

# Toby Meadows - No Retreat VI (Warhammer 40,000 8th Edition) [108 PL, 1999pts]

## Battalion Detachment +3CP (Imperium - Grey Knights) [64 PL, 1251pts]

### Flyer [15 PL, 354pts]

#### Stormraven Gunship [15 PL, 354pts]

**Selections:** 2x Stormstrike Missile Launcher [42pts], Twin Lascannon [50pts], Two Hurricane Bolters [20pts], Typhoon Missile Launcher [50pts]

**Categories:** Adeptus Astartes, Flyer, Fly, Grey Knights, Imperium, Transport, Vehicle, Stormraven Gunship

**Rules:** Airborne, Hard to Hit, Power of the Machine Spirit

**Abilities:** Transport, **Unit:** Stormraven Gunship, **Weapon:** Hurricane Bolter, Stormstrike missile launcher, Twin Lascannon, Typhoon missile launcher, Frag missile, Typhoon missile launcher, Krak missile, **Wound Track:** Stormraven Gunship 1, Stormraven Gunship 2, Stormraven Gunship 3

Abilities	Description
<b>Transport</b>	This model can transfer 12 (Chapter) Infantry and 1 (Chapter) Dreadnought. Each Jump Pack or Terminator model takes the space of two other infantry models and each Centurion takes the space of three other infantry models. It cannot transport Primaris models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Stormraven Gunship	*	6+	*	8	7	14	*	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Hurricane Bolter	24"	Rapid Fire 6	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin Lascannon	48"	Heavy 2	9	-3	D6	-
Typhoon missile launcher, Frag missile	48"	Heavy 2D6	4	0	1	-
Typhoon missile launcher, Krak missile	48"	Heavy 2	8	-2	D6	-

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Stormraven Gunship 1	8-14+	20-45"	3+	3
Stormraven Gunship 2	4-7	20-30"	4+	D3
Stormraven Gunship 3	1-3	20"	5+	1

### HQ [28 PL, 580pts]

#### Grand Master in Nemesis Dreadknight [14 PL, 285pts]

**Selections:** 4: First to the Fray, Dreadfist [25pts], Dreadknight teleporter [10pts], Gatling Psilencer [20pts], Heavy Psycannon [30pts], Nemesis Greatsword [10pts], Sanctuary, Warlord

**Categories:** Adeptus Astartes, Vehicle, Grey Knights, Imperium, Nemesis Dreadknight, HQ, Grand Master, Character

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

**Psychic Power:** Sanctuary, Smite (Rites of Banishment), **Psyker:** Psyker (Sanctic 2/1), **Unit:** Grand Master in Nemesis Dreadknight, **Weapon:** Dreadfist, Gatling Psilencer, Heavy Psycannon, Nemesis Greatsword, **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
			If manifested, pick a friendly (Grey Knights) unit within 12" of the psyker. Until the

<b>Sanctuary</b>	6	12"	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.
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest 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
<b>Psyker (Sanctic 2/1)</b>	2	1	Smite, +1	Sanctic

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

Weapon	Range	Type	S	AP	D	Abilities
<b>Dreadfist</b>	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.
<b>Gatling Psilencer</b>	24"	Heavy 12	4	0	D3	
<b>Heavy Psycannon</b>	24"	Heavy 6	7	-1	2	
<b>Nemesis Greatsword</b>	Melee	Melee	+4	-3	D6	

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

### Grand Master in Nemesis Dreadknight [14 PL, 295pts]

**Selections:** Dreadfist [25pts], Dreadknight teleporter [10pts], Gatling Psilencer [20pts], Heavy Incinerator [40pts], Nemesis Greatsword [10pts], Vortex of Doom

