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Nemesis Dreadknights lead the assault on a Chaos temple.

GREY KNIGHTS



By Matthew Ward

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INTRODUCTION

For ten thousand years the Grey Knights have stood between the Imperium and the Daemons of the Warp. An incorruptible army of genetically-engineered warriors, they are armed and armoured with the finest wargear Mankind can supply, for no others in the Emperor's service have so dire a task as they.

The Warhammer 40,000 rulebook contains the rules you need to fight battles with your Citadel miniatures set in the war-torn universe of the 41st Millennium. Every army has its own Codex that works alongside these rules, allowing you to turn your collection of miniatures into an organised force ready for your games of Warhammer 40,000. This Codex details everything you need to know about the Grey Knights.

WHY COLLECT A GREY KNIGHTS ARMY?

The Grey Knights are the Emperor's final creation, an army of Space Marines whose might and dedication eclipses all others. Their all-consuming mission is to confront the Daemons of the Warp wheresoever they might manifest. Each Grey Knight has the power of an army in his own right, capable of felling the greatest of Greater Daemons with a single blow. When the Chapter fights as one there are few who can oppose them. Yet, as the Imperium approaches its twilight, the daemoniac threat grows ever greater and the Grey Knights ever more beset. Will they have the strength to hold back the coming tide of Chaos?

Though the Grey Knights wield the finest armaments that the armouries of the Imperium can provide, their chief weapon comes from within: a psychic might that can cleave through armour, summon sanctifying flame or return life to the dead.

A Grey Knights army will always be outnumbered, but each of your warriors is easily as powerful as the mightiest hero in your opponent's ranks. Terminator Squads, the elite of other Space Marine armies, are the mainstay of your force. Purgation Squads lay down a storm of heavy weapons fire, Purifiers immolate the foe with azure flame, Strike Squads attack wherever the enemy is most vulnerable, and towering Nemesis Dreadknights stride imperiously across the battlefield, leaving a trail of destruction in their wake.

HOW THIS CODEX WORKS

Codex: Grey Knights contains the following sections:

The Grey Knights: This section introduces the Grey Knights and their deeds in the Warhammer 40,000 universe. Here the secrets of the Grey Knights are revealed as never before, with detailed information concerning their Fortress Monastery on Titan, the Chapter's organisation and its greatest battles.

The Army of Titan: Here you will find a full examination of every character, squad and tank in the Grey Knights army. Firstly, you will find a description of the unit, detailing its role and specialised combat abilities. Secondly, you will discover complete rules for the unit, as well as its unique skills, wargear and/or special abilities.

Wargear: This section contains full details and rules for the unyielding armour and devastating weapons employed by the Grey Knights, as well as more unusual pieces of equipment, such as the bizarre psychotrope grenades.

Mustering the Knights: This section provides a showcase of the extensive range of Citadel miniatures available for your Grey Knights army, gloriously painted by Games Workshop's 'Eavy Metal team. Here you'll find examples of the colour schemes used by the Grey Knights, as well as detailed examples of the heraldry borne by the Chapter's heroes.

Grey Knights Army List: The army list takes all the units presented in the Army of Titan section and arranges them so you can choose an army for your own games. Each unit type also has a points value attached to help you pit your forces against an opponent's in a fair battle.

FIND OUT MORE

While *Codex: Grey Knights* contains everything you need to play a game with your army of Grey Knights, there are always more tactics to try, scenarios to fight and painting ideas to explore. The monthly White Dwarf magazine contains articles about all aspects of the Warhammer 40,000 game and hobby, and you can also find articles specific to the Grey Knights on our website:

www.games-workshop.com





THE GREY KNIGHTS

The Imperium of Man is a realm engulfed in darkness and war, beset by enemies beyond counting. Against these threats stand the armies of humanity: superhuman Space Marines, sprawling armies of Imperial Guard, god-machines of the Titan Legions and the void-roaming vessels of the Imperial Navy – an array of might that no mortal race can match.

Yet there is one foe against which even these formidable forces cannot stand, a threat whose peril is rooted in corruption and carnage. For the Daemons of the Warp, victory over Mankind lies not in its destruction, but in its subversion to the will of the Chaos Gods. To fight against such a threat takes more than brute force – it takes an army so pure of purpose as to be utterly beyond temptation. In all of the Imperium there is but one such force, an ancient order of warriors forged in humanity's darkest hour. For thousands of years they have stood between Mankind and the Daemon, dedicating their lives to the endless battle for humanity's soul.

They are the Emperor's final boon to Mankind, an army of unfaltering and incorruptible warriors born of forgotten science. They are the Grey Knights – the only true defence against the Daemons of Chaos.

As the 41st Millennium draws to a close, the Grey Knights find themselves tested as never before. The Emperor's light grows dim, and daemonic incursions are becoming ever more frequent and ferocious in their onset. In all the Chapter's long history, no Grey Knight has ever fallen to the lure of Chaos, and none shall do so now. The Grey Knights fight on – a line of shining steel defending Mankind from the darkness of Chaos.



THE FOUNDING

The Grey Knights are the most mysterious of all the Imperium's many organisations. Few outside the upper echelons of the Inquisition hold any knowledge of the Chapter's founding, and even these most trusted of men are denied the full truth.

According to legend, the Grey Knights first appeared during the tumult of the Second Founding, when the nine loyalist Space Marine Legions were divided into the Chapters of today. Designated Chapter 666, the Grey Knights appeared amongst the growing roster of Space Marines, but would forever stand apart from their fellows. Where the Chapters of the Second Founding were but the reorganisation of what had gone before, the Grey Knights were something altogether new, the culmination of a project begun by the Emperor during the final days of the Horus Heresy.

