








1850 Pts - Grey Knights - Aaron Albert 4th Overall Las Vegas Open 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (16  , 1280 pts)												
Librarian	1		5	4	4/8	4	2	4/1	2	10	2+5(i)	140
(C:GK, pg. 64); Infantry (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Psychic Hood; Terminator Armour; Nemesis Daemonhammer; And They Shall Know No Fear; Bulky; Deep Strike; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 3); Purity of Spirit; Relentless; The Aegis; Warlord ; Daemonology ; Sanctic Powers ; Divination ; Pyromancy ; Telekinesis ; Telepathy												
Strike Squad	1											115
(C:GK, pg. 66); Infantry ; And They Shall Know No Fear; Brotherhood of Psykers (Mastery Level 1); Combat Squads; Deep Strike; Preferred Enemy (Daemons); Purity of Spirit; The Aegis; Banishment; Hammerhand												
Justicar	1		4	4	4	4	1	4	2	9	3+	[20]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter												
Grey Knights	3		4	4	4	4	1	4	1	8	3+	[60]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter												
Grey Knight	1		4	4	4	4	1	4	1	8	3+	[25]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Incinerator												
Strike Squad	1											115
(C:GK, pg. 66); Infantry ; And They Shall Know No Fear; Brotherhood of Psykers (Mastery Level 1); Combat Squads; Deep Strike; Preferred Enemy (Daemons); Purity of Spirit; The Aegis; Banishment; Hammerhand												
Justicar	1		4	4	4	4	1	4	2	9	3+	[20]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter												
Grey Knights	3		4	4	4	4	1	4	1	8	3+	[60]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter												
Grey Knight	1		4	4	4	4	1	4	1	8	3+	[25]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Incinerator												
Nemesis Dreadknight	1		5	4	6/10	6	4	4	3/4	10	2+5(i)	220
(C:GK, pg. 77); Jump Monstrous Creature (Character); Power Fist (x1); Personal Teleporter; Heavy Incinerator; Heavy Pscannon; Nemesis Daemonhammer; And They Shall Know No Fear; Bulky; Deep Strike; Fear; Hammer of Wrath; Move Through Cover; Preferred Enemy (Daemons); Psyker (Mastery Level 1); Purity of Spirit; Relentless; Smash; The Aegis; Banishment; Sanctuary												
Nemesis Dreadknight	1		5	4	6/10	6	4	4	3/4	10	2+5(i)	225
(C:GK, pg. 77); Jump Monstrous Creature (Character); Power Fist (x1); Personal Teleporter; Heavy Incinerator; Heavy Pscannon; Nemesis Greatsword; And They Shall Know No Fear; Bulky; Deep Strike; Fear; Hammer of Wrath; Move Through Cover; Preferred Enemy (Daemons); Psyker (Mastery Level 1); Purity of Spirit; Relentless; Smash; The Aegis; Banishment; Sanctuary												
Nemesis Dreadknight	1		5	4	6/10	6	4	4	3/4	10	2+5(i)	220
(C:GK, pg. 77); Jump Monstrous Creature (Character); Power Fist (x1); Personal Teleporter; Heavy Incinerator; Heavy Pscannon; Nemesis Daemonhammer; And They Shall Know No Fear; Bulky; Deep Strike; Fear; Hammer of Wrath; Move Through Cover; Preferred Enemy (Daemons); Psyker (Mastery Level 1); Purity of Spirit; Relentless; Smash; The Aegis; Banishment; Sanctuary												
Kaldor Draigo	1		6	5	4/7	4	4	5	4	10	2+3(i)	245
(C:GK, pg. 81); Infantry (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Iron Halo; Storm Shield; Terminator Armour; Storm Bolter; The Titansword; Eternal Warrior; Fearless; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 2); Purity of Spirit; The Aegis; Banishment; Gate of Infinity; Hammerhand; Purge Soul												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Allied Detachment (11 x, 570 pts)												
Magister Sevrin Loth (IA) (HQ) [SM]	1		5	5	4/5	4	2	4/1	3/4	10	2+	175
(IA9, pg. 165 + updated FAQ); Infantry (Character); Frag Grenades; Krak Grenades; The Armour of Selket; Bolt Pistol; Force Axe; And They Shall Know No Fear; Chapter Tactics (Red Scorpions); Counter-attack; Fearless; Independent Character; Psyker												
Scout Squad (Troops) [SM]	4		3	3	4	4	1	4	1	8	4+	55
(C:SM, pp. 85 & 167); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Chapter Tactics; Combat Squads; Infiltrate; Move Through Cover; Scout												
Sergeant [SM]	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Boltgun; And They Shall Know No Fear; Chapter Tactics; Combat Squads; Infiltrate; Move Through Cover; Scout												
Centurion Devastator Squad (Heavy) [SM]	3		4	4	5	5	2	4	1	8	2+	340
(C:SM, pgs. 94 & 175); Infantry ; Grav-amp; Hurricane Bolter (x3); Grav-cannon (x3); And They Shall Know No Fear; Chapter Tactics; Decimator Protocols; Slow and Purposeful; Very Bulky												
Centurion Sergeant [SM]	1		4	4	5	5	2	4	2	9	2+	[90]
(C:SM, pgs. 94 & 175); Infantry (Character); Grav-amp; Hurricane Bolter; Grav-cannon; Omniscope; And They Shall Know No Fear; Chapter Tactics; Decimator Protocols; Night Vision; Slow and Purposeful; Split Fire; Very Bulky												
Allied Detachment [SM]	1	Grp: Detachment										0
Total Cost:											1850	