**Categories:** Adeptus Astartes, Vehicle, Grey Knights, Imperium, Nemesis Dreadknight, HQ, Grand Master, Character

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

**Psychic Power:** *Smite (Rites of Banishment)*, *Vortex of Doom*, **Psyker:** *Psyker (Sanctic 2/1)*, **Unit:** *Grand Master in Nemesis Dreadknight*, **Weapon:** *Dreadfist*, *Gatling Psilencer*, *Heavy Incinerator*, *Nemesis Greatsword*, **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
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest 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
<b>Psyker (Sanctic 2/1)</b>	2	1	Smite, +1	Sanctic

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

Weapon	Range	Type	S	AP	D	Abilities
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<b>Dreadfist</b>	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.
<b>Gatling Psilencer</b>	24"	Heavy 12	4	0	D3	
<b>Heavy Incinerator</b>	12"	Heavy D6	6	-1	2	This weapon automatically hits its targets.
<b>Nemesis Greatsword</b>	Melee	Melee	+4	-3	D6	

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

## Troops [21 PL, 317pts]

### Strike Squad [7 PL, 107pts]

**Selections:** Gate of Infinity

**Categories:** Adeptus Astartes, Grey Knights, Imperium, Infantry, Psyker, Troops

**Rules:** *And They Shall Know No Fear*, *Combat Squads*, *Daemon Hunters*, *Rites of Banishment*, *Teleport Strike*

**Psychic Power:** *Gate of Infinity*, *Smite (Rites of Banishment)*, **Psyker:** *Psyker (Sanctic 1 Squad)*

### 2x Grey Knight (Falchions) [42pts]

**Selections:** 4x Nemesis Falchion, 2x Storm Bolter [4pts]

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

### Grey Knight (Psilencer) [23pts]

**Selections:** Psilencer [4pts]

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

### Grey Knight (Warding Stave) [21pts]

**Selections:** Nemesis Warding Stave, Storm Bolter [2pts]

**Unit:** *Grey Knight*, **Weapon:** *Nemesis Warding Stave*, *Storm bolter*

### Grey Knight Justicar [21pts]

**Selections:** Storm bolter [2pts], Two Nemesis Falchions

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

Psychic Power	Warp Charge	Range	Details
<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 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
<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
<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+
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Weapon	Range	Type	S	AP	D	Abilities
<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>Nemesis Warding Stave</b>	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.
<b>Psilencer</b>	24"	Heavy	6	4	0	D3 -
<b>Storm bolter</b>	24"	Rapid Fire	2	4	0	1 -

### Strike Squad [7 PL, 105pts]

**Selections:** Astral Aim

**Categories:** Adeptus Astartes, Grey Knights, Imperium, Infantry, Psyker, Troops

**Rules:** *And They Shall Know No Fear*, *Combat Squads*, *Daemon Hunters*, *Rites of Banishment*, *Teleport Strike*

**Psychic Power:** *Astral Aim*, *Smite (Rites of Banishment)*, **Psyker:** *Psyker (Sanctic 1 Squad)*

#### 3x Grey Knight (Falchions) [63pts]

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

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

#### Grey Knight (Warding Stave) [21pts]

**Selections:** Nemesis Warding Stave, Storm Bolter [2pts]

**Unit:** *Grey Knight*, **Weapon:** *Nemesis Warding Stave*, *Storm bolter*

#### Grey Knight Justicar [21pts]

**Selections:** Storm bolter [2pts], Two Nemesis Falchions

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

Psychic Power	Warp Charge	Range	Details
<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 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
<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
<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
<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.

**Nemesis Warding Stave**

Melee Melee +2 -1 D3

A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.

