

## Shunt (2498pts)

### Grey Knights: Codex (2014) (GK Nemesis Strike Force) (1753pts)

#### HQ (150pts)

##### Librarian (150pts)

Frag, Krak and Psyk-out grenades, Nemesis Daemon hammer (5pts), Psychic Hood, Psyker [ML 3] (25pts), Teleport homer (10pts), Terminator Armour

*And They Shall Know No Fear, Bulky, Daemonbane, Daemonology (Sanctic), Deep Strike, Divination, Independent Character, Preferred Enemy (Daemons), Psi-shock, Purity of Spirit, Pyromancy, Relentless, Telekinesis, Telepathy, Terminator Armour, The Aegis*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Librarian	Infantry (Character)	5	4	4	4	2	4	2	10	2+/5++	Codex: Grey Knights p64

Name	Description	Ref
<b>Frag grenade (melee)</b>	Fight at normal Initiative, despite charging through difficult terrain.	Wh40k: The Rules
<b>Psyk-out grenade (melee)</b>	Works as Defensive Grenades against Psykers, Brotherhood of Psykers/Sorcerers and Psychic Pilots.	Codex: Grey Knights p91

Name	Range	Strength	AP	Type	Ref
<b>Frag grenade</b>	8"	3	-	Assault 1, Blast	Wh40k: The Rules
<b>Krak grenade</b>	8"	6	4	Assault 1	Wh40k: The Rules
<b>Krak grenade (melee)</b>	-	6	4	-	Wh40k: The Rules
<b>Nemesis Daemon hammer</b>	-	x2	2	Melee, Force, Concussive, Daemonbane, Unwieldy, Specialist Weapon	Codex: Grey Knights p87
<b>Psyk-out grenade</b>	8"	2	-	Assault 1, Blast, Psi-shock	Codex: Grey Knights p91

#### Elites (563pts)

##### Paladin Squad (563pts)

Brotherhood of Psykers [ML 1], Terminator Armour

*And They Shall Know No Fear, Banishment, Bulky, Combat Squads, Deep Strike, Hammerhand, Preferred Enemy (Daemons), Purity of Spirit, Relentless, Terminator Armour, The Aegis*

##### Apothecary (85pts)

Nartheicum, Nemesis Daemon hammer (10pts)

*Daemonbane, Feel No Pain*

##### Paladin (65pts)

Nemesis Daemon hammer (10pts), Storm bolter

*Daemonbane*

##### Paladin (57pts)

Nemesis force halberd (2pts), Storm bolter

*Daemonbane*

##### Paladin (57pts)

Nemesis force halberd (2pts), Storm bolter

*Daemonbane*

### Paladin (57pts)

Nemesis force halberd (2pts), Storm bolter

*Daemonbane*

### Paladin (65pts)

Nemesis Daemon hammer (10pts), Storm bolter

*Daemonbane*

### Paladin (banner+special) (100pts)

Brotherhood banner (25pts), Psycannon (20pts)

### Paladin (special weapon) (77pts)

Nemesis force halberd (2pts), Psycannon (20pts)

*Daemonbane*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Apothecary	Infantry (Character)	5	4	4	4	2	4	2	9	2+/5++	Codex: Grey Knights p69
Paladin	Infantry	5	4	4	4	2	4	2	9	2+/5++	Codex: Grey Knights p69

Name	Description	Ref
Brotherhood banner	Friendly Grey Knight-units within 12" re-roll failed Morale and Pinning and gain +1A.	Codex: Grey Knights p90

Name	Range	Strength	AP	Type	Ref
Nemesis Daemon hammer	-	x2	2	Melee, Force, Concussive, Daemonbane, Unwieldy, Specialist Weapon	Codex: Grey Knights p87
Nemesis force halberd	-	+1	3	Melee, Force, Daemonbane, Two-handed	Codex: Grey Knights p87
Psycannon	24"	7	4	Salvo 2/4, Rending	Codex: Grey Knights p89
Storm bolter	24"	4	5	Assault 2	Wh40k: The Rules p176

