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

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	М	WS	BS	s	т	w	A	Ld	Save
Stormraven Gunship	*	6+	*	8	7	14	*	9	3+

Weapon	Range	Туре	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

Psychic Power: Sanctuary, Smite (Hites 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

[Psyker	Cas	st Deny F	Powers Known Other
	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.
	Sanctuary	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.

Psyker (Sanctic 2/1)	2	1	Smite, +1		S	and	ctic				
Unit			M	ws	BS	s	т	W	Α	Ld	Save
Grand Master in Ne Dreadknight	emesis		* 4	2+	*	6	6	12	*	9	2+

Weapon	Range	Туре	S	AP	D	Abilities
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 Psycannon	24"	Heavy 6	7	-1	2	
Nemesis Greatsword	Melee	Melee	+4	-3	D6	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
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 in Nemesis Dreadknight [14 PL, 295pts]

Range Type

Weapon

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	Rang	je D	etai	ls								
Smite (Rites of Banishment)	5	12"											12" suffers 1 mortal wounds; unless s 3 mortal wounds.
Vortex of Doom	8	12"	ps m	syke orta	r. Th	at mo Inds.	odel The	l's u e nu	nit, a mbe	nd r of	ever mor	y other ı	arest visible enemy model within 12" of th unit within 3" of that model suffers D3 ids inflicted is increased to D6 if the powe
Psyker	Cast	Deny	Powe	ers	Knov	vn (Oth	er]				
Psyker (Sanctic 2/1)	2	1	Smite	ə, + ⁻	1		San	ctic					
Unit				М	ws	BS	S	т	W	Α	Ld	Save	
onne													

S AP D Abilities

Dreadfist	Melee	Melee	x2	-3	D3		nodel is equipped w e 1 additional attack		each time it fights it c
Gatling Psilencer	24"	Heavy 12	4	0	D3				
Heavy Incinerator	12"	Heavy D6	6	-1	2	This	weapon automatica	ally hits its targets.	
Nemesis Greatsword	Melee	Melee	+4	-3	D6				
Wound Track				Rem	nainir	ng W	Characteristic 1	Characteristic 2	Characteristic 3
Grand Master in No. 1	emesis I	Dreadknig	ht	7-12	2+		8"	2+	5
Grand Master in No. 2	rand Master in Nemesis Dreadknight		ht	4-6			7"	3+	4
Grand Master in Nemesis Dreadknight				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 Pow	er	Warp Char		Rai	nge	D	etai	ls				
Gate of Infini	ty	6		12		u	nit fr	om	the	battle	fie	iendly Grey Knight unit within 12" of the psyker. Remove that Id and immediately set it up anywhere on the battlefield that is y enemy model.
Smite (Rites Banishment)		5		12"						-		sest enemy unit within 12" suffers 1 mortal wounds; unless n which case it causes 3 mortal wounds.
Psyker	Cast	Deny	Pov Kno	vers own		Oth	ner					
Psyker (Sanctic 1 Squad)	1	1	1			me suff suff	asur fers	e ra D3 am	ange mori	, visik tal wo	oilit oun	enying a psychic power, first select a model in the unit - y, etc. from this model. If the unit suffers Perils of the Warp, is ds as described in the core rules, but units within 6" with only rils of the Warp cause the last model in the manifesting unit to
Unit		М	WS	BS	S	т	W	Α	Ld	Sav	ve	
Grey Knight		6"	3+	3+	4	4	1	1	7	3+		

Grey Knight Justicar	(6" 3+ 3	+ 4	4 1	2	8 3+
Weapon	Range	Туре	S	AP	D	Abilities
Nemesis Falchion	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it car 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	-
Storm bolter	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
Astral Aim	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.
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	De	ny		wers own		Oth	ner			
Psyker (Sanctic 1 Squad)	1	1		1			me suff	asu fers fer	ire i D3 dan	range 8 mor	ing or d , visibili tal wour if the Pe
Unit			м	WS	BS	S	т	W	A	Ld	Save
Grey Knight		(6"	3+	3+	4	4	1	1	7	3+
Grey Knight Justicar		(6"	3+	3+	4	4	1	2	8	3+
Weapon	Ran	ge	Ту	vpe	S		AF		D	Abil	ities
Nemesis Falchion	Mele	e	Me	elee	Us	ser	-2	[D3		model is e 1 add

Nemesis Warding Stave	Melee	Melee	+2	-1	D3	i i i
Storm bolter	24"	Rapid Fire 2	4	0	1	

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.