**Storm bolter** 24" Rapid Fire 2 4 0 1 -**Strike Squad [7 PL, 105pts]****Selections:** Vortex of Doom**Categories:** Adeptus Astartes, Grey Knights, Imperium, Infantry, Psyker, Troops**Rules:** *And They Shall Know No Fear, Combat Squads, Daemon Hunters, Rites of Banishment, Teleport Strike***Psychic Power:** *Smite (Rites of Banishment), Vortex of Doom*, **Psyker:** *Psyker (Sanctic 1 Squad)***3x Grey Knight (Falchions) [63pts]****Selections:** 6x Nemesis Falchion, 3x Storm Bolter [6pts]**Unit:** *Grey Knight*, **Weapon:** *Nemesis Falchion, Storm bolter***Grey Knight (Warding Stave) [21pts]****Selections:** Nemesis Warding Stave, Storm Bolter [2pts]**Unit:** *Grey Knight*, **Weapon:** *Nemesis Warding Stave, Storm bolter***Grey Knight Justicar [21pts]****Selections:** Storm bolter [2pts], Two Nemesis Falchions**Unit:** *Grey Knight Justicar*, **Weapon:** *Nemesis Falchion, Storm bolter*

Psychic Power	Warp Charge	Range	Details
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest 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
<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
<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
<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>Nemesis Warding Stave</b>	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-

**Outrider Detachment +1CP (Imperium - Grey Knights) [44 PL, 748pts]**

## HQ [12 PL, 240pts]

### Lord Kaldor Draigo [12 PL, 240pts]

**Selections:** Frag & Krak grenades, Gate of Infinity, Hammerhand, Psyk-out Grenade, Storm bolter, Storm shield, The Titansword

**Categories:** HQ, Grey Knights, Imperium, Adeptus Astartes, Psyker, Infantry, Terminator, Lord Kaldor Draigo, Grand Master

**Rules:** *And They Shall Know No Fear, Bane of Evil, Chapter Master, Daemon Hunters, Rites of Banishment, Warp Emergence*

**Abilities:** *Psyker, Storm shield*, **Psychic Power:** *Gate of Infinity, Hammerhand, Smite (Rites of Banishment)*, **Unit:** *Lord Kaldor Draigo*, **Weapon:** *Frag grenade, Krak grenade, Psyk-out Grenade, Storm bolter, The Titansword*

Abilities	Description
<b>Psyker</b>	Lord Kaldor Draigo can attempt to manifest two psychic powers in each friendly Psychic phase and attempt to deny two psychic powers in each enemy Psychic phase. He knows the Smite psychic power and two psychic powers from the Sanctic discipline.
<b>Storm shield</b>	A model with a storm shield has a 3+ invulnerable save.

Psychic Power	Warp Charge	Range	Details
<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>Hammerhand</b>	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.
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Lord Kaldor Draigo</b>	5"	2+	2+	4	4	7	5	9	2+

Weapon	Range	Type	S	AP	D	Abilities
<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 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 Titansword</b>	Melee	Melee	+4	-4	3	

## Fast Attack [32 PL, 508pts]

### Interceptor Squad [8 PL, 127pts]

**Selections:** Gate of Infinity

**Categories:** Adeptus Astartes, Fast Attack, Grey Knights, Infantry, Imperium, Psyker, Interceptor Squad

**Rules:** *And They Shall Know No Fear, Combat Squads, Daemon Hunters, Personal Teleporters, Rites of Banishment, Teleport Strike*

**Psychic Power:** *Gate of Infinity, Smite (Rites of Banishment)*, **Psyker:** *Psyker (Sanctic 1 Squad)*

### Grey Knight (Psilencer) [27pts]

**Selections:** Psilencer [4pts]

**Unit:** *Interceptor*, **Weapon:** *Psilencer*

### 2x Interceptor (Falchions) [50pts]

**Selections:** 4x Nemesis Falchion, 2x Storm Bolter [4pts]

**Unit:** *Interceptor*, **Weapon:** *Nemesis Falchion, Storm bolter*

### Interceptor (Warding Stave) [25pts]

**Selections:** *Nemesis Warding Stave, Storm Bolter* [2pts]

**Unit:** *Interceptor*, **Weapon:** *Nemesis Warding Stave, Storm bolter*

### Interceptor Justicar [25pts]

**Selections:** *Frag & Krak grenades, Psyk-out Grenade, Storm bolter* [2pts], *Two Nemesis Falchions*

**Unit:** *Interceptor Justicar*, **Weapon:** *Frag grenade, Krak grenade, Nemesis Falchion, Psyk-out Grenade, Storm bolter*