## Troops (115pts)

### Strike Squad (115pts)

Brotherhood of Psykers [ML 1], Frag, Krak and Psyk-out grenades

*And They Shall Know No Fear, Banishment, Combat Squads, Deep Strike, Hammerhand, Preferred Enemy (Daemons), Psi-shock, Purity of Spirit, The Aegis*

### 4x Grey Knight (sword) (80pts)

4x Nemesis force sword, 4x Storm bolter

*Daemonbane*

### Justicar (35pts)

Melta bombs (5pts), Nemesis force sword, Storm bolter

*Daemonbane*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Grey Knight	Infantry	4	4	4	4	1	4	1	8	3+	Codex: Grey Knights p66
Justicar	Infantry (Character)	4	4	4	4	1	4	2	9	3+	Codex: Grey Knights p66

Name	Description	Ref
Frag grenade (melee)	Fight at normal Initiative, despite charging through difficult terrain.	Wh40k: The Rules

<b>Psyk-out grenade (melee)</b>	Works as Defensive Grenades against Psykers, Brotherhood of Psykers/Sorcerers and Psychic Pilots.	Codex: Grey Knights p91
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Name	Range	Strength	AP	Type	Ref
<b>Frag grenade</b>	8"	3	-	Assault 1, Blast	Wh40k: The Rules
<b>Krak grenade</b>	8"	6	4	Assault 1	Wh40k: The Rules
<b>Krak grenade (melee)</b>	-	6	4	-	Wh40k: The Rules
<b>Melta Bomb</b>	-	8	1	Armourbane, Unwieldy	
<b>Nemesis force sword</b>	-	User	3	Melee, Force, Daemonbane	Codex: Grey Knights p87
<b>Psyk-out grenade</b>	8"	2	-	Assault 1, Blast, Psi-shock	Codex: Grey Knights p91
<b>Storm bolter</b>	24"	4	5	Assault 2	Wh40k: The Rules p176

## Fast Attack (290pts)

### Interceptor Squad (290pts)

Brotherhood of Psykers [ML 1], Frag, Krak and Psyk-out grenades, Personal teleporters

*And They Shall Know No Fear, Banishment, Combat Squads, Deep Strike, Hammerhand, Preferred Enemy (Daemons), Psi-shock, Purity of Spirit, The Aegis*

#### 2x Interceptor (hammer) (68pts)

2x Nemesis Daemon hammer (20pts), 2x Storm bolter  
*Daemonbane*

#### 2x Interceptor (incinerator) (58pts)

2x Incinerator (10pts)

#### 5x Interceptor (sword) (120pts)

5x Nemesis force sword, 5x Storm bolter  
*Daemonbane*

#### Interceptor Justicar (44pts)

Nemesis force sword, Storm bolter, Teleport homer (10pts)  
*Daemonbane*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Interceptor</b>	Jump Infantry	4	4	4	4	1	4	1	8	3+	Codex: Grey Knights p73
<b>Interceptor Justicar</b>	Jump Infantry (Character)	4	4	4	4	1	4	2	9	3+	Codex: Grey Knights p73

Name	Description	Ref
<b>Frag grenade (melee)</b>	Fight at normal Initiative, despite charging through difficult terrain.	Wh40k: The Rules
<b>Psyk-out grenade (melee)</b>	Works as Defensive Grenades against Psykers, Brotherhood of Psykers/Sorcerers and Psychic Pilots.	Codex: Grey Knights p91

Name	Range	Strength	AP	Type	Ref
<b>Frag grenade</b>	8"	3	-	Assault 1, Blast	Wh40k: The Rules
<b>Incinerator</b>	Template	6	4	Assault 1, Soul Blaze	Codex: Grey Knights p89
<b>Krak grenade</b>	8"	6	4	Assault 1	Wh40k: The Rules
<b>Krak grenade (melee)</b>	-	6	4	-	Wh40k: The Rules