Option Footnotes

Relics of Titan	
The Titansword	S +3; AP 2; Melee, Force, Daemonbane, Master-crafted. (See C:GK, pg. xx).
Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Issue Wargear	
Iron Halo	An Iron Halo confers a 4+ invulnerable save (see C:GK, pg. 90).
Storm Shield	A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 bonus Attack for being armed with two Melee weapons in an assault. (See C:GK, pg. 91.)
Psychic Powers	
Banishment	Banishment is a malediction that targets a single unit with the Daemon special rule within 24". Whilst this power is in effect, all models in the target unit suffer a -1 penalty to their invulnerable save (normally reducing it to 6+). This is cumulative with any other modifiers to a Daemon's invulnerable save, but cannot make it worse than 6+. (See Warhammer 40,000: The Rules, pg. 194.)
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Gate of Infinity	Gate of Infinity is a blessing that targets the Psyker. Unless the target is Zooming or Swooping, remove that target and his unit from the board. It then immediately arrives anywhere on the board using the rules for Deep Strike. (See Warhammer 40,000: The Rules, pg. 194.)
Hammerhand	Hammerhand is a blessing that targets the Psyker. Whilst this power is in effect, the Psyker and his unit have +2 Strength. (See Warhammer 40,000: The Rules, pg. 194.)
Purge Soul	Purge Soul is a focused witchfire power with a range of 24". Both the Psyker and the target model roll a D6 and add their respective Leadership values. If the target's total is greater than the Psyker's total, nothing happens. If the Psyker's total is greater than or equal to the target's total, the target model suffers an automatic Wound with no Armour or cover saves allowed. Purge Soul has no effect on vehicles. (See Warhammer 40,000: The Rules, pg. 194.)
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Sanctuary	Sanctuary is a blessing that targets the Psyker. Whilst the power is in effect the Psyker and all models in his unit receive a +1 bonus to their invulnerable save (models that do not have an invulnerable save gain a 6+ invulnerable save whilst this power is in effect instead). In addition, all units with the Daemon special rule (friend or foe) treat all terrain, including open ground, within 12" of the Psyker as dangerous terrain. (See Warhammer 40,000: The Rules, pg. 194.)
Telekinesis	0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).

Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Brotherhood of Psykers (Mastery Level 1)	Brotherhood of Psykers (see C:GK, pg. 21).
Bulky	Bulky (see WH40k, pg. 159).
Chapter Tactics	Chapter Tactics; see (C:SM, pg. 51).
Chapter Tactics (Red Scorpions)	Chapter Tactics (Red Scorpions) (see C:SM, pg. 78).
Combat Squads	Combat Squads (see C:GK, pg. 86).
Counter-attack	Counter-attack (see WH40k, pg. 163).
Decimator Protocols	Decimator Protocols (see C:SM, pg. 94).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Master Psyker	Master Psyker (see C:SM, pg. 107).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Night Vision	Night Vision (see WH40k, pg. 40).
Preferred Enemy (Daemons)	Preferred Enemy (see WH40k, pg. 169).
Psyker	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. xx).
Psyker (Mastery Level 3)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Purity of Spirit	Grey Knight Psykers can only generate Sanctic powers from the Daemonology discipline - they cannot manifest Malefic psychic powers from this discipline. In addition, unless otherwise noted, when attempting to manifest powers from the Daemonology discipline, Grey Knight psykers only suffer Perils of the Warp if two or more 6s are rolled when taking a psychic test. (See C:GK, pg. 86.)
Relentless	Relentless (see WH40k, pg. 170).
Scout	Scout (see WH40k, pg. 171).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Split Fire	Split Fire (see WH40k, pg. 172).
The Aegis	A unit that contains at least one model with this special rule re-rolls results of 1 when making Deny the Witch tests (see C:GK, pg. 86).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-amp	Grav-amp (see C:SM, pg. 122).
Grav-cannon	24" Range; S *; AP 2; Salvo 3/5, Concussive, Graviton (see C:SM, pg. 121).
Heavy Incinerator	Template; S 6; AP 4; Heavy 1, Soul Blaze, Torrent.
Heavy Pscannon	Focused-fire: 24" Range; S 7; AP 4; Salvo 3/6, Rending. Area-Saturation: 24" Range; S 7; AP 4; Heavy 1, Large Blast, Rending.
Hurricane Bolter	Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked.
Incinerator	Template; S 6; AP 4; Assault 1, Soul Blaze.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Nemesis Daemonhammer	S x2; AP 2; Melee, Force, Concussive, Daemonbane, Unwieldy, Specialist Weapon (see C:GK, pg. 87).

Nemesis Force Sword	S User; AP 3; Melee, Force, Daemonbane.
Nemesis Greatsword	S x2; AP 2; Melee, Force, Daemonbane, Master-crafted, Specialist Weapon.
Omniscope	Omniscope (see C:SM, pg. 122).
Personal Teleporter	Models with a personal teleporter add the Jump type to their unit type. For example, an infantry model with a personal teleporter becomes Jump Infantry. In addition, once per game, a unit composed entirely of models with personal teleporters can make a teleport shunt instead of moving in the Movement phase. A unit making a teleport shunt moves up to 30" in the Movement phase. This move cannot end up on another unit or in impassible terrain, but ignores intervening units, terrain, etc. A unit cannot charge in the same turn that it makes a teleport shunt. (See C:GK, pg. 90.)
Power Armour	Power Armour confers a 3+ Armour Save (see C:GK, pg. 91).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Psychic Hood	Psychic Hood (see WH40k, pg. 26).
Psyk-out Grenades	Shooting: When a unit armed with psyk-out grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon. 8" Range; S 2; AP -; Assault 1, Blast, Psi-shock. Assault: Models with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal. (See C:GK, pg. 91).
Scout Armour	Scout Armour (see C:SM, pg. 126).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Terminator Armour	Terminator Armour confers a 2+ Armour save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and cannot make Sweeping Advances. (See C:GK, pg. 91).
The Armour of Selket	The Armour of Selket (see IA vol. 9, pg. 165).

Roster Design Information

Army Special Rules:

Combat Squads (C:GK, pg. 86)

The Aegis (C:GK, pg. 86)

Purity of Spirit (C:GK, pg. 86)