


1850 Pts - Grey Knights - Brad Townsend 11th Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Nemesis Strike Force (Primary Detachment) (8 ⚔, 675 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 Knight	1		4	4	4	4	1	4	1	8	3+	[25]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Incinerator												
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												
Nemesis Dreadknight	1		5	4	6/10	6	4	4	3/4	10	2+/5(i)	210
(C:GK, pg. 77); Jump Monstrous Creature (Character); Power Fist (x2); Personal Teleporter; Gatling Psilencer; Heavy Incinerator; 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)	210
(C:GK, pg. 77); Jump Monstrous Creature (Character); Power Fist (x2); Personal Teleporter; Gatling Psilencer; Heavy Incinerator; 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 Strike Force (Primary Detachment)	1	Grp: Detachment										0
Brotherhood Commander; Rites of Teleportation												
: Combined Arms Detachment (12 ⚔, 435 pts)												
Librarian (HQ) [DA]	1		5	4	4/5	4	2	4/1	2/3	10	3+	110
(CAA:DA, pg. 104); Jump Units (Character); Frag Grenades; Krak Grenades; Psychic Hood; Bolt Pistol; Force Axe; Increase Mastery Level (x1); Bulky; Deathwing; Deep Strike; Fearless; Grim Resolve; Hatred (Chaos Space Marines); Independent Character; Psyker (Mastery Level 2); Stubborn; Melta Bombs; Jump Pack; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination ; Pyromancy ; Telekinesis ; Interromancy ; Telepathy												
Scout Squad (Troops) [DA]	4		4	4	4	4	1	4	1	8	4+	55
(CAA:DA, pg. 111); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); Sergeant; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Sergeant [DA]	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Scout Squad (Troops) [DA]	4		4	4	4	4	1	4	1	8	4+	55
(CAA:DA, pg. 111); Infantry ; Frag Grenades; Krak Grenades; Bolt Pistol (x4); Boltgun (x4); Sergeant; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												
Sergeant [DA]	1		4	4	4	4	1	4	1	8	4+	[11]
Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Grim Resolve; Infiltrate; Move Through Cover; Scout; Stubborn												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Azrael [DA]	1		6	5	4/6	4	4	5	4/5	10	2+4(i)	215
(CAA:DA, pg. 139); Infantry (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Lion Helm; Master-crafted Combi-Plasmagun; Sword of Secrets; Deathwing; Fear; Fearless; Feel No Pain; Grim Resolve; Hatred (Chaos Space Marines); Independent Character; Master Tactician; Rites of Battle; Stubborn; Supreme Strategist												
Lion Helm [DA]	1	The Lion Helm is carried by a Relic Bearer. The Lion Helm confers a 4+ invulnerable save to Azrael, all models in his unit, and any vehicle he is embarked in. (see CAA:DA, pg. 139).										[0]
Sword of Secrets [DA]	1	S +2; AP 3; Melee, Master-crafted. (see CAA:DA, pg. 139).										[0]
Combined Arms Detachment [DA]	1	Grp: Detachment										0
Formation: Wyrdstorm Brotherhood (3 , 290 pts)												
Wyrdstorm Brotherhood [SW]	1	Comm: Detach										290
(Curse of the Wulfen - The Rules, pg. 46); Rune Priest in Power Armour (HQ); Rune Priest in Power Armour (HQ); Rune Priest in Power Armour (HQ); Masters of the Wyrdstorm; The Eye of the Storm												
Rune Priest in Power Armour (HQ) [SW]	1		5	4	4/5	4	2	4/1	2/3	10	3+	[100]
(C:SW, pg. 52); Jump Units (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Runic Axe; Jump Pack; Acute Senses; Adamantium Will; And They Shall Know No Fear; Bulky; Counter-attack; Deep Strike; Independent Character; Psyker (Mastery Level 2); Biomancy; Tempestas; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers; Divination; Telekinesis												
Rune Priest in Power Armour (HQ) [SW]	1		5	4	4/5	4	2	4/1	2/3	10	3+	[75]
(C:SW, pg. 52); Jump Units (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Runic Axe; Jump Pack; The Wulfen Stone; Acute Senses; Adamantium Will; And They Shall Know No Fear; Bulky; Counter-attack; Deep Strike; Independent Character; Psyker (Mastery Level 1); Biomancy; Tempestas; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers; Divination; Telekinesis												
Rune Priest in Power Armour (HQ) [SW]	1		5	4	4/5	4	2	4/1	2/3	10	3+	[115]
(C:SW, pg. 52); Jump Units (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Runic Axe; Jump Pack; The Wulfen Stone; Acute Senses; Adamantium Will; And They Shall Know No Fear; Bulky; Counter-attack; Deep Strike; Furious Charge; Independent Character; Psyker (Mastery Level 1); Rage; Biomancy; Tempestas; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Divination; Telekinesis												
The Wulfen Stone [SW]	1	The bearer of the Wulfen Stone, and his unit, have the Furious Charge special rule. In addition, the bearer has the Rage special rule. (See C:SW, pg. 100).										[0]

