

[120 PL, 2000pts]

Brigade Detachment (Imperium - Grey Knights) [30 PL, 481pts]

- HQ [9 PL, 160pts]

- Brother-Captain [9 PL, 160pts]

And They Shall Know No Fear, Curiass of Sacrifice, Daemon Hunters, Iron Halo, Psychic Locus, Rites of Banishment, Teleport Strike

Curiass of Sacrifice, Nemesis Warding Stave, Psilencer [10pts], Vortex of Doom

Name	Warp Charge	Range	Details	Ref
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.	
Vortex of Doom	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+.	

Name	Cast Deny			Powers Known	Other	Ref
Psyker (Sanctic 1)	1	1	1		Sanctic	

Name	M	WS	BS	S	T	W	A	$\frac{L}{d}$	Save	Ref
Brother Captain	5"	2+	2+	4	4	6	4	9	2+	

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
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.	

- **Troops [21 PL, 321pts]**

- **Strike Squad [7 PL, 107pts]**

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

Gate of Infinity

- **3x Grey Knight (Falchion) [63pts]**

3x Storm Bolter [6pts]

- **Grey Knight (Psilencer) [23pts]**

Psilencer [4pts]

- **Grey Knight Justicar [21pts]**

Storm bolter [2pts], Two Nemesis Falchions

Name	Warp Charge	Range	Details	Ref
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Gate of Infinity	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.
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.

Name	Cast	Deny	Powers Known	Other	Ref
Psyker (Sanctic Squad)	1	1	1	When manifesting of 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.	

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Grey Knight	6"	3+	3+	4	4	1	1	7	3+	
Grey Knight Justicar	6"	3+	3+	4	4	1	2	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
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.	
Psilencer	24"	Heavy	6	4	0	D3 -	
Storm bolter	24"	Rapid Fire	2	4	0	1 -	

• **Strike Squad [7 PL, 107pts]**

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

Gate of Infinity

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Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Grey Knight	6"	3+	3+	4	4	1	1	7	3+	
Grey Knight Justicar	6"	3+	3+	4	4	1	2	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
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.

Psilencer 24" Heavy 6 4 0 D3 -

Storm bolter 24" Rapid Fire 2 4 0 1 -

• **Strike Squad [7 PL, 107pts]**

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

Gate of Infinity

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3x Storm Bolter [6pts]

• **Grey Knight (Psilencer) [23pts]**

Psilencer [4pts]

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Psyker (Sanctic Squad)	1	1	1	When manifesting of 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, it 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.

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Grey Knight	6"	3+	3+	4	4	1	1	7	3+	
Grey Knight Justicar	6"	3+	3+	4	4	1	2	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
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.	
Psilencer	24"	Heavy	6	4	0	D3	-
Storm bolter	24"	Rapid Fire	4	2	0	1	-

Brigade Detachment +9CP (Imperium - Astra Militarum) [20 PL, 319pts]

- HQ [2 PL, 40pts]
- Tempestor Prime [2 PL, 40pts]

Tempestus Command Rod

Name	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Tempestus Command Rod	A model with a Tempestus command rod may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second.	
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to	

INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Tempestor Prime	6"	3+	3+	3	3	4	3	8	4+	Codex: Astra Militarum p39

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

- **Troops [9 PL, 198pts]**

- **Militarum Tempestus Scions [3 PL, 66pts]**

- **2x Scion [20pts]**

2x Hot-shot Lasgun [2pts]

- **Scion w/ Special Weapon [16pts]**

Plasma gun [7pts]

- **Scion w/ Special Weapon [16pts]**

Plasma gun [7pts]

- **Tempestor [14pts]**

Chainsword, Plasma pistol [5pts]

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Tempestor	6"	4+	3+	3	3	1	2	7	4+	Codex: Astra Militarum

Tempestus Scion 6" 4+ 3+ 3 3 1 1 6 4+ Codex: Astra Militarum p39

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	BRB
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.	