As Horus' final campaign began, the Emperor foresaw that the end of the Heresy would cost him greatly, so much so that he would no longer be able to take an active hand in Mankind's survival – if he even survived at all. Yet he also knew that the threat of Chaos would not see defeat with Horus, but would continue to haunt humanity. Who then would defend Mankind against the Chaos Gods and their Daemons? The very nature of the Horus Heresy had proven that the Space Marines were not immune to corruption as the Emperor had once hoped. The loyal Custodes were still untouched by taint, but lacked the freedom of will that would be so essential in the coming battle.

So did the Emperor set his hand to plans that would win a victory from the ashes of a most personal defeat. Malcador the Sigillite, closest of the Emperor's servants, scoured the battletorn worlds of the Imperium for the men upon whose shoulders the burden of the future would be

placed. No easy task would this have been in the calm of peace, but amidst the anarchy of the Horus Heresy it was almost impossible. By the time Malcador returned to his Emperor, Terra itself was under siege, and only through the most artful of subterfuge were the Sigillite and his recruits able to pass uncathed through the battlelines and come unharmed and unseen before the Emperor.

In stern silence the Emperor surveyed the robbed figures that Malcador had brought before him, and he saw that his faithful servant had done well. Of the twelve, four were lords and administrators possessed of inquisitive nature and unyielding strength of mind. The other eight were Space Marines whose abilities were as peerless as their dedication to the Emperor. Some hailed from Legions that had abandoned the Emperor's light in favour of Horus' dark promises, but these Battle-Brothers had never lost their loyalty and had fought the Heresy from within. Fulsome in his approval of the selection, the Emperor bade Malcador proceed with the next stage of his plan.

TITAN

So dismissed, Malcador and the twelve departed the embattled palace as unremarked as they had arrived. Yet when the group departed Terra they divided, for their destinies would be separate for a time. The four lords left to lay the framework of the Inquisition – that mighty and secretive organisation charged with keeping watch over all arms of the Imperium – while Malcador took the eight Space Marines to the moon of Titan. Through sorcerous means, the Sigillite had long ago shielded the moon from the sight and deeds of loyalists and traitors alike. There the eight Space Marines discovered a Fortress Monastery prepared for them, founded in desperate secrecy beneath Malcador's shield of illusion. Contained within the fortress walls they would find everything necessary to create a new army of Space Marines: the Grey Knights. Suitable recruits had been gathered from across the span of the galaxy; some were raw and untrained, others selected in secret from the ranks of those Space Marine Legions that had remained loyal. New supplies of gene-seed lay preserved in cryovaults, and fresh-forged armaments stood ready in cloistered armouries. They would not be a Space Marine Legion, but a Chapter – a smaller, more tightly knit brotherhood, but one with numbers enough for the task at hand.

Malcador oversaw the initial creation of the Grey Knights, but he could not remain to oversee their evolution, so selected one of the eight to lead the Chapter in the years to come. So did Janus become the first Supreme Grand Master – the hand that would guide the Grey Knights through their first challenges. Before leaving Titan for the final time, Malcador forged one last enchantment, greater than any that had come before it. Titan vanished completely from its orbit, hidden from Horus in the most unlikely of refuges – Malcador had anchored it amongst the tides of the Warp. Protected by Macro-Geller fields and sigillite rites of Malcador's own devising, Titan rode out the tumult of the Warp whilst the rest of the galaxy endured through the last months of the Horus Heresy and the tragedy of the Emperor's final battle.

NAMES OF POWER

No Grey Knight bears the name he was given at his birth. This is in part to distance him from his previous life and loyalties – an outward sign of having essentially been reborn in the service of the Inquisition. In any case, once a Grey Knight's identity has been broken down and rebuilt during training, he is unlikely to remember his past, so what matter if his name is no longer what it was? Only on completion of training is a Grey Knight granted his new name – until that point recruits are assigned only a number. Each name is actually a fragment of magical lore, divined by the labours of the Chapter's scribes to act in perfect opposition to the true name of a particular Daemon. Thus, even the Grey Knight's name is a weapon against his hated foe.

Like the true names of Daemons, the auspicious names given to Grey Knights are ever in flux. Nonetheless, some have resurfaced again and again over the millennia, gaining in power just as a specific Daemon is reborn from the Warp. So it is that a Grey Knight's name might have been borne by many Battle-Brothers before him.

THE RETURN

Titan finally returned to its orbit in the mortal realm amidst the anarchy of the Second Founding. Time had flowed differently in the Warp, and Titan had endured a measure of years far greater than that of the mortal world. So it was that a Chapter that had entered the Warp composed of a mere eight Space Marines and hundreds upon hundreds of untrained recruits, emerged with a full complement of one thousand fully trained Battle-Brothers.

At this time, the mighty Space Marine Legions were in the process of being separated into Chapters according to the precepts of the Codex Astartes. Much of the process of the Second Founding was being carried out at the direction of the newly formed Inquisition and was in turn overseen by those same lords who had left Terra with Malcador some years earlier. It was a simple task for them to include the Grey Knights amongst the growing roster of Space Marine Chapters, bestowing upon them the designation Chapter 666 – an oddity, as at the time, there were barely four hundred Space Marine Chapters commissioned. Few other details ever became a matter of record, and most of these were erased from the archives within a century.

Where the other Space Marine Chapters would be autonomous, the Grey Knights were fully embedded in the Inquisition, and would serve as the chamber militant of that most secret of societies. Where the other Space Marine Chapters were built upon existing stock, the Grey Knights were born of a new gene-seed, one without the flaws of those that had gone before, and which carried the gift of the Emperor's own flesh and soul. So was each Grey Knight a doughty warrior, his strength and endurance increased well beyond normal human limitations by the Emperor's gift and then honed further by rigorous training. Even unarmed and unarmoured, a lone Grey Knight would prove a hardy and difficult foe – but the Grey Knights seldom fight singly, and never without their weapons of war.

And such weapons of war! Even in the closing years of the 41st Millennium no army in all the Imperium can boast wargear so technologically advanced or murderously efficient as that employed by the Grey Knights. Such is the fruit borne of ancient pacts with the Adeptus Mechanicus, and even certain alien factions spread throughout the galaxy – so dire is the peril of Daemons that even considerations of race have been put aside. These are alliances of convenience against the daemonic threat – temporary confluences of goals and survival – rather than lasting bonds, and the technological legacy will doubtless long outlast the accords by which it was forged.

WARRIORS AND SORCERERS

Yet advanced technology is the least of the weapons in the Grey Knights' armoury. Daemons are not creatures of science, but beings of the darkest myth and madness. To battle such creatures and emerge victorious, a warrior must be steeped in that same madness; he must embrace the sorceries of the Warp and so battle the Daemon with its own weapons. No ordinary human psyker could hope to do this, for even the attempt would leave his mind ravaged and corrupted beyond salvation. Yet a Grey Knight can not only endure such trials, but thrive amongst them. His strength lies not in martial might alone, but also in his mind.

Truly, the separation between psychic power and black magic exists only in the minds of men and is wholly dependent upon whether the observer views the wonders of the galaxy through the veil of science or sorcery. To this end, each Grey Knight is an accomplished psyker, trained to channel his mental energies into the halo of protective wards known as the Aegis, and an array of formidable battle-sorceries. A Grey Knight's psychic presence is anathema to creatures of the Warp, utterly unpalatable to a Daemon's dark appetites and thus entirely immune from corruption. Such was the Emperor's gift to the very first Grey Knights; a legacy renewed in each new generation of Battle-Brothers. Thusly armoured, a Grey Knight can wield forbidden sorceries, harness tainted artefacts and scour the pages of blasphemous tomes without risk of being overwhelmed by the cursed power at his command.

There are those amongst the ranks of Grey Knights who are so powerful that their psychic essence cannot be completely contained by ritual or training. In any other warrior, this flow of escaping energy would prove an irresistible lure to Daemons, and the psyker be instantaneously corrupted to their vile desires. However, such is a Grey Knight's sanctity of soul that his psychic energy is unpalatable to all but the most ravenous of Warp entities. This untainted energy takes a form dictated by the Grey Knight's subconscious mind – a cleansing flame, a burst of blinding light, or some other such physical manifestation of spiritual purity. The mightiest Grey Knights of all can banish Daemons with but a touch, restore courage in armies driven mad with terror, or even render themselves immune to the ravages of death itself.



THE CITADEL OF TITAN

On Saturn's moon of Titan, nestled in the shadow of Mount Anarch, the Fortress Monastery of the Grey Knights juts from the ice sheets and oceans of liquid methane like a jagged black spine.

Long has this fortress stood. Its dusty, echoing halls are hung with battle honours stretching back almost ten thousand years, though few outside the Chapter would recognise the names of the conflicts inscribed in the faded gold lettering. This mighty structure, designed to accommodate over a thousand Space Marines and all their weapons of war, stands largely silent and empty. The daemonic threat can strike anywhere across the galaxy and, in opposing that threat, most of the Grey Knights are scattered throughout the stars. Only in the Chamber of Trials, where the unceasing work of recruitment and training is carried out, does clamour reign. Elsewhere, the Grey Knights go about their duties in silent meditation, their thoughts bent upon their unending mission.

THE CHAMBER OF TRIALS

It is from the Chamber of Trials that the Gatherers set out across the galaxy in search of recruits. The Gatherers are Grey Knights whose great age or severe injuries no longer permit them to undertake the primary work of the Chapter, but whose keen senses and minds can still detect an aspirant hero amongst the common rabble of humanity. There is no limit to the Gatherers' remit. Whilst most Space Marine Chapters

recruit from only a handful of worlds, the Grey Knights' Gatherers can induct from any world in the Imperium – though their preference is ever for the barbaric worlds that necessitate physical and mental toughness from birth. Should they wish, the Gatherers can even recruit directly from the Black Ships – the ghostly vessels that prowl the Imperium, gathering tithes of psykers – or from the selection grounds of other Space Marine Chapters. Indeed, some Chapters, notably the Exorcists and the Silver Skulls, take it upon themselves to identify those amongst their own recruits in whom the Grey Knights might show an interest and notify the Gatherers directly. As a Space Marine Chapter lives or dies by its ability to replenish losses, for one to willingly give up a part of its intake to another is an honourable gift indeed, a sign of the respect in which the Grey Knights are held by those few who know of them.

The Chamber of Trials is where aspirants arrive and their training begins. A continuous stream of shuttles flit about its spires, bringing in fresh cargoes of recruits or leaving with the bodies of the slain. During approach and departure each vessel is tracked closely by a pair of the Fortress Monastery's defence lasers – the slightest deviation from the designated flight lanes automatically met with twin lances of scarlet energy capable of turning battlecruisers into fused scrap.

The Chapter's initial training process is necessarily harsh, for it must swiftly weed out those who do not have the fortitude to become a Grey Knight. The Emperor's gift is much too rare



and valuable to risk wasting. Only one in a thousand candidates survive the first rite of passage, the pilgrimage through the haunted plains of Xanadu Regio, and most of these will be slain in the second – the trek through the pitch-black, Glyphite-stalked caverns beneath Ganesa Macula. All told, perhaps one in a million novitiates make it through the full gamut of physical and mental challenges to be deemed worthy of receiving the Emperor's gift and begin the transformation from human to Grey Knight.

The physical changes of becoming a Grey Knight are accomplished in the lowermost levels of the chamber, where a warren of psycho-surgeries and bio-engineering chambers are watched over by tireless arrays of Servitors. Once these procedures are complete, the novitiate is ordained as a neophyte and his true training begins – his martial skills developed at the hands of the Brotherhood Champions, and his psychic powers honed by the Chapter's Librarians. Most important of all, he must perform the many Rituals of Detestation that will harden his heart against the whispered temptations of Chaos and the honeyed lies of Daemons. To wade in the stuff of damnation and walk away without the slightest blemish on the soul requires the most resolute will and the purest heart. Should these final challenges be met and passed, the neophyte will be raised to the rank of Knight.



THE AUGURIUM

The silver pinnacle that is the Chapter Augurium lies at the top of the Fortress Monastery's tallest tower. Within its mirrored walls, the Grey Knights' Prognosticators go about their rituals and meditations to the light of guttering candles. Prognosticators are powerful, highly specialised psykers, who are particularly sensitive to fluctuations in the Warp and who read psychic tremors to predict the location and severity of forthcoming daemonic incursions. Whilst the skills of the Prognosticators might seem oracular in form, in function they are much more akin to highly specialised hunting instincts, tracking the unholy spoor of Daemons through the roiling tides of the Immaterium.

Forewarned by the Prognosticators, the Grey Knights can deploy their forces according to the nature of the threat at hand, rather than relying on delayed or misleading reports from a battlezone. Though such predictions are prone to a certain amount of inaccuracy, the Prognosticators provide the Chapter with a level of foresight without which its mission would be all but impossible. If a Grey Knight commander orders the destruction of a passenger liner to ensure the banishment of a single Daemon hidden aboard, he does not do so out of callousness, but out of pragmatism. Thanks to the warnings of the Prognosticators he knows, where others cannot, that the escape of that Daemon would lead to the damnation of far more souls than those that perished in the liner's destruction. In the Grey Knights' war against the Daemons, the tally of the slain can only ever increase – all the Sons of Titan can do is moderate the collateral damage. If millions must be sacrificed to save billions, then so be it.

THE CHAMBERS OF PURITY

The Chapter's legends tell that a great evil lies entombed amongst the roots of Mount Anarch. Was it for this reason that Titan was chosen as the Chapter Planet for the Grey Knights, so that the entrapped evil should ever have watchful and incorruptible guardians? Or did something defeat Malcador's defences and creep onto Titan during the moon's time in the Warp? The truth lies only in the Iron Grimoire – the Grey Knights' only written record of their founding, a tome inked with the blood of saints and bound in screaming Warp-metal. Only a Supreme Grand Master is permitted to read this tome, and it would be unthinkable for one to share its contents with his own Battle-Brothers, let alone outsiders.

It is for this reason that the Iron Grimoire likens the rock of Titan to a graven tomb, and the Chambers of Purity – the oldest part of the citadel – to its capstone. It is here that the Purifiers, noblest of the Grey Knights, are quartered, and few outsiders are permitted within. Only the Purifiers know the exact nature of their prisoner, and they do not speak of it, not even to the Grand Masters of the Chapter. Yet when the rock of Titan shakes and the Purifiers seal the approaches to their chambers, the Chapter holds its collective breath until the tremors end and the obsidian doors are opened once again.

THE DEAD FIELDS

It is the fervent wish of every Grey Knight that upon his death he be carried back to Titan to be interred in the consecrated crypts of the Dead Fields. In these vaults have the honoured dead been laid to rest since the earliest days of the Chapter, their likenesses preserved in bas-relief and lit with azure flames. All too often, however, a Battle-Brother's body is lost forever to the tides of battle and cannot be set in its rightful place in the Dead Fields. If no body is available, then the warrior's name will be recorded in honour on the chamber's great basalt wall of remembrance, there to echo through eternity alongside the very greatest of the Chapter's heroes.

THE TERMINUS DECREE

Deep within the Chambers of Purity, locked away in the chamber said to hold the tomb of the Sigillite himself, rests a simple wooden box, embellished with a golden seal. Within this box, written upon ancient parchment, is the instruction known only as the Terminus Decree. This artefact goes unrecorded in all the libraries of the Imperium, for it has been kept secret from all but the Supreme Grand Masters of the Chapter.

Only a Supreme Grand Master of the Grey Knights knows how to open the box, and he will do so only when all hope for the future of humanity seems lost. The Terminus Decree is the ultimate sanction of the Grey Knights, a secret so vast it could bring the Imperium to its knees, or save it in its darkest hour. The exact nature of the document is unknown, and the only clue to its contents lies in the box's golden seal. It is whispered that it is the exact match of another seal, found only in one place in all the Imperium's many scattered worlds: the Emperor's Golden Throne.

HALL OF CHAMPIONS

The Hall of Champions is the seat of the Paladins – the Grey Knights' greatest warriors. Rank upon rank of marble statues line the walls, each bearing the likeness of a mighty hero from the Chapter's past; a Paladin, a Brother-Captain or a Grand Master granted graven immortality so that he may inspire the generations of Grey Knights yet to come.

In such auspicious company are the Chapter's feast days held, beneath vaulted rafters laden with trophies seized upon the field of battle: weapons, banners, armour fragments and

artefacts so unusual as to be unrecognisable. Few of these trophies are daemonic in nature – rather they are victory tokens captured from mortal foes. Though the Grey Knights are principally concerned with the daemonic menace, they have fought countless battles against the alien, the mutant and the heretic, and the trophies in the Hall of Champions stand as testament to these victories.

Most Warp-spawned prizes are instead locked away in the deepest vaults. The one notable exception is the charred skull of Iremn'ath, the Daemon Rajah of Nalu, whose repeated assaults on the Ibb worldmaze led the Grey Knights into one of their longest and costliest campaigns. Now Iremn'ath's cursed spirit is doomed to dwell above the Grand Masters' high table in a prison of his own skull, caged by the ceaseless chanting of three score acolytes who exist only to see that the hexagrammic wards that cage him never fail. For the Grey Knights, the skull of Iremn'ath represents a shard of hope that final victory against the Daemons is not impossible. For Iremn'ath, it is the most bitter of punishments. Unable to escape, he must watch the Grey Knights celebrate their every triumph, raging silently and impotently against his downfall.

THE BANISHMENT OF DAEMONS

Chief amongst the Grey Knights' strategies concerning the vanquishing of a Daemon is the knowing of the beast's true name. Knowledge of a Daemon's true name grants great power, which is why many Daemons adopt misleading pseudonyms or titles and are never abroad under their true name. In the hands of a learned mystic, a true name can be invoked to bind, or even banish, the Daemon in question. Ordinarily, to do so takes many weeks, or even months, of careful preparation and ritual, lest the invoker become corrupted by the power he attempts to bind. Invoking a true name is a daemonic pact of sorts – albeit one in which the Daemon is at a severe disadvantage.

For a Grey Knight, however, a true name is a weapon as reliable and immediate as the storm bolter borne upon his left gauntlet. Even the lowliest Grey Knight can invoke a true name at moment's notice, disorienting and weakening his foe, and leaving the beast open for a killing strike from a Nemesis force sword. In the hands of an accomplished veteran of the Chapter, a true name can be recalled and invoked in an instant to slay the Daemon's physical form, or even cast it back into the Warp, leaving only a lingering sulphurous stench and ectoplasmic residue. To banish a Daemon in this manner is the closest that the Grey Knights can come to a lasting victory – a Daemon bodily slain will return to the mortal realm far sooner than one banished body and corrupt soul.

Alas, if true names are a Grey Knight's surest weapon against a Daemon, they are also the hardest of all to acquire. As with all things daemonic, a true name is borne of the Warp, and its reflection in the minds and tongues of mortal men is as shifting and mutable as the beast to whom it relates. So it is that in the candlelit chambers of the Grey Knights' Augurium, a veritable army of ebon-cowled scribes toil in shadow, endlessly sifting through the visions reported by the Chapter's Prognosticators, searching for clues to the ever-changing true names. It is a long and dangerous process, for no scribe can ever be trusted with more than a fragment of a true name, lest he become corrupted by the power it contains. Thus, each scintilla of lore is inscribed onto a blessed scroll in sigils of the scribe's own blood – mere ink cannot cage such knowledge. Each is then presented for collation and interpretation by one of the Chapter's Senior Librarians and, in turn, bound into one of the blessed grimoires within the Sanctum Sanctorum.



THE SANCTUM SANCTORUM

In many ways, this chamber is the heart of the Grey Knights Chapter, for it contains the accumulated knowledge of their long history, as well as many rare gems of lore garnered from the Emperor's own experiences in the long millennia before that. Herein are recorded the rituals and procedures of the myriad psychic abilities that the Grey Knights call upon, as well as several closely-guarded technological secrets concerning the crafting of Nemesis force weapons and some of the other tools unique to the Chapter.

In the darkest chamber of the Sanctum Sanctorum lies the Librarium Daemonica – the Grey Knights' repository of knowledge concerning all things daemonic. Twisting corridors of age-worn oaken cabinets fill this heavily guarded library, their shelves bowed under the weight of crumbling scrolls, gnarled tomes and occasional clusters of tarnished and blackened datacrystals. The threat of such knowledge falling into the wrong hands is taken very seriously indeed, and it is said that nowhere in the Imperium, save the Emperor's Palace itself, is as well protected as this unholy chamber. It lies behind three sets of adamantium walls, each a barricade several metres thick, protected by sigillite enchantments scribed in languages long dead, anointed with consecrated oils and inscribed with silver seals of warding. The only way to reach the library's heart is to pass through the three portals – the first is a cipher-locked blast door, the second a spatial displacement field and the third a magical vortex. Each portal is guarded by a senior Librarian, and failure to provide the correct authorisation at any point means certain death.

THE VAULT OF LABYRINTHS

In one corner of the Sanctum Sanctorum lies a stasis vault, a time-sealed prison from which there can be no escape. Within the vault lie scores upon scores of tesseract labyrinths, fist-sized cubes of an alien design that are capable of imprisoning beings of pure energy, amongst whose ranks Daemons can be counted. For a Daemon, to be trapped in such a prison is literally a fate worse than death. At least when slain the Daemon's essence can return to the tides of the Warp and there petition its dark master to grant it a new body. Within the chambers of a tesseract labyrinth though, the Daemon is forever isolated from the Warp. As time passes, its energies decoalesce until all sense of identity is lost, and regained only if it is released – as occasionally happens when an Inquisitor of the Ordo Malleus wishes to interrogate such a creature.

Over the millennia, the Grey Knights have succeeded in sealing a few dozen Daemons within the chambers of tesseract labyrinths, thus weakening the daemonic threat by a miniscule degree. To capture a Daemon in this fashion is not easy, for the Grey Knight must not merely defeat the Daemon, but also prevent it from abandoning its mortal form when it becomes aware of the exact nature of its predicament. As yet, the Daemons captured in this fashion have almost exclusively been lesser creatures – the technique has been proven only once on one of the infinitely more powerful Greater Daemons – though the hope remains that the tesseract labyrinth might yet serve as a lasting means of victory against the daemonic.

As things stand, the Grey Knights have yet to fully trust the technological solutions offered by the tesseract labyrinths – theirs is a calling weighted in sorcery, rather than science. It is doubtful that any Battle-Brother truly understands the sciences behind the tesseract labyrinth. Arcane ritual has long replaced simple activation, to the point where the chants, sigils and pentagrams used to 'awaken' the tesseract labyrinth now hold far more significance in the user's mind than the simple pushbutton interface that engages the device's zero-point reactor. It is unsurprising then, that the Chapter's Technicians have been unable to duplicate the technology involved, and as the Grey Knights' relations with the mysterious creator race have deteriorated to the point of hostility, it is likely these few labyrinths are the only ones the Grey Knights will ever have.