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Wolfkin (50 ^x, 450 pts)												
Wolfkin [SW]	1	Auxilia Detach 										450
(Curse of the Wulfen - The Rules, pg. 49); Fenrisian Wolves (Fast); Fenrisian Wolves (Fast); Fenrisian Wolves (Fast); Alpha Pack; Call of the Wolves; Monster Hunter; Outflank												
Fenrisian Wolves (Fast) [SW]	9		4	-	4	4	1	4	2	5	6+	[90]
(C:SW, pg. 77); Beasts ; Cyberwolf; Acute Senses; Counter-attack; Fleet												
Cyberwolf [SW]	1		4	-	4	5	1	4	3	6	4+	[8]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Fenrisian Wolves (Fast) [SW]	9		4	-	4	4	1	4	2	5	6+	[90]
(C:SW, pg. 77); Beasts ; Cyberwolf; Acute Senses; Counter-attack; Fleet												
Cyberwolf [SW]	1		4	-	4	5	1	4	3	6	4+	[8]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Fenrisian Wolves (Fast) [SW]	9		4	-	4	4	1	4	2	5	6+	[90]
(C:SW, pg. 77); Beasts ; Cyberwolf; Acute Senses; Counter-attack; Fleet												
Cyberwolf [SW]	1		4	-	4	5	1	4	3	6	4+	[8]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Fenrisian Wolves (Fast) [SW]	9		4	-	4	4	1	4	2	5	6+	[90]
(C:SW, pg. 77); Beasts ; Cyberwolf; Acute Senses; Counter-attack; Fleet												
Cyberwolf [SW]	1		4	-	4	5	1	4	3	6	4+	[8]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
Fenrisian Wolves (Fast) [SW]	9		4	-	4	4	1	4	2	5	6+	[90]
(C:SW, pg. 77); Beasts ; Cyberwolf; Acute Senses; Counter-attack; Fleet												
Cyberwolf [SW]	1		4	-	4	5	1	4	3	6	4+	[8]
(C:SW, pg. 77); Beasts ; Acute Senses; Counter-attack; Fleet												
											Total Cost:	1850

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Issue Wargear	
Jump Pack	Models equipped with jump packs gain the Jump unit type, as described in the Warhammer: 40,000: The Rules. (See C:SW, pg. 98).
Relics	
Lion Helm	The Lion Helm is carried by a Relic Bearer. The Lion Helm confers a 4+ invulnerable save to Azrael, all models in his unit, and any vehicle he is embarked in. (see CAA:DA, pg. 139).
Sword of Secrets	S +2; AP 3; Melee, Master-crafted. (see CAA:DA, pg. 139).
The Wulfen Stone	The bearer of the Wulfen Stone, and his unit, have the Furious Charge special rule. In addition, the bearer has the Rage special rule. (See C:SW, pg. 100).
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.)
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
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).
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.)
Interromancy	0 - Mind Worm, 1 - Seed of Fear, 2 - Righteous Repugnance, 3 - Aversion, 4 - Maelstrom of Misery, 5 - Trephination, 6 - Mind Wipe (see Warhammer 40,000: The Rules, pg. 198).
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 Daeomn 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).
Tempestas	0 - Living Lightning, 1 - Storm Caller, 2 - Tempest's Wrath, 3 - Thunderclap, 4 - Murderous Hurricane, 5 - Fury of the Wolf Spirits, 6 - Jaws of the World Wolf (see C:SW, pg. 101).
Special Rules	
Acute Senses	Acute Senses (see WH40k, pg. 157).
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
Alpha Pack	If you wish, all of the units in a Wolfkin can be deployed as a single unit known as an Alpha Pack. Add 1 to the Attacks characteristic of all Fenrisian Wolf and Cyberwolf models in an Alpha Pack whilst there are 20 or more models in the unit. (See Curse of the Wulfen - The Rules, pg. 49.)
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Brotherhood Commander	If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in Codex: Grey Knights (see C:GK, pg. 94).
Brotherhood of Psykers (Mastery Level 1)	Brotherhood of Psykers (see C:GK, pg. 21).
Bulky	Bulky (see WH40k, pg. 159).
Call of the Wolves	If a Wolfkin unit is within 12" of either the left or right table edges, it can call forth nearby Space Wolves. You can choose to bring any friendly Outflanking Space Wolves units onto the battlefield from the table edge nearest to that Wolfkin unit instead of rolling to see which table edge they arrive from. (See Curse of the Wulfen - The Rules, pg. 49.)
Combat Squads	Combat Squads (see C:GK, pg. 86).
Counter-attack	Counter-attack (see WH40k, pg. 163).
Deathwing	A model with this special rule has the Fearless and Hatred (Chaos Space Marines) rule. (See CAA:DA, pg. 148).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fleet	Fleet (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Grim Resolve	Models with this special rule have the Stubborn special rule and, unless Jinking, count their Ballistic Skill as 2 when firing Overwatch. (See CAA:DA, pg. 148).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hatred (Chaos Space Marines)	Hatred (see WH40k, pg. 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Master Tactician	An army that includes Azrael adds +1 to any Seize the Initiative rolls it makes. (See CAA:DA, pg. 139).
Masters of the Wyrdstorm	Models from a Wyrdstorm Brotherhood harness Warp Charge points on a result of 3+ when attempting to manifest psychic powers from the Tempestas discipline or the Living Storm psychic power. (See Curse of the Wulfen - The Rules, pg. 46.)
Monster Hunter	Monster Hunter (see WH40k, pg. 168).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Outflank	Outflank (see WH40k, pg. 168).
Preferred Enemy (Daemons)	Preferred Enemy (see WH40k, pg. 169).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
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.)
Rage	Rage (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).

Rites of Battle	All friendly models with the Dark Angels Faction can use Azrael's Leadership value in place of their own. (See CAA:DA, pg. 139).
Rites of Teleportation	Instead of making Reserve Rolls from the start of your turn two, you can make Reserve Rolls for any unit in this Detachment that is placed in Deep Strike Reserve from the start of your turn one. These units will arrive from Deep Strike Reserve on turn one on the roll of 3+. In addition, all units from this Detachment can both Run and Shoot, in any order, in the same turn that they arrive from Deep Strike Reserve. (See C:GK, pg. 94.)
Scout	Scout (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Stubborn	Stubborn (see WH40k, pg. 172).
Supreme Strategist	When determining Warlord Traits of Azrael, choose any trait from the Dark Angels Warlord Traits table. (See CAA:DA, pg. 139).
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).
The Eye of the Storm	At the start of each of your Psychic phases, select 1 model from the Wyrdstorm Brotherhood to be the Eye of the Storm. That model can attempt to manifest The Living Storm psychic power, below. Increase the Attacks rolled by D6 for each other Rune Priest in the Wyrdstorm Brotherhood that is on the battlefield. (See Curse of the Wulfen - The Rules, pg. 46.)
Upgrades	
Increase Mastery Level	
Unit Type	
Beasts	See WH40K rulebook, pgs. 44-49.
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.
Jump Units (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
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.
Gatling Psilencer	24" Range; S 4; AP -; Heavy 12, Force.
Heavy Incinerator	Template; S 6; AP 4; Heavy 1, Soul Blaze, Torrent.
Incinerator	Template; S 6; AP 4; Assault 1, Soul Blaze.
Jump Pack	Models equipped with jump packs gain the Jump unit type as described in WH40K: The Rules. (See CAA:DA, pg. 195).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Master-crafted Combi-Plasmagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire, Master-crafted. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle), Master-crafted.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
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.
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).
Runic Axe	S +1; AP 2; Melee, Force, Unwieldy, Ward. (See C:SW, pg. 97).
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).
Upgrade to Psyker (Mastery Level 2)	

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)