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- **2x Scion [20pts]**

2x Hot-shot Lasgun [2pts]

- **Scion w/ Special Weapon [16pts]**

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- **Scion w/ Special Weapon [16pts]**

Plasma gun [7pts]

- **Tempestor [14pts]**

Chainsword, Plasma pistol [5pts]

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Tempestor	6"	4+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	BRB
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.	

- **Militarum Tempestus Scions [3 PL, 66pts]**

- **2x Scion [20pts]**

2x Hot-shot Lasgun [2pts]

- **Scion w/ Special Weapon [16pts]**

Plasma gun [7pts]

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Plasma gun [7pts]

• **Tempestor [14pts]**

Chainsword, Plasma pistol [5pts]

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Tempestor	6"	4+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	BRB
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.	

- **Heavy Support [9 PL, 81pts]**

- **Heavy Weapons Squad [3 PL, 27pts]**

- **Heavy Weapon Team [9pts]**

Mortar [5pts]

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Mortar [5pts]

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Mortar [5pts]

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36

Name	Range	Type	S	A	P	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-		
Lasgun	24	Rapid Fire 1	3	0	1	-		
Mortar	48"	Heavy D6	4	0	1		This weapon can target units that are not visible to the firer.	

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Mortar [5pts]

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Mortar [5pts]

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Mortar [5pts]

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36

Name	Range	Type	S	A	P	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-		
Lasgun	24	Rapid Fire 1	3	0	1	-		
Mortar	48"	Heavy D6	4	0	1		This weapon can target units that are not visible to the firer.	

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Mortar [5pts]

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36

Name	Range	Type	S	A	P	D	Abilities	Ref
Frag	6"	Grenade	3	0	1	-		

grenade		D6					
Lasgun	24	Rapid Fire 1	3	0	1	-	
Mortar	48"	Heavy D6	4	0	1		This weapon can target units that are not visible to the firer.

Brigade Detachment (Imperium - Space Wolves) [3 PL, 45pts]

- **Fast Attack [3 PL, 45pts]**

- **Cyberwolves [1 PL, 15pts]**

Cyberwolf [1 PL, 15pts]

Name	Description	Ref
Swift Hunters	You can re-roll failed charge rolls for this unit.	

Name **M** **WS** **BS** **S** **T** **W** **A** **L**
d **Save** **Ref**

Cyberwol 10
f " 3+ - 4 4 2 3 4 4+

Name	Range	Type	S	AP	D	Abilities	Ref
Teeth and claws	Melee	Melee	User	-1	1	-	

- **Cyberwolves [1 PL, 15pts]**

Cyberwolf [1 PL, 15pts]

Name	Description	Ref
Swift Hunters	You can re-roll failed charge rolls for this unit.	

Name **M** **WS** **BS** **S** **T** **W** **A** **L**
d **Save** **Ref**

Cyberwolf 10
f " 3+ - 4 4 2 3 4 4+

Name	Range	Type	S	AP	D	Abilities	Ref
Teeth and claws	Melee	Melee	User	-1	1	-	

- **Cyberwolves [1 PL, 15pts]**

Cyberwolf [1 PL, 15pts]

Name	Description	Ref
Swift Hunters	You can re-roll failed charge rolls for this unit.	

Name	M	WS	BS	S	T	W	A	L	Save	Ref
								d		

Cyberwolf 10
f " 3+ - 4 4 2 3 4 4+

Name	Range	Type	S	AP	D	Abilities	Ref
Teeth and claws	Melee	Melee	User	-1	1	-	

Brigade Detachment (Imperium - Officio Assassinorum) [10 PL, 175pts]

- **Elites [10 PL, 175pts]**
- **Culexus Assassin [5 PL, 85pts]**

Independent Operative, Lightning Reflexes

Name	Description	Ref
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Abomination This model can never be targeted or affected by psychic powers in any way. Enemy PSYKERS that are within 18" of any Culexus Assassins must subtract 2 from Psychic tests and Deny the witch tests they take.