THE WARP NEXUS

The Warp Nexus lies at the very heart of the Fortress Monastery. In this star-shaped chamber, the very air throbs with shackled power. Fuelled by the ceaseless chants and prayers of two hundred Chapter serfs, it was the mandalas and pentagramic sigils of the Warp Nexus that maintained Titan and the Chapter Fortress amongst the turbulent tides of the Immaterium.

In the millennia since, much effort has gone into maintaining the Warp Nexus. In part, this is simply because it is one of the few tangible artefacts left behind by Malcador the Sigilite. This is underpinned by the more practical goal of attempting to realign the Warp Nexus' power once again, ensuring Titan has a refuge should it be required. Thus have cloisters of the Warp Nexus come to echo once more with canticle and intonation. Alas, no living Grey Knight has the Sigilite's knowledge of the sorceries involved, so Titan has yet to slip its worldly mooring, but rather has one foot in both worlds at any moment.

DEIMOS – THE STEEL FORGE

Upon the Grey Knights' inception, it was recognised that they, above all Space Marine Chapters, would call most frequently upon the skills of the Adeptus Mechanicus to provide them with weapons of war. To meet these needs, the Grey Knights long ago inherited their own Forge World – the moon Deimos, relocated from its Martian orbit to one around Titan by the most hidden and arcane of the Adeptus Mechanicus' technologies.

Now the smog-wreathed manufacturums of Deimos thunder night and day, providing the Grey Knights with ammunition for psycannons, armour plating for Land Raiders and heavy ordnance for starships. Many of the Grey Knights' unique weapons and wargear are also produced in Deimos' subterranean halls, though certain items – chiefly Nemesis force weapons – are carefully crafted by the Chapter's Technicians in the inviolable heart of their Fortress Monastery, whilst others are obtained solely under the far-reaching auspices of the Inquisition.

The handover of Deimos-forged wargear is a peculiar process, normally carried out by glassy-eyed Servitors whose senses are dulled beforehand and whose minds are scrubbed at the completion of the transaction. This is necessitated by the fact that the Grey Knights wish to preserve the secrets of Titan from the Adeptus Mechanicus, and the Adepts of Mars dare not risk exposure of their own mysteries to the Grey Knights. Such an attitude is only reasonable when you consider that both parties are guardians of perilous information which, if misused, could bring the Imperium to its knees.

BROADSWORD STATION

Broadsword Station sits in a geostationary orbit directly above Titan's Fortress Monastery. It is a sprawling spiderwork lattice of adamantium and ceramite, bristling with defence lasers, shield generators and torpedo batteries. Should the unthinkable happen and Titan come under direct attack, Broadsword Station would constitute the first line of defence. However, its chief purpose is to serve as the dockyard and transport hub for the Grey Knights' fleet of warships.

The Chapter's fleet would be the envy of the wider Imperium, were knowledge of its capabilities known beyond Titan. Its vessels are the fastest the Adeptus Mechanicus can provide and are commanded only by the most trusted captains and the finest Navigators of the Navis Nobilitas. This purely mechanical power is further augmented by sorcerous enchantment. Charms of pathfinding enhance the Navigators' ability to steer a true course through the whirling eddies of the Warp, whilst sigils of quickening accelerate the ships to otherwise unthinkable speeds. Such magics are volatile at best, and take a heavy toll on the machine spirits and engines of the vessels in question.

It is therefore not uncommon for a Grey Knights starship to spend as much time under repair as on active service. This is a steep price, but one willingly paid, for such is the speed of their ships that the Grey Knights are often the first strike force to arrive at the site of a daemonic incursion. There are many recorded instances where subsequent Imperial forces have arrived to such warzones to find the foe already defeated, with no clue as to how.

CHAPTER ORGANISATION

The bulk of the Grey Knights Chapter is organised into Brotherhoods, fighting formations roughly equivalent to the Battle Companies of other Chapters. On paper, each of the Chapter's eight Brotherhoods contains roughly one hundred Battle-Brothers under arms. This nominal figure does not include the Brotherhood's officers: the Brother-Captain in active command, the Brotherhood Champion and the Grand Master who holds final responsibility over the Brotherhood.

As with other Space Marine Chapters, Grey Knights are primarily organised into squads of ten Battle-Brothers, each of which can then further divide into two combat squads of five should the mission dictate. A Grey Knight squad is considered to remain effective with only five of its members battle-worthy, so with a small amount of duty reassignment and doctrinal flexibility, a Brother-Captain can keep his Brotherhood at an acceptable fighting strength, even with a third of his warriors out of commission.

Decisions concerning the exact breakdown of squad type within a Brotherhood rest entirely with its Brother-Captain and Grand Master. However, it has long been proven that a rough balance of squad – between three and seven operational units each of Terminator, Purgation and Strike Squads – is by far the most effective combination. Accordingly, all but the most maverick of commanders follow this example, and make only minor changes to suit their tactical preferences.



Regardless of role, all Grey Knight squads draw their equipment from the same armoury of Nemesis force weapons, grenades, storm bolters and psi-enhanced heavy weapons. Each squad also practices its own psychic disciplines, the better to allow mental and physical prowess to act in reinforced harmony. So it is that when a Grey Knight moves from one type of squad to another, he must learn anew how to wield his psychic potential in battle, suppressing all other applications he has learned to that point.

Each of a Brotherhood's squads is led by a Justicar – a Grey Knight who holds a rank equivalent to sergeant. In addition to his bonds of leadership, it is the Justicar's duty to hone and focus the psychic powers of the Battle-Brothers he leads, to act as the conduit for their sorceries. Such a role places the Justicar in greater danger than his fellows – as the mystic locus, he will be the first to suffer should things go awry.

PURIFIERS AND PALADINS

In addition to the Brotherhoods, the Grey Knights maintain two other main fighting bodies: the Purifiers and the Paladins. Purifiers are anathema to Warpspawn – tainted creatures wither at their touch. The Purifiers can be considered a separate and entirely unique Brotherhood, albeit a small one. There are rarely more than forty Purifiers at any one time, and on those occasions when their numbers do swell, it inevitably foreshadows some great incursion.

Just as the Purifiers are exemplars of the Chapter's spiritual heart, the Paladins are its martial champions. Though they act primarily as bodyguards to the Grey Knights' Grand Masters, Paladin Squads are commonly assigned to fight alongside the Brotherhoods – their skill and experience can swing the odds of even the most desperate battle.

CHAPTER COMMAND

The Grey Knights are governed and directed by a Chapter Council. At this oaken table sit eight Grand Masters and the Chapter Lord – commonly referred to as the Supreme Grand Master. Such is one of the Grey Knights' oldest traditions, as laid down at the founding by Malcador and his eight recruits. Although the Chapter Lord's rule is absolute, he can only be appointed by the unanimous consent of the Grand Masters, so it is nigh impossible for a reckless or unsuitable candidate to achieve dominion over the Chapter.

Each Grand Master holds sway over one of the Chapter's secondary bodies, such as the fleet or the armoury. However, such roles are largely honorary – the organisations in question need little oversight. A Grand Master's chief responsibility is on the battlefield. The Grey Knights are spread thin throughout the galaxy, and it is not always possible for a Brother-Captain to command every strike force. Thus do the Grand Masters take charge of those most crucial of campaigns where even an experienced Brother-Captain is not thought equal to the task. This most commonly happens when one of the Conclave Diabolus – the hundred and one Greater Daemons in which the Grey Knights take special interest – is sighted in the mortal realm.

DEEDS OF LEGEND

Though the Grey Knights have always stood at the forefront of the defence of Mankind, they have remained distant and isolated from the Imperium's other armed forces. Hidden beneath a shroud of secrecy, impenetrable crypto-ciphers and enforced mindwipe, the Chapter's existence remains largely concealed from all but the uppermost echelons.

Even amongst other Space Marines, the Grey Knights are largely considered to be creatures of rumour. Only a few Chapters have been granted official knowledge of the Grey Knights' existence, and then only because they are frequently co-opted by the Inquisition. For Imperial Guardsmen and the common citizens of the Imperium, the Grey Knights simply do not exist outside of myth.

The veil of secrecy surrounding the Grey Knights is closely guarded, and both they and the Inquisition go to great, and often brutal, lengths to maintain it. Knowledge is power, and the denial of knowledge is therefore one of the Chapter's most basic defences. The Grey Knights act alone wherever possible, both to protect other servants of the Emperor from knowledge of the Chapter's existence, and also to deny others of even an inkling of the scale and scope of the daemonic threat. Yet not all campaigns can be won through the deeds of the Grey Knights alone, and the warriors of Titan often find themselves battling at the side of brother Space Marines, the Imperial Guard or elements of the Imperium's other armies. In such circumstances, the Inquisition must take drastic measures to ensure that the secrecy of the Grey Knights is preserved.

At the end of such battles, those Imperial Guardsmen who survive are invariably executed. They are a plentiful resource, and one easily replenished, so the Inquisition favours a terminal sanction to ensure their silence. Naturally, there are exceptions, and should a company or regiment exhibit sufficient heroism on the field of battle, the sentence of death will occasionally be commuted to a thorough and excruciating telepathic scouring (which itself has a high mortality rate) to ensure that they do not recall anything that the Grey Knights consider dangerous. Space Marines are too valuable a commodity to wiffully be cast aside, and so are instead subjected to a more time-consuming, but markedly safer, mindwipe process. Most go willingly, readily making a sacrifice of self so that they might continue to serve the Emperor. Those few who resist share the fate of the Imperial Guardsmen. Once again, there are exceptions, but only for those very few Chapters in which the Inquisition has complete trust (or at least as close to complete trust as an organisation like the Inquisition can permit).

“There are those who might see contradiction between our abhorrence of the Daemon and our wielding of sorcery. Yet these contradictions live only in the minds of weak men, and we are not accountable to such as they.”

– Grand Master Valdar Aurikon

THE FIRST BATTLE FOR ARMAGEDDON

In 444.M41, the Space Hulk Devourer of Stars appeared in the Armageddon system. Upon reaching orbit, it disgorged a vast Chaos horde – led by the infamous Daemon Primarch Angron – upon Armageddon Prime. The Chaos horde initially made great gains, taking control of Armageddon Prime and threatening to overwhelm Armageddon Secundus. However, the defences of the lower continent held – chiefly due to the valour of Logan Grimnar and his Space Wolves – long enough for a full Brotherhood of Grey Knights to arrive, carrying the battle directly to Angron himself and ultimately winning victory.

In the aftermath of battle, the Inquisition began a thorough programme of mindwipe and execution of those Imperial Guardsmen and hive defenders who had taken part in the war in order to contain widespread knowledge of both Daemons and of the Grey Knights. However, many thousands of soldiers slipped through the tightening noose. This was perhaps because the scale of cull being attempted on Armageddon far surpassed any that had previously taken place, although matters were further complicated by the fact that Logan Grimnar, who vehemently abhorred such practices, did everything he could to inhibit the Inquisition's agents. Thus was the Inquisition given cause to pay closer attention to the deeds of the Space Wolves in the years that followed.

With their hand thus forced, the Inquisition and the Grey Knights were forced to extend the scope of their containment action, with bloody results for worlds that had never even heard of Armageddon. A dozen departing Imperial Guard troopships never reached their destinations, but were intercepted and destroyed by Grey Knights strike cruisers, as were a score of Adeptus Mechanicus and Imperial Navy listening stations who had borne witness to the vessels' passage. In the Tremayne sector, three entire worlds were isolated and put to the sword, so as to guarantee the silence of a company of Storm Troopers who had fought alongside the Grey Knights at Helsreach hive. All told, victory at Armageddon was to cost several billion lives long after the campaign had officially concluded.