<b>Nemesis Daemon hammer</b>	-	x2	2	Melee, Force, Concussive, Daemonbane, Unwieldy, Specialist Weapon	Codex: Grey Knights p87
<b>Nemesis force sword</b>	-	User	3	Melee, Force, Daemonbane	Codex: Grey Knights p87
<b>Psyk-out grenade</b>	8"	2	-	Assault 1, Blast, Psi-shock	Codex: Grey Knights p91
<b>Storm bolter</b>	24"	4	5	Assault 2	Wh40k: The Rules p176

## Heavy Support (390pts)

### Nemesis Dreadknight (195pts)

2x Power fist, Heavy Psycannon (35pts), Personal teleporter (30pts), Psyker [ML 1]

*And They Shall Know No Fear, Banishment, Deep Strike, Force Shielding, Preferred Enemy (Daemons), Purity of Spirit, Sanctuary, The Aegis*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Nemesis Dreadknight (Personal teleporter)</b>	Jump Monstrous Creature (Character)	5	4	6	6	4	4	3	10	2+/5++	Codex: Grey Knights p77

Name	Range	Strength	AP	Type	Ref
<b>Heavy psycannon (area)</b>	24"	7	4	Heavy 1, Large Blast, Rending	Codex: Grey Knights p89
<b>Heavy psycannon (focussed)</b>	24"	7	4	Salvo 3/6, Rending	Codex: Grey Knights p176
<b>Power fist</b>	-	x2	2	Melee, Unwieldy, Specialist Weapon	Wh40k: The Rules p179

### Nemesis Dreadknight (195pts)

2x Power fist, Heavy Psycannon (35pts), Personal teleporter (30pts), Psyker [ML 1]

*And They Shall Know No Fear, Banishment, Deep Strike, Force Shielding, Preferred Enemy (Daemons), Purity of Spirit, Sanctuary, The Aegis*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Nemesis Dreadknight (Personal teleporter)</b>	Jump Monstrous Creature (Character)	5	4	6	6	4	4	3	10	2+/5++	Codex: Grey Knights p77

Name	Range	Strength	AP	Type	Ref
<b>Heavy psycannon (area)</b>	24"	7	4	Heavy 1, Large Blast, Rending	Codex: Grey Knights p89
<b>Heavy psycannon (focussed)</b>	24"	7	4	Salvo 3/6, Rending	Codex: Grey Knights p176
<b>Power fist</b>	-	x2	2	Melee, Unwieldy, Specialist Weapon	Wh40k: The Rules p179

## Lords of War (245pts)

### Kaldor Draigo (245pts)

Frag, Krak and Psyk-out grenades, Iron Halo, Psyker [ML 2], Storm bolter, Storm Shield, Terminator Armour, The Titansword

*Banishment, Bulky, Daemonbane, Deep Strike, Eternal Warrior, Fearless, Gate of Infinity, Hammerhand, Independent Character, Master-crafted, Preferred Enemy (Daemons), Psi-shock, Purge Soul, Purity of Spirit, Relentless, Terminator Armour, The Aegis*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Kaldor Draigo</b>	Infantry (Character)	6	5	4	4	4	5	4	10	2+/3++	Codex: Grey Knights p81

Name	Description	Ref
<b>Frag grenade (melee)</b>	Fight at normal Initiative, despite charging through difficult terrain.	Wh40k: The Rules
<b>Psyk-out grenade (melee)</b>	Works as Defensive Grenades against Psykers, Brotherhood of Psykers/Sorcerers and Psychic Pilots.	Codex: Grey Knights p91

Name	Range	Strength	AP	Type	Ref
<b>Frag grenade</b>	8"	3	-	Assault 1, Blast	Wh40k: The Rules
<b>Krak grenade</b>	8"	6	4	Assault 1	Wh40k: The Rules
<b>Krak grenade (melee)</b>	-	6	4	-	Wh40k: The Rules
<b>Psyk-out grenade</b>	8"	2	-	Assault 1, Blast, Psi-shock	Codex: Grey Knights p91
<b>Storm bolter</b>	24"	4	5	Assault 2	Wh40k: The Rules p176
<b>The Titansword</b>	-	+3	2	Melee, Force, Daemonbane, Master-crafted	Codex: Grey Knights p81