Etherium Each time an enemy model attacks this model, the attacks are resolved as if the the attacker had a BS/WS of 6+ Codex: Officio Assassinorum

Life Drain Armour saves cannot be taken against close combat attacks made by this model

Psychic Assassin This model can target a CHARACTER that is a PSYKER, even if it is not the closest enemy unit. In addition, this model can make an attack with a psyk-out grenade in the same Shooting phase it uses it's animus speculum.

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Culexus Assassin	7"	2+	2+	4	4	5	4	9	6+	Codex: Officio Assassinorum

Name	Range	Type	S	AP	D	Abilities	Ref
Animus Speculum	18"	Assault D3	5	-4	1	Change this weapon's type to Assault D6 if there are enemy PSYKERS within 18" of the bearer	
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 the normal damage.	

• **Vindicare Assassin [5 PL, 90pts]**

Independent Operative, Lightning Reflexes

Name	Description	Ref
Deadshot	This model can target a CHARACTER even if it is not the closest enemy unit. In addition, each time you roll a wound roll of 6+ for the model in the Shooting phase, the Damage for that attack in D6 rather than D3	
Spy Mask	Enemy models target by this model in the Shooting Phase do not gain a bonus to their saving throws for being in cover.	
Stealth Suit	Your Opponent must subtract 1 from hit rolls that target this model in the Shooting phase. If this model is in cover, they must subtract 2 instead.	

Name	M	WS	BS	S	T	W	A	L	Save	Ref
Vindicare Assassin	7"	2+	2+	4	4	5	5	9	6+	

Name	Range	Type	S	AP	D	Abilities	Ref
Blind Grenades	12	Grenade d6	*	*	*	This weapon does not inflict any damage on the target. Instead, if a unit is hit by any blind grenades, your opponent must subtract 1 from all hit rolls made until the end of the turn.	
Exitus Pistol	12"	Pistol 1	4	-3	D3	Invulnerable saves cannot be taken against a wound inflicted by this weapon. This weapon inflicts wounds against INFANTRY units on 2+	
Exitus Rifle	72"	Heavy 1	5	-3	D3	Invulnerable saves cannot be taken against a wound inflicted by this weapon. This weapon inflicts wounds against INFANTRY units on 2+	

Brigade Detachment (Imperium - Adeptus Ministorum) [8 PL, 150pts]

- **HQ [8 PL, 150pts]**

- **Celestine [8 PL, 150pts]**

Acts of Faith, Shield of Faith

Celestine [8 PL, 150pts]

Name	Description	Ref
Armour of Saint Katherine	Celestine has a 4+ invulnerable save. Furthermore, any Geminae Superia in her unit also have a 4+ invulnerable save thanks to her divine protection.	Index: Imperium 2 p96
Beacon of Faith	All friendly ADEPTA SORORITAS units within 6" of Celestine add 1 to their Shield of Faith invulnerable saves. All friendly ADEPTUS MINISTORUM and ASTRA MILITARUM units that are within 6" of Celestine gain a 6+ invulnerable save	Index: Imperium 2 p96
Healing	At the start of each of your Movement phases, you can set up a single	Index:

Tears	slain Geminae Superia with all her wounds restored within 2" of Celestine and more than 1" away from any enemy models.	Imperium 2 p96
Miraculous Intervention	Once per game, if Celestine loses her last wound, roll a D6. On a roll of 2+ she is not removed, but is instead resurrected with all her wounds restored; set you Celestine's model within 2" of a Geminae Superia. If it is impossible to do so - because, for example, no Geminae Superia remain in play- you can instead place Celestine anywhere on the battlefield that is more than 9" away from any enemy models. On a roll of 1 Celestine is needed elsewhere, remove any remaining Geminae Superia, and count Celestine and her bodyguard as having been slain for the purposes of any mission rules or victory conditions.	Index: Imperium 2 p96
Saintly Blessing	At the start of any of your turns, you can pick a friendly ADEPTA SORORITAS unit within 6" of Celestine that has the Acts of Faith ability and perform an Act of Faith with it. This is in addition to the Act of Faith you are normally allowed to perform in a turn	Index: Imperium 2 p96

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Saint Celestine	12"	2+	2+	3	3	7	6	9	2+	Index: Imperium 2 p96

Name	Range	Type	S	AP	D	Abilities	Ref
The Ardent Blade (melee)	Melee	Melee	+4	-3	2		Index: Imperium 2 p158
The Ardent Blade (shooting)	8"	Assault D6	5	-1	1	This weapon automatically hits its target.	Index: Imperium 2 p157

Brigade Detachment (Imperium - Inquisition) [4 PL, 34pts]

- Elites [4 PL, 34pts]

- Acolytes [1 PL, 8pts]

- Acolyte [1 PL, 8pts]

Bolt pistol, Boltgun

Name	Description	Ref
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Units with this ability can embark onto any IMPERIUM TRANSPORT, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and INQUISITOR TERMINATOR models can only embark upon TRANSPORTS that specifically allow Terminator models to do so.

Roll a D6 each time a friendly <ORDO> INQUISITOR loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the character does not lose a wound but the Acolyte suffers a mortal wound.

A unit with this ability gains a bonus when attacking a certain type of enemy. if the unit belongs to the ORDO MALLEUS, the ORDO HERETICUS or the ORDO XENOS, it gains the relevant trait from the table below. If the unit does not belong to one of these 3 main Ordos, it belongs to one of the rarer and more specialized Ordos. These Ordos are assumed to be focused upon hunting down specific individuals that pose a threat to the Imperium, and so gain the Specialist trait from the table below. Malleus - You can re-roll hit rolls and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword. Hereticus - You can re-roll hit rolls and wound rolls for ORDO HERETICUS units if the target has the CHAOS or Psyker keyword. Xenos - You can re-roll hit rolls and wound rolls of 1 for ORDO XENOS units if the target do not have the CHAOS, IMPERIUM or UNALIGNED FACTION keywords. Specialist - You can re-roll hit rolls rolls of 1 for ORDO SPECIALIST units if the target has the CHAOS or DAEMON keyword.

Name M WS BS S T W A L_d Save Ref

Acolyte 6" 4+ 4+ 3 3 1 2 7 5+

Name	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol	1	4	0	1 -	
Boltgun	24"	Rapid Fire	1	4	0	1 -	

- **Acolytes [1 PL, 8pts]**
- **Acolyte [1 PL, 8pts]**

Bolt pistol, Boltgun

Name	Description	Ref
Authority of the Inquisition	Units with this ability can embark onto any IMPERIUM TRANSPORT, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and INQUISITOR TERMINATOR models can only embark upon TRANSPORTS that specifically allow Terminator models to do so.	
Loyal Servant	Roll a D6 each time a friendly <ORDO> INQUISITOR loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the character does not lose a wound but the Acolyte suffers a mortal wound.	
Quarry	A unit with this ability gains a bonus when attacking a certain type of enemy. if the unit belongs to the ORDO MALLEUS, the ORDO HERETICUS or the ORDO XENOS, it gains the relevant trait from the table below. If the unit does not belong to one of these 3 main Ordos, it belongs to one of the rarer and more specialized Ordos. These Ordos are assumed to be focused upon hunting down specific individuals that pose a threat to the Imperium, and so gain the Specialist trait from the table below. Malleus - You can re-roll hit rolls and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword. Hereticus - You can re-roll hit rolls and wound rolls for ORDO HERETICUS units if the target has the CHAOS or Psyker keyword. Xenos - You can re-roll hit rolls and wound rolls of 1 for ORDO XENOS units if the target do not have the CHAOS, IMPERIUM or UNALIGNED FACTION keywords. Specialist - You can re-roll hit rolls rolls of 1 for ORDO SPECIALIST units if the target has the CHAOS or DAEMON keyword.	

Name M WS BS S T W A **L**
d **Save** **Ref**

Acolyte 6" 4+ 4+ 3 3 1 2 7 5+

Name	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	

- **Acolytes [1 PL, 10pts]**

- **Acolyte [1 PL, 10pts]**

Bolt pistol, Storm bolter [2pts]

Name	Description	Ref
Authority of the Inquisition	Units with this ability can embark onto any IMPERIUM TRANSPORT, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and INQUISITOR TERMINATOR models can only embark upon TRANSPORTS that specifically allow Terminator models to do so.	
Loyal Servant	Roll a D6 each time a friendly <ORDO> INQUISITOR loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the character does not lose a wound but the Acolyte suffers a mortal wound.	
Quarry	A unit with this ability gains a bonus when attacking a certain type of enemy. if the unit belongs to the ORDO MALLEUS, the ORDO HERETICUS or the ORDO XENOS, it gains the relevant trait from the table below. If the unit does not belong to one of these 3 main Ordos, it belongs to one of the rarer and more specialized Ordos. These Ordos are assumed to be focused upon hunting down specific individuals that pose a threat to the Imperium, and so gain the Specialist trait from the table below. Malleus - You can re-roll hit rolls and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword. Hereticus - You can re-roll hit rolls and wound rolls for ORDO HERETICUS units if the target has the CHAOS or Psyker keyword. Xenos - You can re-roll hit rolls and wound rolls of 1 for ORDO XENOS units if the target do not have the CHAOS, IMPERIUM or UNALIGNED FACTION keywords. Specialist - You can re-roll hit rolls rolls of 1 for ORDO SPECIALIST units if the target has the CHAOS or DAEMON keyword.	

Name M WS BS S T W A $\frac{L}{d}$ Save Ref

Acolyte 6" 4+ 4+ 3 3 1 2 7 5+

Name	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol	1	4	0	1 -	
Storm bolter	24"	Rapid Fire	2	4	0	1 -	

- Acolytes [1 PL, 8pts]
- Acolyte [1 PL, 8pts]

Bolt pistol, Boltgun

Name	Description	Ref
Authority of the Inquisition	Units with this ability can embark onto any IMPERIUM TRANSPORT, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and INQUISITOR TERMINATOR models can only embark upon TRANSPORTS that specifically allow Terminator models to do so.	
Loyal Servant	Roll a D6 each time a friendly <ORDO> INQUISITOR loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the character does not lose a wound but the Acolyte suffers a mortal wound.	
Quarry	A unit with this ability gains a bonus when attacking a certain type of enemy. if the unit belongs to the ORDO MALLEUS, the ORDO HERETICUS or the ORDO XENOS, it gains the relevant trait from the table below. If the unit does not belong to one of these 3 main Ordos, it belongs to one of the rarer and more specialized Ordos. These Ordos are assumed to be focused upon hunting down specific individuals that pose a threat to the Imperium, and so gain the Specialist trait from the table below. Malleus - You can re-roll hit rolls and wound rolls for ORDO MALLEUS units if the target has the CHAOS or DAEMON keyword. Hereticus - You can re-roll hit rolls and wound rolls for ORDO HERETICUS units if the target has the CHAOS or Psyker keyword. Xenos - You can re-roll hit rolls and wound rolls of 1 for ORDO XENOS units if the target do not have the CHAOS, IMPERIUM or UNALIGNED FACTION keywords. Specialist - You can re-roll hit rolls rolls of 1 for ORDO SPECIALIST units if the target has the CHAOS or DAEMON keyword.	

Name M WS BS S T W A $\frac{L}{d}$ Save Ref

Acolyte 6" 4+ 4+ 3 3 1 2 7 5+

Name	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol	1	4	0	1 -	
Boltgun	24"	Rapid Fire	1	4	0	1 -	

Battalion Detachment +3CP (Imperium - Grey Knights) [45 PL, 796pts]

- **HQ [24 PL, 475pts]**

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

Heavy Support

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

Dreadfist [25pts], Dreadknight teleporter [10pts], Gatling Psilencer [20pts], Heavy Pscannon [30pts], Nemesis Greatsword [10pts], Sanctuary, Warlord

Name	Warp Charge	Range	Details	Ref
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.	

Name	Cast	Deny	Powers Known	Other Ref
Psyker (Sanctic 2/1)	2	1	Smite, +1	Sanctic

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Grand Master in Nemesis Dreadknight	*	2+	*	6	6	12	*	9	2+	

Name	Range	Type	S	AP	D	Abilities	Ref
Dreadfist	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.	

