

Tim Gorham team happy grey knights (WH40k 8th Mobile) [2000 Pts]

Air Wing (CP +1) (Space Marines) [1518 Pts]

Flyer [1518 Pts]

Stormraven Gunship [311 Pts]

Airborne, Crash and Burn, Hard to Hit, Hover Jet, Power of the Machine Spirit, Supersonic

2x Hurricane Bolter [8 Pts], 2x Stormstrike Missile Launcher [42 Pts], Twin Assault Cannon [35 Pts], Twin Multi-Melta [54 Pts]

Name	Transport Capacity	Transportable Types	Firing Points	Ref
Stormraven Gunship	12	<CHAPTER> INFANTRY, (JUMP PACK and TERMINATOR count as 2, CENTURION count as 3, may not transport PRIMARIS)	0	

Name	Wound Brackets	M	WS	BS	S	T	W	A	Ld	Sv	Ref
Stormraven	14-8 7-4 3-1	20-45" 20-30" 20"	6+	3+ 4+ 5+	8	7	14	3 D3 1	9	3+	

Name	Range	Type	Str	AP	Dam	Special	Ref
Hurricane Bolter	24"	Rapid Fire 6	4	0	1	-	
Stormstrike Missile Launcher	72"	Heavy 1	8	-3	3	-	
Twin Assault Cannon	24"	Heavy 12	6	-1	1	-	
Twin Multi-Melta	24"	Heavy 2	8	-4	D6	If half range roll twice take higher for damage	

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Hurricane Bolter	24"	Rapid Fire 6	4	0	1	-	
Stormstrike Missile Launcher	72"	Heavy 1	8	-3	3	-	
Twin Assault Cannon	24"	Heavy 12	6	-1	1	-	
Twin Multi-Melta	24"	Heavy 2	8	-4	D6	If half range roll twice take higher for damage	

Stormraven Gunship [274 Pts]

Airborne, Crash and Burn, Hard to Hit, Hover Jet, Power of the Machine Spirit, Supersonic

2x Hurricane Bolter [8 Pts], 2x Stormstrike Missile Launcher [42 Pts], Twin Assault Cannon [35 Pts], Twin Heavy Bolter [17 Pts]

Name	Transport Capacity	Transportable Types	Firing Points	Ref
Stormraven Gunship	12	<CHAPTER> INFANTRY, (JUMP PACK and TERMINATOR count as 2, CENTURION count as 3, may not transport PRIMARIS)	0	

Name	Wound Brackets	M	WS	BS	S	T	W	A	Ld	Sv	Ref
Stormraven	14-8 7-4 3-1	20-45" 20-30" 20"	6+	3+ 4+ 5+	8	7	14	3 D3 1	9	3+	

Name	Range	Type	Str	AP	Dam	Special	Ref
Hurricane Bolter	24"	Rapid Fire 6	4	0	1	-	
Stormstrike Missile Launcher	72"	Heavy 1	8	-3	3	-	
Twin Assault Cannon	24"	Heavy 12	6	-1	1	-	
Twin Heavy Bolter	36"	Heavy 6	5	-1	1	-	

'Faction

Chapter Selection

Grey Knights

Vanguard (CP +1) (Space Marines) [482 Pts]

Elites [242 Pts]

Acolytes [16 Pts]

2x Acolyte [16 Pts]

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Dreadnought [162 Pts]

Daemonhunters (Grey Knights), Explodes, Rites of Banishment (Grey Knights), Smoke Launchers

Dreadnought CCW [40 Pts], Stormbolter [2 Pts], Twin Autocannon [33 Pts]

Name	Powers Known	Usable	Deny Chances	Ref
Dreadnought (Grey Knights)	1	1	1	

Name	Wound Brackets	M	WS	BS	S	T	W	A	Ld	Sv	Ref
Dreadnought	6"	3+	3+	6	7	8	4	8	3+		

Name	Range	Type	Str	AP	Dam	Special	Ref
Dreadnought CCW	Melee	Melee	x2	-3	3	-	
Stormbolter	24"	Rapid Fire 2	4	0	1	-	
Twin Autocannon	48"	Heavy 4	7	-1	2	-	

HQ [240 Pts]

Lord Kaldor Draigo [240 Pts]

And They Shall Know No Fear, Bane of Evil, Chapter Master, Daemonhunters (Grey Knights), Rites of Banishment (Grey Knights), Warp Emergence

Name	Powers Known	Usable	Deny Chances	Ref
Lord Kaldor Draigo	2	2	2	

Name	Wound Brackets	M	WS	BS	S	T	W	A	Ld	Sv	Ref
Lord Kaldor Draigo		5"	2+	2+	4	4	7	5	9	2+	

Name	Description	Ref
Storm Shield	This model has a 3+ invulnerable save	

Name	Range	Type	Str	AP	Dam	Special	Ref
Frag Grenade	6"	Grenade D6	3	0	1	-	
Krak Grenade	6"	Grenade 1	6	-1	D3	-	
Psyk-out Grenades	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 normal damage.	
Stormbolter	24"	Rapid Fire 2	4	0	1	-	
The Titansword	Melee	Melee	+4	-4	3	-	

'Faction

Chapter Selection

Grey Knights

Inquisitorial Support

Selection Rules

Airborne

And They Shall Know No Fear: Re-roll failed Morale for the Unit

Bane of Evil: when friendly GREY KNIGHTS units within 6" make an attack against a DAEMON unit in the fight phase, reroll damage.

Chapter Master: Re-roll failed hit rolls for friendly <CHAPTER> units within 6" of this model

Crash and Burn

Daemonhunters (Grey Knights): ++++++++

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

Hard to Hit

Hover Jet

Power of the Machine Spirit

Rites of Banishment (Grey Knights): ++++++++

Smoke Launchers: Once per game, instead of shooting any weapons, this model can use its smoke launchers. Until your next shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Supersonic

Warp Emergence

