

KILL TEAM

GREY KNIGHTS

Codex: Grey Knights

This team list uses the special rules and wargear found in Codex: Grey Knights. If a rule differs from the Codex, it will be clearly stated.

Teleport Assault

Models equipped with Terminator Armour or Personal Teleporters may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models



Team of Psykers

Models with the Team of Psykers special rule may benefit from any friendly Psychic Power used on the Team Leader. For example, if a Justicar uses the Hammerhand psychic power on himself, then all models in his team with the Team of Psykers special rule will also gain +1 Strength.

If the Team Leader dies, one model with the Team of Psykers special rule may become the team's psychic 'conduit'. At the start of your movement phase, nominate one model to be the team's conduit. The conduit gains the Psyker (Master Level 1) special rule and the Hammerhand psychic power for the duration of that turn.

The Team Leader or conduit may attempt to 'activate' their force weapon during the Assault phase by spending a Warp Charge, if successful all models with the Team of Psykers special rule also automatically 'activate' their weapons for that phase too.

TEAM LEADERS

Justicar

30 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Wargear:

- Power Armour
- Storm Bolter
- Nemesis Force Sword
- Frag, Krak and Psyk-out Grenades

Psychic Powers:

- Hammerhand
- Warp Quake
- Astral Aim

Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- The Aegis
- Psyker (Mastery Level 1)
- Preferred Enemy (Daemons)

Terminator Armour:

- May replace all equipment with Terminator armour, Storm Bolter, Nemesis Force Sword, Frag, Krak and Psyk-out Grenades for 20 points.
- May exchange this Nemesis Force Sword with:

- Nemesis Force Halberd	Free
- Nemesis Daemon Hammer	Free
- Pair of Nemesis Falchions	5 pts
- Nemesis Warding Stave	20 pts

Options:

- May replace Nemesis Force Sword with:

- Nemesis Force Halberd	5 pts
- Nemesis Daemon Hammer	10 pts
- Pair of Nemesis Falchions	10 pts
- Nemesis Warding Stave	25 pts
- If not wearing Terminator Armour, may take:

- Personal Teleporter	10 pts
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- May take the following:

- Psybolt Ammunition	4 pts
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- *May take wargear from the Grey Knights armoury including Justicar and Leader only items. If wearing Terminator armour may also take Terminator only wargear.*



Knight of the Flame

34 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Purifier Champion:

If the Knight of the Flame is your Team Leader Purifier models may be taken as Core.

Wargear:

- Power Armour
- Storm Bolter
- Nemesis Force Sword
- Frag, Krak and Psyk-out Grenades

Psychic Powers:

- Hammerhand
- Cleansing Flame*

*Note that Cleansing Flame is not conferred to models with the Team of Psykers rule.

Special Rules:

- Inspiring Presence
- Fearless
- The Aegis
- Psyker (Mastery Level 1)
- Preferred Enemy (Daemons)
- Purifier Champion*

Options:

- May replace Nemesis Force Sword with:
 - Nemesis Force Halberd 2 pts
 - Nemesis Daemon Hammer 5 pts
 - Pair of Nemesis Falchions 5 pts
 - Nemesis Warding Stave 25 pts
- May take any of the following:
 - Psybolt Ammunition 4 pts
 - Digital Weapons 5 pts
- *May take wargear from the Grey Knights armoury including Leader only wargear.*

Paladin Champion

60 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	3	4	2	9	2+

Wargear:

- Terminator Armour
- Storm Bolter
- Nemesis Force Sword
- Frag, Krak and Psyk-out Grenades

Psychic Powers:

- Hammerhand
- Holocaust

Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- The Aegis
- Psyker (Mastery Level 1)
- Preferred Enemy (Daemons)

Options:

- May exchange Nemesis Force Sword with:
 - Nemesis Force Halberd Free
 - Nemesis Daemon Hammer Free
 - Pair of Nemesis Falchions 5 pts
 - Nemesis Warding Stave 20 pts
- May take the following:
 - Psybolt Ammunition 4 pts
- *May take wargear from the Grey Knights armoury including Leader, Paladin and Terminator only wargear.*

CORE**Grey Knight**

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

Wargear:

- Power Armour
- Storm Bolter
- Nemesis Force Sword
- Frag, Krak and Psyk-out Grenades

Special Rules:

- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Team of Psykers

Options:

- For every five Grey Knights you take in your team, one model may replace both its weapons with:
 - Psilencer Free
 - Psycannon 10 pts
 - Incinerator 20 pts
- Any model may replace its Nemesis Force Sword with:
 - Nemesis Force Halberd 5 pts
 - Nemesis Daemon Hammer 10 pts
 - Pair of Nemesis Falchions 10 pts
- May take any of the following:
 - Psybolt Ammunition 4 pts
 - Personal Teleporter 6 pts

Grey Knight Terminator

40 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	2+

Wargear:

- Terminator Armour
- Storm Bolter
- Nemesis Force Sword
- Frag, Krak and Psyk-out Grenades

Special Rules:

- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Team of Psykers

Options:

- For every five Grey Knight Terminators you take in your Team, one model may replace its Storm Bolter with:
 - Incinerator 5 pts
 - Psilencer 15 pts
 - Psycannon 25 pts
- Any model may replace its Nemesis Force Sword with:
 - Nemesis Force Halberd Free
 - Nemesis Daemon Hammer Free
 - Pair of Nemesis Falchions 5 pts
- May take the following:
 - Psybolt Ammunition 4 pts
- *May take wargear from the Grey Knights armoury including Terminator only wargear.*

SPECIAL**Purifier**

24 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

Wargear:

- Power Armour
- Storm Bolter
- Nemesis Force Sword
- Frag, Krak and Psyk-out Grenades

Special Rules:

- Fearless
- The Aegis
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)

Psychic Powers:

- Hammerhand
- Cleansing Flam

Options:

- One Purifier in your team may replace its Storm Bolter and Nemesis Force Weapon with:
 - Incinerator Free
 - Psilencer Free
 - Psycannon 10 pts
- May replace Nemesis Force Sword with:
 - Nemesis Force Halberd 2 pts
 - Nemesis Daemon Hammer 5 pts
 - Pair of Nemesis Falchions 5 pts
- May take the following:
 - Psybolt Ammunition 4 pts
- A single Purifier in your team may replace its Nemesis Force Sword with:
 - Nemesis Warding Stave 20 pts
- *May take wargear from the Grey Knights armoury.*

Paladin

55 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	2+

Wargear:

- Terminator Armour
- Storm Bolter
- Nemesis Force Sword
- Frag, Krak and Psyk-out Grenades

Special Rules:

- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)

Psychic Powers:

- Hammerhand
- Holocaust

Options:

- One Paladin in your team may replace Storm Bolter with:
 - Incinerator 5 pts
 - Psilencer 10 pts
 - Psycannon 20 pts
- May replace Nemesis Force Sword with:
 - Nemesis Force Halberd Free
 - Nemesis Daemon Hammer Free
 - Pair of Nemesis Falchions 5 pts
- May take the following:
 - Psybolt Ammunition 4 pts
- A single Paladin in your team may replace its Nemesis Force Sword with:
 - Nemesis Warding Stave 20 pts
- *May take wargear from the Grey Knights armoury including Paladin and Terminator only wargear.*

Techmarine

65 points

You may only ever take one Techmarine in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	2+

Wargear:

- Artificer Armour
- Power Weapon
- Boltgun
- Servo-arm
- Frag, Krak and Psyk-out Grenades

Psychic Powers:

- Hammerhand
- Reconstruction

Special Rules:

- And They Shall Know No Fear
- The Aegis
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Blessing of the Ommissiah
- Bolster Defences

Options:

- May upgrade Servo-arm to a Servo-harness for 25 points.
- May replace Boltgun with:
 - Storm Bolter 3 pts
- May replace Power Weapon with:
 - Nemesis Force Sword 5 pts
 - Nemesis Force Halberd 10 pts
 - Nemesis Daemon Hammer 10 pts
 - Pair of Nemesis Falchions 15 pts
 - Nemesis Warding Stave 20 pts
- May take any of the following:
 - Up to three Servo-skulls 3 pts each
 - Blind Grenade 5 pts
 - Melta Bomb 5 pts
 - Psybolt Ammunition 5 pts
 - Rad Grenade 10 pts
 - Empyrean Brain Mines 10 pts
 - Digital Weapons 15 pts
 - Psychotroke Grenade 15 pts
- May take wargear from the Grey Knights armoury.

ARMOURY

Consecrated Scrolls (Leader Only) – 10 pts

The model has several scrolls attached to his armour, treated with sacred oils and covered in illuminated scripture that repels denizens of the Warp attempting to ravage his mind. If the model suffers Perils of the Warp, roll a d6. On a 5+ the model does not take a wound.

Purity Seal (Leader Only) – 10 pts

A Purity Seal takes the form of prayers or litanies inscribed onto paper and then affixed to the warrior's armour. Increases a Leader's Inspiring Presence radius from 6" to 12".

Condemnor Grenade (Leader Only) – 5 pts

Condemnor grenades emit a pulse that destabilises a psykers connection with the warp. The grenade has the following profile:

	Range	S	AP	Type
Condemnor Grenade	8"	-	-	Assault 1, Blast, One Shot, Psi-shock*

*Psi-shock: Any model with the Psyker special rule hit by the weapon suffers Perils of the Warp

Signum (Leader Only) – 5 pts

The leader may use his Signum in the Shooting phase instead of shooting. Choose one model within 6" to become BS5 for the rest of the phase.

Grimoire of True Names (Justicar only) – 15 pts

This grimoire is an ancient and hallowed relic inscribed with the true names of all the Daemons encountered by the Grey Knights. Because knowledge of a Daemon's name gives power over that entity, any model with the Daemon special rule in base contact with the bearer halves their Weapon Skill.

Icon of the Just (Justicar Only) – 15 pts

Gifted to the most able and battle-tempered of the Grey Knights, the Icon of the Just incorporates a force field. The model receives a 5+ invulnerable save.

Narthecium (Paladin Only) – 45 pts

You may only take one Narthecium.

Rule Amendment: Any friendly model within 6" of the model gains the Feel No Pain special rule, including the model himself.

Teleporter (Terminator Only) – 10 pts

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

Brotherhood Banner – 25 pts

You may only take one Brotherhood Banner.

All friendly models within 6" of the banner bearer gain +1 Attack while he is alive. In addition, these models will automatically pass Psychic tests to 'activate' their force weapons.

Master-Crafter Weapon – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

Suspensors – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon even if he has moved in the previous Movement phase – although if he does so, the maximum range of the weapon is halved.

Anointed Weapon – 5 pts

Choose one of the model's weapons to be carefully anointed with holy water. The anointed weapon gains the Poisoned (3+) special rule against models with the Daemon special rule.

Unguents of Warding – 5 pts

These blessed and pungent ointments can be used to trace sigils of protection onto armour. The model passes Deny the Witch rolls on a 3+.

Auspex – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

Bionics – 5 pts

Once the model loses his final wound and is about to be taken off the table as a casualty the bearer may make a dice roll. On a 6 the model is left with a single wound.

Targeter – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting