: IMPERIUM

**Rules:** *And They Shall Know No Fear, Daemon Hunters, Dreadknight Teleporter, Force Shielding and Iron Halo, Masters of the Warp, Rites of Banishment, Rites of Battle, Shock Assault*

**Psychic Power:** *Hammerhand, Smite (Rites of Banishment)*, **Psyker:** *Psyker (2/1)*, **Unit:** *Grand Master in Nemesis Dreadknight*, **Weapon:** *Dreadfist, Gatling Psilencer, Heavy Incinerator, Nemesis Daemon Greathammer*, **Wound Track:** *Grand Master in Nemesis Dreadknight 1, Grand Master in Nemesis Dreadknight 2, Grand Master in Nemesis Dreadknight 3*

Psychic Power	Warp Charge	Range	Details	Ref
Hammerhand	6	12"	If manifested, pick a friendly (Grey Knight) unit within 12" of the psyker. Add 1 to any wound rolls you make for that unit's Melee weapon until the start of your next Psychic phase.	
Smite (Rites of Banishment)	5	12"	If manifested, the closest visible enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker (2/1)	2	1	1		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Grand Master in Nemesis Dreadknight	*	2+	*	6	6	12	*	9	2+/4++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Dreadfist	Melee	Melee	x2	-3	D3	If a model is equipped with two dreadfists, each time it fights it can make 1 additional attack with them.	
Gatling Psilencer	24"	Heavy 12	4	0	D3		
Heavy Incinerator	12"	Heavy D6	6	-1	2	This weapon automatically hits its targets.	
Nemesis Daemon Greathammer	Melee	Melee	x2	-4	D6	When a model attacks with this weapon, you must subtract 1 from the hit roll. Damage rolls of less than 3 count as 3 for this weapon.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Grand Master in Nemesis Dreadknight 1	7-12+	8"	2+	5	
Grand Master in Nemesis Dreadknight 2	4-6	7"	3+	4	
Grand Master in Nemesis Dreadknight 3	1-3	6"	4+	3	

## Troops [33 PL, 454pts]



### Strike Squad [7 PL, 90pts]

**Selections:** Frag & Krak grenades, Gate of Infinity, Psyk-out Grenade

**Categories:** ADEPTUS ASTARTES, GREY KNIGHTS, INFANTRY, PSYKER, TROOPS, STRIKE SQUAD, FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES

**Rules:** *And They Shall Know No Fear, Bolter Discipline, Combat Squads, Daemon Hunters, Masters of the Warp, Rites of Banishment, Shock Assault, Teleport Strike*

**Psychic Power:** *Gate of Infinity, Smite (Rites of Banishment)*, **Psyker:** *Psyker (Sanctic 1 Squad)*, **Weapon:** *Frag grenade, Krak grenade, Psyk-out Grenade*

### 3x Grey Knight (Falchions) [54pts]

**Selections:** 6x Nemesis Falchion [6pts], 3x Storm Bolter [6pts]

**Unit:** *Grey Knight*, **Weapon:** *Nemesis Falchion, Storm bolter*

### Grey Knight (Psilencer) [18pts]

**Selections:** Psilencer [4pts]

**Unit:** *Grey Knight*, **Weapon:** *Psilencer*

### Grey Knight Justicar [18pts]

**Selections:** Storm bolter [2pts]

**Unit:** *Grey Knight Justicar*, **Weapon:** *Storm bolter*

### Nemesis Falchion [2pts]

**Selections:** 2x Nemesis Falchion [2pts]

**Weapon:** *Nemesis Falchion*

Psychic Power	Warp Charge	Range	Details	Ref
<b>Gate of Infinity</b>	6	12"	If manifested pick a friendly Grey Knight unit within 12" of the psyker. Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from any enemy model.	
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest visible enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Psyker (Sanctic 1 Squad)</b>	1	1	1	When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility, etc. from this model. If the unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" with only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Grey Knight</b>	6"	3+	3+	4	4	1	1	7	3+	
<b>Grey Knight Justicar</b>	6"	3+	3+	4	4	1	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Nemesis Falchion</b>	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.	
<b>Psilencer</b>	24"	Heavy 6	4	0	D3	-	
<b>Psyk-out Grenade</b>	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

### Terminator Squad [13 PL, 182pts]

**Selections:** Astral Aim, Frag & Krak grenades, Psyk-out Grenade

**Categories:** ADEPTUS ASTARTES, GREY KNIGHTS, PSYKER, TERMINATOR, TROOPS, INFANTRY, TERMINATOR SQUAD, FACTION: IMPERIUM

**Rules:** *And They Shall Know No Fear, Bolter Discipline, Combat Squads, Crux Terminatus, Daemon Hunters, Masters of the Warp, Rites of Banishment, Shock Assault, Teleport Strike*

**Psychic Power:** *Astral Aim, Smite (Rites of Banishment)*, **Psyker:** *Psyker (Sanctic 1 Squad)*, **Weapon:** *Frag grenade, Krak grenade, Psyk-out Grenade*

### Grey Knight Terminator Justicar [36pts]

**Selections:** Storm bolter [2pts]

**Unit:** *Grey Knight Terminator Justicar*, **Weapon:** *Storm bolter*

### Nemesis Falchion [2pts]

**Selections:** 2x Nemesis Falchion [2pts]

**Weapon:** *Nemesis Falchion*

### 3x Terminator (Falchions) [108pts]

**Selections:** 6x Nemesis Falchion [6pts], 3x Storm Bolter [6pts]

**Unit:** *Grey Knight Terminator*, **Weapon:** *Nemesis Falchion, Storm bolter*

### Terminator (Psilencer) [38pts]

**Selections:** Psilencer (Terminator) [4pts]

**Unit:** *Grey Knight Terminator*, **Weapon:** *Psilencer*

### Nemesis Falchion [2pts]

**Selections:** 2x Nemesis Falchion [2pts]

**Weapon:** *Nemesis Falchion*

Psychic Power	Warp Charge	Range	Details	Ref
<b>Astral Aim</b>	5	18"	If manifested, pick a friendly (Grey Knights) unit within 18" of the psyker. Until your next Psychic phase, the unit you picked is able to target enemy units that are not visible to them, and units they target with shooting attacks do not gain any bonus to their saving throws for being in cover.	
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest visible enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Psyker (Sanctic 1 Squad)</b>	1	1	1	When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility, etc. from this model. If the unit suffers Perils of the Warp, is suffers D3 mortal wounds as described in the core rules, but units within 6" with only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Grey Knight Terminator</b>	5"	3+	3+	4	4	2	2	7	2+/5++	
<b>Grey Knight Terminator Justicar</b>	5"	3+	3+	4	4	2	3	8	2+/5++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Nemesis Falchion</b>	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.	
<b>Psilencer</b>	24"	Heavy 6	4	0	D3	-	
<b>Psyk-out Grenade</b>	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

### Terminator Squad [13 PL, 182pts]

**Selections:** Astral Aim, Frag & Krak grenades, Psyk-out Grenade

**Categories:** ADEPTUS ASTARTES, GREY KNIGHTS, PSYKER, TERMINATOR, TROOPS, INFANTRY, TERMINATOR SQUAD, FACTION: IMPERIUM

**Rules:** *And They Shall Know No Fear, Bolter Discipline, Combat Squads, Crux Terminatus, Daemon Hunters, Masters of the Warp, Rites of Banishment, Shock Assault, Teleport Strike*

**Psychic Power:** Astral Aim, Smite (Rites of Banishment), **Psyker:** Psyker (Sanctic 1 Squad), **Weapon:** Frag grenade, Krak grenade, Psyk-out Grenade

### Grey Knight Terminator Justicar [36pts]

**Selections:** Storm bolter [2pts]

**Unit:** *Grey Knight Terminator Justicar*, **Weapon:** *Storm bolter*

**Nemesis Falchion [2pts]**

**Selections:** 2x Nemesis Falchion [2pts]

**Weapon:** *Nemesis Falchion*

**3x Terminator (Falchions) [108pts]**

**Selections:** 6x Nemesis Falchion [6pts], 3x Storm Bolter [6pts]

**Unit:** *Grey Knight Terminator*, **Weapon:** *Nemesis Falchion*, *Storm bolter*

**Terminator (Psilencer) [38pts]**

**Selections:** Psilencer (Terminator) [4pts]

**Unit:** *Grey Knight Terminator*, **Weapon:** *Psilencer*

**Nemesis Falchion [2pts]**

**Selections:** 2x Nemesis Falchion [2pts]

**Weapon:** *Nemesis Falchion*

Psychic Power	Warp Charge	Range	Details	Ref
<b>Astral Aim</b>	5	18"	If manifested, pick a friendly (Grey Knights) unit within 18" of the psyker. Until your next Psychic phase, the unit you picked is able to target enemy units that are not visible to them, and units they target with shooting attacks do not gain any bonus to their saving throws for being in cover.	
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest visible enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Psyker (Sanctic 1 Squad)</b>	1	1	1	When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility, etc. from this model. If the unit suffers Perils of the Warp, is suffers D3 mortal wounds as described in the core rules, but units within 6" with only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Grey Knight Terminator</b>	5"	3+	3+	4	4	2	2	7	2+/5++	
<b>Grey Knight Terminator Justicar</b>	5"	3+	3+	4	4	2	3	8	2+/5++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Nemesis Falchion</b>	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.	
<b>Psilencer</b>	24"	Heavy 6	4	0	D3	-	
<b>Psyk-out Grenade</b>	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

**Elites [5 PL, 88pts]**

### Apothecary [5 PL, 88pts]

**Selections:** Frag & Krak grenades, Psyk-out Grenade, Sanctic Shard, Vortex of Doom

**Categories:** ADEPTUS ASTARTES, CHARACTER, GREY KNIGHTS, INFANTRY, PSYKER, ELITES, TERMINATOR, FACTION: IMPERIUM

**Rules:** *And They Shall Know No Fear, Crux Terminatus, Daemon Hunters, Masters of the Warp, Narthecium, Rites of Banishment, Shock Assault, Teleport Strike*

**Abilities:** *Sanctic Shard*, **Psychic Power:** *Smite (Rites of Banishment), Vortex of Doom*, **Psyker:** *Psyker*, **Unit:** *Apothecary*, **Weapon:** *Frag grenade, Krak grenade, Psyk-out Grenade*

### Nemesis Daemon Hammer [13pts]

**Selections:** Nemesis Daemon Hammer [13pts]

**Weapon:** *Nemesis Daemon Hammer*

Abilities	Description	Ref
<b>Sanctic Shard</b>	When a Psychic test is taken for a model with this Relic, you can re-roll the result. Add 1 to the total for Psychic tests taken for a model with this Relic.	

Psychic Power	Warp Charge	Range	Details	Ref
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest visible enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	
<b>Vortex of Doom</b>	8	12"	If manifested, a vortex opens above the nearest visible enemy model within 12" of the psyker. That model's unit, and every other unit within 3" of that model suffers D3 mortal wounds. The number of mortal wounds inflicted is increased to D6 if the power is manifested with a Psychic test of 12+.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Psyker</b>	1	1	1		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Apothecary</b>	5"	2+	3+	4	4	5	4	8	2+/5++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Nemesis Daemon Hammer</b>	Melee	Melee	x2	-3	3	When a model attacks with this weapon, you must subtract 1 from the hit roll.	
<b>Psyk-out Grenade</b>	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.	

### Selection Rules

**4: First to the Fray:** You can re-roll failed charge rolls for your Warlord and friendly Grey Knights units that are within 6" of him at the start of the Charge phase. ()

**And They Shall Know No Fear:** You can re-roll failed Morale tests for this unit. ()

**Bolter Discipline:** All ADEPTUS ASTARTES and HERETIC ASTARTES models gain this ability. Instead of

following the normal rules for Rapid Fire weapons, Rapid Fire bolt weapons used by models with this ability make double the number of attacks if any of the following conditions apply: 1) The firing model's target is within half the weapon's maximum range. 2) The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase. 3) The firing model is a TERMINATOR, BIKER, CENTURION, or DREADNOUGHT. For the purposes of this ability a Rapid Fire Bolt weapon is any weapon with the Rapid Fire type whose name includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.) This also applies when firing the boltgun profile of a combi-weapon (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a rapid-fire weapon (e.g. Primarch's Wrath, Fury of Deimos, etc) The gauntlets of ultramar and the Talon of Horus are also considered Rapid Fire Bolt weapons, as is the guardian spear used by Deathwatch Watch Masters. (White Dwarf Feb 2019)

**Combat Squads:** Before any models are deployed at the start of the game, if this unit contains 10 models it may be split into two units, each containing 5 models. ()

**Crux Terminatus:** All models in this unit have a 5+ invulnerable save. ()

**Daemon Hunters:** If this unit attacks any Daemon in the Fight phase, you can re-roll failed wound rolls for those attacks. ()

**Dreadknight Teleporter:** If this model has a Dreadknight teleporter, then during deployment, you can set it up in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" away from enemy models. ()

**Force Shielding and Iron Halo:** This model has a 4+ invulnerable save. ()

**Heroic Sacrifice:** If this model is slain in the fight phase, it can immediately pile in and attack before being removed as a casualty. ()

**Iron Halo:** This model has a 4+ invulnerable save. ()

**Master Swordsman:** You can re-roll failed hit and wound rolls for Castellan Crowe in the Fight phase. In addition, each time you make a successful wound roll for Castellan Crowe in the Fight phase, you can immediately make another attack with the Black Blade of Antwyr, though these additional attacks cannot generate any further attacks. ()

**Masters of the Warp:** PSYKER units with this ability gain a bonus depending on which of the Tides of the Warp is dominant (see below). If you have a Battle-forged army, units only benefit from this bonus if every unit from your army has this ability (excluding Servitor units). At the start of the first battle rounds, choose which of the Tides is currently dominant. The dominant Tide can subsequently be changed using the Warp Shaping psychic power. (Psychic Awakening - Ritual of the Damned p66)

**Narthecium:** At the end of your Movement phase, the Apothecary can attempt to heal or revive a single model. Select a friendly Grey Knight Infantry unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If an Apothecary fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight, etc) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn. ()

**Purifying Flame:** When this unit manifests the Smite psychic power, it only has a range of 3", but it inflicts D6 mortal wounds instead of D3 (whether or not the result of the psychic test is more than 10). ()

**Rites of Banishment:** When this unit manifests the Smite psychic power, it has a range of 12" rather than 18". Additionally, the target unit suffers only 1 mortal wound rather than D3 (whether or not the result of the Psychic test is more than 10) - unless the target is a Daemon in which case it suffers 3 mortal wounds instead of D3. ()

**Rites of Battle:** You can re-roll hit rolls of 1 for friendly (Grey Knights) units within 6" of this model. ()

**Shock Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn. (Psychic Awakening - Ritual of the Damned)

**Teleport Strike:** During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle - set it up anywhere on the battlefield that is more than 9" away from any enemy models. ()