Psychic Power	Warp Charge	Range	Details
<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 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
<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
<b>Interceptor</b>	12"	3+	3+	4	4	1	1	7	3+
<b>Interceptor Justicar</b>	12"	3+	3+	4	4	1	2	8	3+

Weapon	Range	Type	S	AP	D	Abilities
<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>Nemesis Warding Stave</b>	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.
<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 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	-

### Interceptor Squad [8 PL, 127pts]

**Selections:** *Gate of Infinity*

**Categories:** *Adeptus Astartes, Fast Attack, Grey Knights, Infantry, Imperium, Psyker, Interceptor Squad*

**Rules:** *And They Shall Know No Fear, Combat Squads, Daemon Hunters, Personal Teleporters, Rites of Banishment, Teleport Strike*

**Psychic Power:** *Gate of Infinity, Smite (Rites of Banishment)*, **Psyker:** *Psyker (Sanctic 1 Squad)*

### Grey Knight (Psilencer) [27pts]

**Selections:** *Psilencer* [4pts]

**Unit:** *Interceptor*, **Weapon:** *Psilencer*

### 2x Interceptor (Falchions) [50pts]

**Selections:** 4x Nemesis Falchion, 2x Storm Bolter [4pts]

**Unit:** *Interceptor*, **Weapon:** *Nemesis Falchion*, *Storm bolter*

### Interceptor (Warding Stave) [25pts]

**Selections:** Nemesis Warding Stave, Storm Bolter [2pts]

**Unit:** *Interceptor*, **Weapon:** *Nemesis Warding Stave*, *Storm bolter*

### Interceptor Justicar [25pts]

**Selections:** Frag & Krak grenades, Psyk-out Grenade, Storm bolter [2pts], Two Nemesis Falchions

**Unit:** *Interceptor Justicar*, **Weapon:** *Frag grenade*, *Krak grenade*, *Nemesis Falchion*, *Psyk-out Grenade*, *Storm bolter*

Psychic Power	Warp Charge	Range	Details
<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 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
<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
<b>Interceptor</b>	12"	3+	3+	4	4	1	1	7	3+
<b>Interceptor Justicar</b>	12"	3+	3+	4	4	1	2	8	3+

Weapon	Range	Type	S	AP	D	Abilities
<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>Nemesis Warding Stave</b>	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.
<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 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	-

### Interceptor Squad [8 PL, 127pts]

**Selections:** Vortex of Doom

**Categories:** Adeptus Astartes, Fast Attack, Grey Knights, Infantry, Imperium, Psyker, Interceptor Squad

**Rules:** *And They Shall Know No Fear*, *Combat Squads*, *Daemon Hunters*, *Personal Teleporters*, *Rites of Banishment*, *Teleport Strike*

**Psychic Power:** *Smite (Rites of Banishment)*, *Vortex of Doom*, **Psyker:** *Psyker (Sanctic 1 Squad)*

### Grey Knight (Psilencer) [27pts]

**Selections:** Psilencer [4pts]

**Unit:** *Interceptor*, **Weapon:** *Psilencer*



## 2x Interceptor (Falchions) [50pts]

**Selections:** 4x Nemesis Falchion, 2x Storm Bolter [4pts]

**Unit:** *Interceptor*, **Weapon:** *Nemesis Falchion*, *Storm bolter*

## Interceptor (Warding Stave) [25pts]

**Selections:** Nemesis Warding Stave, Storm Bolter [2pts]

**Unit:** *Interceptor*, **Weapon:** *Nemesis Warding Stave*, *Storm bolter*

## Interceptor Justicar [25pts]

**Selections:** Frag & Krak grenades, Psyk-out Grenade, Storm bolter [2pts], Two Nemesis Falchions

**Unit:** *Interceptor Justicar*, **Weapon:** *Frag grenade*, *Krak grenade*, *Nemesis Falchion*, *Psyk-out Grenade*, *Storm bolter*