## Astra Militarum: Codex (2014) (Allied Detachment) (380pts)

### No Force Org Slot (75pts)

#### Ministorum Priest (25pts)

Close Combat Weapon, Flak Armour, Frag Grenades, Laspistol, Rosarius, War Hymns  
*Independent Character, War Hymns: The Emperor Protects, War Hymns: The Emperor's Strength, War Hymns: The Righteousness of the Emperor, Zealot*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Ministorum Priest</b>	Infantry (Character)	3	3	3	3	1	3	2	7	5+/4++	Codex: Astra Militarum p34

Name	Description	Ref
<b>Flak Armour</b>	5+ Sv	Codex: Astra Militarum
<b>Rosarius</b>	4+ Invul Sv	Codex: Astra Militarum

Name	Range	Strength	AP	Type	Ref
<b>Close Combat Weapon</b>	-	User	-	Melee	Warhammer 40k rulebook
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Laspistol</b>	12	3	-	Pistol	Codex: Astra Militarum

#### Ministorum Priest (25pts)

Close Combat Weapon, Flak Armour, Frag Grenades, Laspistol, Rosarius, War Hymns  
*Independent Character, War Hymns: The Emperor Protects, War Hymns: The Emperor's Strength, War Hymns: The Righteousness of the Emperor, Zealot*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Ministorum Priest</b>	Infantry (Character)	3	3	3	3	1	3	2	7	5+/4++	Codex: Astra Militarum p34

Name	Description	Ref
<b>Flak Armour</b>	5+ Sv	Codex: Astra Militarum
<b>Rosarius</b>	4+ Invul Sv	Codex: Astra Militarum

Name	Range	Strength	AP	Type	Ref
<b>Close Combat Weapon</b>	-	User	-	Melee	Warhammer 40k rulebook
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Laspistol</b>	12	3	-	Pistol	Codex: Astra Militarum

### Ministorum Priest (25pts)

Close Combat Weapon, Flak Armour, Frag Grenades, Laspistol, Rosarius, War Hymns  
*Independent Character, War Hymns: The Emperor Protects, War Hymns: The Emperor's Strength, War Hymns: The Righteousness of the Emperor, Zealot*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Ministorum Priest</b>	Infantry (Character)	3	3	3	3	1	3	2	7	5+/4++	Codex: Astra Militarum p34

Name	Description	Ref
<b>Flak Armour</b>	5+ Sv	Codex: Astra Militarum
<b>Rosarius</b>	4+ Invul Sv	Codex: Astra Militarum

Name	Range	Strength	AP	Type	Ref
<b>Close Combat Weapon</b>	-	User	-	Melee	Warhammer 40k rulebook
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Laspistol</b>	12	3	-	Pistol	Codex: Astra Militarum

### HQ (65pts)

#### Lord Commissar (65pts)

Bolt Pistol, Close Combat Weapon, Flak Armour, Frag Grenades, Krak Grenades, Refractor Field  
*Aura of Discipline, Chain of Command, Independent Character, Stubborn, Summary Execution*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Lord Commissar</b>	Infantry	5	5	3	3	3	3	3	10	5+	Codex: Astra Militarum p33

Name	Description	Ref
<b>Flak Armour</b>	5+ Sv	Codex: Astra Militarum
<b>Refractor Field</b>	5+ Invul Sv	Codex: Astra Militarum

Name	Range	Strength	AP	Type	Ref
<b>Bolt Pistol</b>	12	4	5	Pistol	Codex: Astra Militarum
<b>Close Combat Weapon</b>	-	User	-	Melee	Warhammer 40k rulebook
<b>Frag Grenades</b>	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
<b>Krak Grenades</b>	8"	6	4	Assault 1	Warhammer 40k rulebook

## Elites (40pts)

### Ratlings (40pts)

*Infiltrate, Shoot Sharp and Scarper, Stealth*

#### 4x Ratling (40pts)

4x Flak Armour, 4x Laspistol, 4x Sniper Rifle

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Ratling	Infantry	2	4	2	2	1	4	1	6	5+	Codex: Astra Militarum p43

Name	Description	Ref
Flak Armour	5+ Sv	Codex: Astra Militarum

Name	Range	Strength	AP	Type	Ref
Laspistol	12	3	-	Pistol	Codex: Astra Militarum
Sniper Rifle	36	X	6	Heavy 1, Sniper	Codex: Astra Militarum

## Troops (200pts)

### Infantry Platoon (200pts)

#### Infantry Squad (50pts)

*Combined Squad*

##### 9x Guardsman

9x Flak Armour, 9x Frag Grenades, 9x Lasgun

##### Sergeant

Close Combat Weapon, Flak Armour, Frag Grenades, Laspistol

#### Infantry Squad (60pts)

*Combined Squad*

##### Autocannon Team (10pts)

Autocannon, 2x Flak Armour T, 2x Frag Grenades T, Lasgun

##### 7x Guardsman

7x Flak Armour, 7x Frag Grenades, 7x Lasgun

##### Sergeant

Close Combat Weapon, Flak Armour, Frag Grenades, Laspistol

#### Infantry Squad (60pts)

*Combined Squad*

##### Autocannon Team (10pts)

Autocannon, 2x Flak Armour T, 2x Frag Grenades T, Lasgun

##### 7x Guardsman

7x Flak Armour, 7x Frag Grenades, 7x Lasgun

##### Sergeant

Close Combat Weapon, Flak Armour, Frag Grenades, Laspistol

#### Platoon Command Squad (30pts)

##### 4x Guardsman w/ Lasgun

4x Flak Armour, 4x Frag Grenades, 4x Lasgun

##### Platoon Commander

Close Combat Weapon, Flak Armour, Frag Grenades, Laspistol, Orders

Orders: *Bring it Down!*, Orders: *Fire on my Target!*, Orders: *First Rank, FIRE! Second Rank, FIRE!*, Orders: *Forwards, for the Emperor!*, Orders: *Get Back in the Fight!*, Orders: *Move! Move! Move!*, Orders: *Smite at Will!*, Orders: *Suppressive Fire!*, Orders: *Take Aim!*, *Voice of Command*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Guardisman	Infantry	3	3	3	3	1	3	1	7	5+	Codex: Astra Militarum p36
Heavy Weapons Team	Infantry	3	3	3	3	2	3	2	7	5+	Codex: Astra Militarum p36
Platoon Commander	Infantry (Character)	4	4	3	3	1	3	2	8	5+	Codex: Astra Militarum p36
Sergeant	Infantry (Character)	3	3	3	3	1	3	2	8	5+	Codex: Astra Militarum p36

Name	Description	Ref
Flak Armour	5+ Sv	Codex: Astra Militarum

Name	Range	Strength	AP	Type	Ref
Autocannon	48	7	4	Heavy 2	Codex: Astra Militarum
Close Combat Weapon	-	User	-	Melee	Warhammer 40k rulebook
Frag Grenades	8"	3	-	Assault 1, 3" Blast	Warhammer 40k rulebook
Lasgun	24	3	-	Rapid Fire	Codex: Astra Militarum
Laspistol	12	3	-	Pistol	Codex: Astra Militarum

## Fortifications and Stronghold Assault (2013) (Fortification Detachment) (70pts)

### Fortification (70pts)

#### Aegis Defense Line (70pts)

Comms Relay (20pts)

Name	Description	Ref
<b>Aegis Defence Line</b>	A model in cover behind a defence line has a 4+ cover save. If a unit Goes to Ground, then models from the unit gain +2 to the cover save from the defence line rather than +1. Models that are in base contact with a defence line are treated as being in base contact with any enemy models who are directly opposite them and in base contact with the other side of that defence line. Units charging an enemy that is behind a defence line count as charging through difficult terrain.	Warhammer 40k rulebook
<b>Comms Relay</b>	Any player with an unengaged model within 2" of a comms relay can re-roll Reserves rolls. A model in cover behind a comms relay has a 5+ cover save.	Warhammer 40k rulebook

## Space Marines: Codex (2015) (Formation Detachment) (295pts)

### (No Category)

Chapter Tactics \*  
Ultramarines

### Formation (295pts)



## 'Librarius Conclave \* (295pts)

*Empyric Channelling*

### Chief Librarian Tigurius (165pts)

Bolt Pistol, Rod of Tigurius

*And They Shall Know no Fear, Independant Character, Master of Prescience, Psyker, Psyker (Mastery Level 3)*

### Librarian (65pts)

Mastery Level 1

*And They Shall Know no Fear, Chapter Tactics \*, Independant Character*

#### Power Armour

Bolt Pistol, Force Stave

### Librarian (65pts)

Mastery Level 1

*And They Shall Know no Fear, Chapter Tactics \*, Independant Character*

#### Power Armour

Bolt Pistol, Force Stave

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chief Librarian Tigurius	Infantry (Character)	5	4	4	4	3	4	2	10	3+
Librarian	Infantry (Character)	5	4	4	4	2	4	2	10	3+

Name	Description
<b>Hood of Hellfire</b>	The Hood of Hellfire is a psychic hood. Furthermore, it enables Tigurius to re-roll failed Psychic tests.
<b>Psychic Hood</b>	Each Time a unit (or model) is targeted by an enemy psychic power and is within 12" of a friendly model with a psychic hood, the wearer may attempt to deny the witch as if he were in the unit. If the Deny The Witch attempt is failed, the psychic power is resolved as normal, but effects only the initial target, not the wearer of the hood. If a model with a psychic hood is embarked in a vehicle or building, he can only use the hood to nullify powers targeting the vehicle or building he is embarked within.

Name	Range	Strength	AP	Type	Ref
<b>Bolt Pistol</b>	12"	4	5	Pistol	Warhammer 40,00: The Rules p176
<b>Force Stave</b>	-	+2	4	Melee, Concussive, Force	Warhammer 40,00: The Rules p178
<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through difficult terrain	Warhammer 40,00: The Rules p180
<b>Krak Grenades</b>	8" (thrown) / - (Melee)	6	4	Assault 1 (Thrown) / Only on Vehicles, gun emplacements or Monstrous Creatures (Melee)	Warhammer 40,00: The Rules p181
<b>Rod of Tigurius</b>	-	+2	4	Melee, Concussive, Force, Master-crafted, Soul Blaze	

## Roster Rules

Objective Secured (Allied Detachment): (Warhammer 40k rulebook)

## Selection Rules

And They Shall Know No Fear: (BRB 2014 p157)

**Aura of Discipline:** Any friendly Codex: Astra Militarum unit within 6" uses his Leadership for Pinning, Morale, and Fear tests. (Codex: Astra Militarum)

**Banishment:** Daemonology (Sanctic) Psychic Power

**Bulky:** Counts as two models in Transport (BRB 2014 p159)

**Chain of Command:** May only be Warlord if no other Senior Officers. (Codex: Astra Militarum)

**Chapter Tactics \***

**Combat Squads:** Ten-man unit may permanently split into two five-man units just before rolling Warlord Traits. Both may embark upon same Transport. (Codex: Grey Knights)

**Combined Squad:** May combine Infantry Squads just before rolling for Warlord Traits. (Codex: Astra Militarum)

**Daemonbane:** While Force is in effect, re-roll To Wound and Armour Penetration against models with Daemon rule. (Codex: Grey Knights)

**Daemonology (Sanctic)**

**Deep Strike:** (BRB 2014 p162)

**Divination**

**Empyric Channelling**

**Eternal Warrior:** Not affected by Instant Death (BRB 2014 p163)

**Fearless:** (BRB 2014 p163)

**Feel No Pain:** (BRB 2014 p164)

**Force Shielding:** Invulnerable save 5+ (Codex: Grey Knights p77)

**Gate of Infinity:** Daemonology (Sanctic) Psychic Power

**Hammerhand:** Daemonology (Sanctic) Psychic Power

**Independant Character:** Independent Characters can join other units. They cannot, however, join units that contain vehicles or Monstrous Creatures. They can join other Independent Characters, though, to form a powerful multi-character unit!

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in Reserve, by you informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is in Reserves, locked in combat, Falling Back or has Gone to Ground. He cannot join a unit that is in Reserves, locked in combat or Falling Back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir

Independent Characters pass Look Out, Sir rolls on a 2+.

Heroic Morale

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Infiltrate

An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so youâ€™ need to mark the character accordingly.

For example, Farseer Mehiledrin and his unit of Eldar Guardians are set ablaze by a weapon with the Soul Blaze special rule. If Mehiledrin leaves the unit, both he and the Guardians will still be ablaze and the ongoing effects of the Soul Blaze rule must be resolved separately.

Conversely, if an Independent Character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

For example, Crimson Fists Tactical Squad Hemanex is suffering the effects of the Blind special rule. If Captain Cruz joins the unit, he does not suffer the results of the Blind special rule as he was not there when it happened!

**Independent Character:** (BRB 2014 p166)

**Infiltrate:** (BRB 2014 p167)

**Master of Prescience:** When generating psychic powers, Tigurius may re-roll any roll of the dice to see which powers he knows. In addition, if your army contains Tigurius, you can choose to re-roll any Reserve Rolls that apply to units from the same Detachment.

**Master-crafted:** Re-roll one failed To Hit each turn. (BRB 2014 p167)

**Orders: Bring it Down!:** (Codex: Astra Militarum)

**Orders: Fire on my Target!:** (Codex: Astra Militarum)

**Orders: First Rank, FIRE! Second Rank, FIRE!:** (Codex: Astra Militarum)

**Orders: Forwards, for the Emperor!:** (Codex: Astra Militarum)

**Orders: Get Back in the Fight!:** (Codex: Astra Militarum)

**Orders: Move! Move! Move!:** (Codex: Astra Militarum)

**Orders: Smite at Will!:** (Codex: Astra Militarum)

**Orders: Suppressive Fire!:** (Codex: Astra Militarum)

**Orders: Take Aim!:** (Codex: Astra Militarum)

**Preferred Enemy (Daemons):** (BRB 2014 p169)

**Psi-shock:** Random Psyker in hit unit suffers Perils of the Warp. (Codex: Grey Knights p57)

**Psyker:** Chief Librarian Tigurius generates his powers from the Biomancy, Divination, Daemonology, Pyromancy, Telekenesis and Telepathy disciplines.

**Psyker (Mastery Level 3)**

**Purge Soul:** Daemonology (Sanctic) Psychic Power

**Purity of Spirit**

**Pyromancy**

**Relentless:** (BRB 2014 p170)

**Sanctuary:** Daemonology (Sanctic) Psychic Power

**Shoot Sharp and Scarper:** (Codex: Astra Militarum p43)

**Stealth:** +1 cover save (BRB 2014 p172)

**Stubborn:** (BRB 2014 p172)

**Summary Execution:** (Codex: Astra Militarum p33)

**Telekenesis**

**Telepathy**

**Terminator Armour:** May not make Sweeping Advances

**The Aegis:** Model's unit re-rolls 1's to Deny the Witch (Codex: Grey Knights)

**Voice of Command:** (Codex: Astra Militarum p28)

**War Hymns: The Emperor Protects:** (Codex: Astra Militarum p34)

**War Hymns: The Emperor's Strength:** (Codex: Astra Militarum p34)

**War Hymns: The Righteousness of the Emperor:** (Codex: Astra Militarum p34)

**Zealot:** Fearless and Hatred (BRB 2014 p174)

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