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 Powe	i r	War Cha		, F	Rang	е	Deta	ails				
Smite (Rites o Banishment)	of	5		1	2"							st enemy unit within 12" suffers 1 mortal wounds; unless which case it causes 3 mortal wounds.
Vortex of Doo	m	8		1	2"		psył mor	ker. tal v	Th wou	at mo inds.	odel's ur The nur	opens above the nearest visible enemy model within 12" of th nit, and every other unit within 3" of that model suffers D3 mber of mortal wounds inflicted is increased to D6 if the powe ychic test of 12+.
Psyker	Cast	De	ny		vers own		Oth	er				
Psyker (Sanctic 1 Squad)	1	1		1			me suff	asu ers	re i D3 dan	ange mor	, visibilit tal wour	enying a psychic power, first select a model in the unit - ty, etc. from this model. If the unit suffers Perils of the Warp, ids as described in the core rules, but units within 6" with onl erils of the Warp cause the last model in the manifesting unit
Unit		I	М	ws	BS	s	т	W	A	Ld	Save	
Grey Knight		(6"	3+	3+	4	4	1	1	7	3+	
Grey Knight Justicar		(6"	3+	3+	4	4	1	2	8	3+	
Weapon	Ran	ge	Ту	ре	S		AF	• [)	Abil	ities	
Nemesis Falchion	Mele	ee	Me	elee	Us	ser	-2	[03			armed with two Nemesis falchions, each time it fights it can itional attack with them.
Nemesis Warding Stave	Mele	ee	Me	elee	+2	2	-1	[03	atta	cks mad 1 to invu	ned with this weapon has a 5+ invulnerable save against le in the Fight phase. If it already has an invulnerable save, ulnerable saving throws you make for it in the Fight phase
Storm bolter	24"		Ra Fir	ıpid	4		0	1				

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	Des	cripti	on									
Psyker	deny		psy	/chic	pow	/ers	in e	each	ene			sychic powers in each friendly Psychic phase and attempt to phase. He knows the Smite psychic power and two psychic
Storm shield	A mo	odel v	vith	n a sto	orm	shi	eld	nas a	3+	inv	ulnerable	e save.
Psychic Po	wer			irp arge		Ra	nge	Det	ails	6		
Gate of Infi	nity	6	5			12		uni	t fro	m tl	ne battlef	a friendly Grey Knight unit within 12" of the psyker. Remove that field and immediately set it up anywhere on the battlefield that is any enemy model.
Hammerha	nd	6	5			12'		any	wo	und		a friendly (Grey Knight) unit within 12" of the psyker. Add 1 to a make for that unit's Melee weapon until the start of your next
Smite (Rite Banishmen		Ę	5			12'						losest enemy unit within 12" suffers 1 mortal wounds; unless , in which case it causes 3 mortal wounds.
Unit			M	WS	BS	5 9	5 Т	W	A	Ld	Save	
Lord Kaldo Draigo	r	ļ	5"	2+	2+	. 4	14	7	5	9	2+	
Weapon		Rang	je	Туре	e		s	AP	D		Abilities	
Frag grena	de	6"		Gren D6	nade	9	3	0	1	-		
Krak grena	de	6"		Gren	nade	9 1	6	-1	D	3 -		
Psyk-out Grenade		6"		Gren D3	nade	è	2	0	1	(e you roll a 6+ for this weapon when targeting a (Psyker) or), the target suffers a mortal wound instead of the normal
Storm bolte	er	24"		Rapi Fire			4	0	1	-		
The Titansword	1	Melee	Э	Mele	e		+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]

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	r	Warp Char		Ra	nge	C)eta	ils			
Gate of Infinity	,	6		12		u	nit f	rom	the b	attlefie	iendly Grey Knight unit within 12" of the psyker. Remove that Id and immediately set it up anywhere on the battlefield that is y enemy model.
Smite (Rites of Banishment)	f	5		12'	!						sest enemy unit within 12" suffers 1 mortal wounds; unless n which case it causes 3 mortal wounds.
Psyker C	Cast	Deny	Pow Kno	vers own		Otl	ner				
Psyker (Sanctic 1 1 Squad)		1	1			me suf suf	asu fers	re ra D3 r lama	nge, norta	visibilit al woun	enying a psychic power, first select a model in the unit - y, etc. from this model. If the unit suffers Perils of the Warp, is ds as described in the core rules, but units within 6" with only rils of the Warp cause the last model in the manifesting unit to
Unit		М	WS	BS	S	т	W	Α	Ld	Save	
Interceptor		12"	3+	3+	4	4	1	1	7	3+	
Interceptor Justicar		12"	3+	3+	4	4	1	2	8	3+	
Weapon	Rang	ge Ty	уре		s		AP	D	Abi	ilities	
Frag grenade	6"	G D	renad 6	е	3		0	1	-		
Krak grenade	6"	G 1	renad	е	6		-1	D3	-		
Nemesis Falchion	Mele	e M	lelee		Use	er	-2	D3			is armed with two Nemesis falchions, each time it fights it can ditional attack with them.
Nemesis Warding Stave	Mele	e M	lelee		+2		-1	D3	atta ado	acks ma	rmed with this weapon has a 5+ invulnerable save against ade in the Fight phase. If it already has an invulnerable save, vulnerable saving throws you make for it in the Fight phase
Psilencer	24"	Н	eavy 6	6	4		0	D3	-		
Psyk-out Grenade	6"	G D	renad 3	е	2		0	1	(Da		you roll a 6+ for this weapon when targeting a (Psyker) or the target suffers a mortal wound instead of the normal
Grenade											

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 Powe	۴	Warp Char		Ra	nge	D	etai	ls			
Gate of Infinity	1	6		12		u	nit fi	rom	the b	attlefiel	iendly Grey Knight unit within 12" of the psyker. Remove tha d and immediately set it up anywhere on the battlefield that y enemy model.
Smite (Rites of Banishment)	f	5		12	"						sest enemy unit within 12" suffers 1 mortal wounds; unless n which case it causes 3 mortal wounds.
Psyker (Cast	Deny	Pov Kno			Otł	ner				
Psyker (Sanctic 1 1 Squad)		1	1			me suf suf	asuı fers	re ra D3 i lama	nge, norta	visibility al woun	enving a psychic power, first select a model in the unit - y, etc. from this model. If the unit suffers Perils of the Warp, ds as described in the core rules, but units within 6" with only rils of the Warp cause the last model in the manifesting unit
Unit		М	WS	BS	S	т	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	Ranç	ge T	уре		s		AP	D	Abi	ilities	
Frag grenade	6"	G D	irenad 6	le	3		0	1	-		
Krak grenade	6"	G 1	irenad	le	6		-1	D3	-		
Nemesis Falchion	Mele	e M	lelee		Use	er	-2	D3			is armed with two Nemesis falchions, each time it fights it ca ditional attack with them.
Nemesis Warding Stave	Mele	e M	lelee		+2		-1	D3	atta ado	acks ma	rmed with this weapon has a 5+ invulnerable save against ade in the Fight phase. If it already has an invulnerable save vulnerable saving throws you make for it in the Fight phase
Psilencer	24"	Н	eavy	6	4		0	D3	-		
Psyk-out Grenade	6"	G D	irenad 3	le	2		0	1	(Da		you roll a 6+ for this weapon when targeting a (Psyker) or the target suffers a mortal wound instead of the normal