Gatling Psilencer	24"	Heavy 12	4	0	D3
Heavy Pscannon	24"	Heavy 6	7	-1	2
Nemesis Greatsword	Melee	Melee	+4	-3	D6

Name	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Grand Master in Nemesis Dreadknight 1	7-12+	8"	2+	5	
Grand Master in Nemesis Dreadknight 2	4-6	7"	3+	4	
Grand Master in Nemesis Dreadknight 3	1-3	6"	4+	3	

• **Grand Master Voldus [10 PL, 190pts]**

And They Shall Know No Fear, Daemon Hunters, Iron Halo, Rites of Banishment, Rites of Battle, Teleport Strike

Gate of Infinity, Purge Soul, Vortex of Doom

Name	Description	Ref
Psyker	Grand Master Voldus can attempt to manifest three psychic powers in each friendly Psychic phase and attempt to deny three psychic powers in each enemy Psychic phase. He knows the Smite psychic power and three psychic powers from the Sanctic discipline.	

Name	Warp Charge	Range	Details	Ref
Gate of Infinity	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.	
Purge Soul	5	12"	If manifested, pick a visible enemy unit within 12" of the psyker. Both controlling players roll a dice and add their respective unit's highest Leadership value. If the target's total is equal to or greater than the psyker's total, nothing happens. If the psyker's total is greater than the target's	

- **3x Grey Knight (Falchion) [63pts]**

3x Storm Bolter [6pts]

- **Grey Knight (Psilencer) [23pts]**

Psilencer [4pts]

- **Grey Knight Justicar [21pts]**

Nemesis Force Halberd, Storm bolter [2pts]

Name	Warp Charge	Range	Details	Ref
Gate of Infinity	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.	
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.	

Name	Cast	Deny	Powers Known	Other	Ref
Psyker (Sanctic Squad)	1	1	1	When manifesting of 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.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Grey Knight	6"	3+	3+	4	4	1	1	7	3+	
Grey Knight Justicar	6"	3+	3+	4	4	1	2	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
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 Force Halberd		Melee	Melee	+1	-2	D3	-
Psilencer	24"	Heavy	6	4	0	D3	-
Storm bolter	24"	Rapid Fire	2	4	0	1	-

- **Strike Squad [7 PL, 107pts]**

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

Gate of Infinity

- **3x Grey Knight (Falchion) [63pts]**

3x Storm Bolter [6pts]

- **Grey Knight (Psilencer) [23pts]**

Psilencer [4pts]

- **Grey Knight Justicar [21pts]**

Nemesis Force Halberd, Storm bolter [2pts]

Name	Warp Charge	Range	Details	Ref
Gate of Infinity	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.	
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.	

Name	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	1	When manifesting of denying a psychic power, first	

(Sanctic 1 Squad)

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.

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Grey Knight	6"	3+	3+	4	4	1	1	7	3+	
Grey Knight Justicar	6"	3+	3+	4	4	1	2	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
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 Force Halberd	Melee	Melee	+1	-2	D3	-	
Psilencer	24"	Heavy	6	4	0	D3	-
Storm bolter	24"	Rapid Fire	2	4	0	1	-

• **Strike Squad [7 PL, 107pts]**

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

Sanctuary

• **Grey Knight (Psilencer) [23pts]**

Psilencer [4pts]

• **3x Grey Knight (Warding Stave) [63pts]**

3x Storm Bolter [6pts]

• **Grey Knight Justicar [21pts]**

Nemesis Warding Stave, Storm bolter [2pts]

Name	Warp Charge	Range	Details	Ref
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.	

Name	Cast	Deny	Powers Known	Other	Ref
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, it 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.	

Name	M	WS	BS	S	T	W	A	L d	Save	Ref
Grey Knight	6"	3+	3+	4	4	1	1	7	3+	
Grey Knight Justicar	6"	3+	3+	4	4	1	2	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
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	-	
Storm bolter	24"	Rapid	4	0	1	-	

Fire 2