Psychic Power	Warp Charge	Range	Details
<b>Smite (Rites of Banishment)</b>	5	12"	If manifested, the closest 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
<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
<b>Interceptor</b>	12"	3+	3+	4	4	1	1	7	3+
<b>Interceptor Justicar</b>	12"	3+	3+	4	4	1	2	8	3+

Weapon	Range	Type	S	AP	D	Abilities
<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>Nemesis Warding Stave</b>	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.
<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 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	-

## Interceptor Squad [8 PL, 127pts]

**Selections:** Sanctuary

**Categories:** Adeptus Astartes, Fast Attack, Grey Knights, Infantry, Imperium, Psyker, Interceptor Squad

**Rules:** *And They Shall Know No Fear*, *Combat Squads*, *Daemon Hunters*, *Personal Teleporters*, *Rites of Banishment*, *Teleport Strike*

**Psychic Power:** *Sanctuary*, *Smite (Rites of Banishment)*, **Psyker:** *Psyker (Sanctic 1 Squad)*

## Grey Knight (Psilencer) [27pts]

**Selections:** Psilencer [4pts]

**Unit:** *Interceptor*, **Weapon:** *Psilencer*

### 2x Interceptor (Falchions) [50pts]

**Selections:** 4x Nemesis Falchion, 2x Storm Bolter [4pts]

**Unit:** *Interceptor*, **Weapon:** *Nemesis Falchion*, *Storm bolter*

### Interceptor (Warding Stave) [25pts]

**Selections:** Nemesis Warding Stave, Storm Bolter [2pts]

**Unit:** *Interceptor*, **Weapon:** *Nemesis Warding Stave*, *Storm bolter*

### Interceptor Justicar [25pts]

**Selections:** Frag & Krak grenades, Psyk-out Grenade, Storm bolter [2pts], Two Nemesis Falchions

**Unit:** *Interceptor Justicar*, **Weapon:** *Frag grenade*, *Krak grenade*, *Nemesis Falchion*, *Psyk-out Grenade*, *Storm bolter*

Psychic Power	Warp Charge	Range	Details
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 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
Psyker (Sanctic Squad)	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	
Interceptor		12"	3+	3+	4	4	1	1	7	3+
Interceptor Justicar		12"	3+	3+	4	4	1	2	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Nemesis Falchion	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.
Nemesis Warding Stave	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.
Psilencer	24"	Heavy 6	4	0	D3	-
Psyk-out Grenade	6"	Grenade D3	2	0	1	Each time you roll a 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

## 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.

**Airborne:** This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

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

**Bane of Evil:** When a friendly (GREY KNIGHTS) unit within 6" of Lord Kaldor Draigo makes an attack against a (DAEMON) unit in the Fight phase, you can re-roll damage rolls for that unit.

**Chapter Master:** You can re-roll failed hit rolls for friendly GREY KNIGHTS units that are within 6" of Lord Kaldor Draigo.

**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.

**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.

**Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

**Personal Teleporters:** This unit can move across models and terrain as if they were not there. In addition, once per battle, instead of moving this unit normally in the Movement phase, you can choose for them to make a teleport shunt. At the end of the Movement phase, remove all of the models in the unit from the battlefield, then immediately set them up anywhere that is more than 9" from any enemy models.

**Power of the Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

**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.

**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.

**Warp Emergence:** During deployment, you can set up Lord Kaldor Draigo in the warp instead of placing him on the battlefield. At the end of any of your Movement phases Lord Kaldor Draigo can emerge from the warp - set him up anywhere on the battlefield that is more than 9" away from any enemy models.

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