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 Powe	r	Warp Charg		Rang	e I	Deta	ails				
Smite (Rites of Banishment)	f 5	ō	1	2"							st enemy unit within 12" suffers 1 mortal wounds; unless which case it causes 3 mortal wounds.
Vortex of Door	m 8	3	1	12"	۲ ۲	osył nor	ker. tal w	Tha vour	t mo Ids.	del's ur The nur	opens above the nearest visible enemy model within 12" of t nit, and every other unit within 3" of that model suffers D3 nber of mortal wounds inflicted is increased to D6 if the pow ychic test of 12+.
Psyker (Cast	Den	V -	wers own		Oth	er				
Psyker (Sanctic 1 1 Squad)		1	1			me suff suff	asur ers	re ra D3 i ama	nge, norta	visibilit al woun	enying a psychic power, first select a model in the unit - y, etc. from this model. If the unit suffers Perils of the Warp, ds as described in the core rules, but units within 6" with on rrils of the Warp cause the last model in the manifesting unit
Unit		М	WS	BS	S	т	W	Α	Ld	Save	
Interceptor		12"	3+	3+	4	4	1	1	7	3+	
Interceptor Justicar		12"	3+	3+	4	4	1	2	8	3+	
Weapon	Ran	ge T	Гуре		S		AP	D	Ab	ilities	
Frag grenade	6"		Grenad D6	de	3	(C	1	-		
Krak grenade	6"	(Grenac I	de	6		-1	D3	-		
Nemesis Falchion	Mele	ee N	Velee		Use	er ·	-2	D3			is armed with two Nemesis falchions, each time it fights it c dditional attack with them.
Nemesis Warding Stave	Mele	ee N	Velee		+2		·1	D3	atta ado	acks ma	rmed with this weapon has a 5+ invulnerable save against ade in the Fight phase. If it already has an invulnerable save nvulnerable saving throws you make for it in the Fight phase
Psilencer	24"	ł	Heavy	6	4	(C	D3	-		
Psyk-out Grenade	6"		Grenac D3	de	2	(C	1	(Da		you roll a 6+ for this weapon when targeting a (Psyker) or , the target suffers a mortal wound instead of the normal

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)

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 Powe	r	Warp Char		Ran	ge	Det	ails										
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 o Banishment)	f	5		12"							st enemy unit within 12" suffers 1 mortal wounds; unless vhich case it causes 3 mortal wounds.						
Psyker (Cast	Den	v	wers		Oth	ner										
Psyker (Sanctic 1 Squad)	1	1	1			me suf suf	asur fers	re ra D3 i Iama	nge, morta	visibilit al woun	enying a psychic power, first select a model in the unit - y, etc. from this model. If the unit suffers Perils of the War ds as described in the core rules, but units within 6" with c rils of the Warp cause the last model in the manifesting un						
Unit		М	WS	BS	s s	т	W	Α	Ld	Save							
Interceptor		12	" 3+	3+	4	4	1	1	7	3+							
Interceptor Justicar		12	" 3+	3+	4	4	1	2	8	3+							
Weapon	Rar	nge	Туре		S		AP	D	Ab	ilities							
Frag grenade	6"		Grena D6	.de	3		0	1	-								
Krak grenade	6"		Grena 1	de	6		-1	D3	-								
Nemesis Falchion	Mel	ee	Melee		Use	ər	-2	D3			is armed with two Nemesis falchions, each time it fights it ditional attack with them.						
Nemesis Warding Stave	Mel	ee	Melee		+2		-1	D3	atta ado	acks ma	rmed with this weapon has a 5+ invulnerable save against ade in the Fight phase. If it already has an invulnerable sa vulnerable saving throws you make for it in the Fight phas						
Psilencer	24"		Heavy	6	4		0	D3	-								
Psyk-out Grenade	6"		Grena D3	.de	2		0	1	(Da		you roll a 6+ for this weapon when targeting a (Psyker) or the target suffers a mortal wound instead of the normal						
Grenade																	

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 units 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.

Created with BattleScribe