The First Battle for Armageddon was also significant for the heroes it produced. Of the scant few Grey Knights who survived that final confrontation with Angron, many went on to achieve high rank within the Chapter. Arvann Stern, Caddon Varn and Dhark Tegar fought as newly ennobled Knights on Armageddon's dusty plains, as did then-Justicar Vorth Mordrak. The battle had a profound effect upon one Knight in particular; upon returning victorious to Titan, Garran Crowe set aside duty to his Brotherhood and entered the ranks of the Purifiers – where he has served with great honour to this day.

774.M41 The Impossible Planet

An explorer fleet locates the planet designated Iori Delta Tove, a world that had long ago passed into legend for its improbable ability to move between the stars at will. Wherever the world appears, strange happenings occur: memories change, ancient scrolls rewrite themselves and planets shift in their orbit – almost as if history is being rewritten. Believing Iori Delta Tove to be somehow linked with the denizens of the Warp, the Inquisition instruct the Grey Knights to investigate. Three squads and a strike cruiser under the command of Grand Master Mordrak are dispatched. Making planetfall, the Grey Knights discover that the world is indeed tied up with otherworldly machinations, but not those of Daemons. The entire planet is an ancient Necron machine, and its inhabitants swiftly awaken to confront the intruders.

The Grey Knights fight valiantly, seeking to destroy whatever technology drives the planet's peculiar power. For a short time, the Space Marines have the upper hand, but when mysterious equipment failures begin to occur, Mordrak revises the scale of his plans. Guided by the instincts of Master Armourer Torvin, the Grey Knights fight their way to a central control complex. As his Battle-Brothers fend off the whirling constructs that emerge from the building's walls, Mordrak mines several critical systems with meltabombs, which detonate moments after the Grey Knights teleport back to their strike cruiser. Iori Delta Tove vanishes once more, but whether it has been destroyed or merely travelled to a new location is impossible to determine.

799.M41 The Cleansing of Acralem

The notorious Daemon Prince M'kar the Reborn launches an attack on the world of Acralem, seeking to claim it as a throneworld from which he can carve an empire. Acting on an Inquisitorial request, the Grey Knights spearhead the Imperium's counter-offensive and in the final battle the young Kaldor Draigo makes his name by banishing M'kar.

800.M41 The Battle of the Ghost Halls

A particularly dire vision from the Prognosticators results in a Grey Knights strike force being dispatched to a point in space where no worlds were known to exist. On arrival at the stipulated destination, the strike force encounters the massive, bio-acid scorched hulk of Craftworld Malan'tai. Though its inhabitants have all but been destroyed by Tyranids, Malan'tai is not so empty as it first appears. The Keeper of Secrets N'kari and his kind stalk the fallen halls, seeking hidden caches of spirit stones to consume. With each such soul-filled sweetmeat it devours, the Greater Daemon grows ever more powerful. When the Grey Knights arrive, N'kari's might has grown tenfold, and the beast had yet feasted on but a fraction of the Craftworld's plunder. To fight such a foe would ordinarily be beyond even the Grey Knights, but the Prognosticators dictated more than the location of this new threat, they also bade Brother-Captain Pelenas to take as many Purifiers as would go.

As the Grey Knights launch their assault on despoiled Malan'tai, the Purifiers lead the charge, a bow wave of cleansing azure flame preceding their advance. The fire roars through halls like a hungry spirit, crackling and growing as it consumes the Daemons in its path, scattering those hellspawn that survive and leaving them ripe prey for the advancing Grey Knights. N'kari is finally cornered in the

shattered Dome of Crystal Seers. The Daemon fights with drunken fury – in a matter of moments his spear claims the lives of a dozen Purifiers and strikes down Pelenas. Yet, before the Daemon can strike the killing blow on the fallen captain, Justicar Anval Thawn throws himself into the spear's path and is laid low in his Captain's place. With N'kari's weapon momentarily trapped in the prison of Thawn's flesh, the surviving Purifiers are able to complete the ritual of Twelve Bloody Swords, which drains N'kari of his stolen power and leaves him vulnerable to Pelenas' deathblow.

In the battle's aftermath, the bulk of the strike force return to Titan with the bodies of the fallen. A score of Purifiers remain aboard the Craftworld, standing guard over the empty halls until contact can be made with another Eldar Craftworld, and the recovery of the remaining spirit stones can begin.

841.M41 The Raxos Civil War

Civil war comes to the hive world of Raxos when the planetary governor – through a series of intermediaries – convinces some of the local military forces to rise up against his own regime. Confusion reigns for the first few days of the coup, and casualties are minimal. However, when the insurrectionists seize control of a Deathstrike missile battery, the resulting bombardment disrupts Raxos' tectonic stability. Millions die in the span of a few days. The governor – later revealed to be Tzeentch's Changeling in disguise – harnesses the concomitant psychic upheaval to summon hundreds of his fellow Daemons.

Alerted to the situation on Raxos by Inquisitor Karamazov, four Brotherhoods of Grey Knights arrive on Raxos amidst the slaughter of the populace. Ignorant of the daemonic danger until it was too late, the humans had continued their civil war. Now only a meagre handful of soldiers remain, guarding the last functioning spaceport as over-laden refugee shuttles prepare to depart. Taking in the situation at a glance, Grand Master Drystann Cromm splits his Grey Knights into several strike forces – three to strike at the portals from which the Daemons are drawing their power, and a fourth, under Brother-Captain Stern, to reinforce the spaceport's defences.

Falsely secure in their earlier victories, the Daemons are taken by surprise just as surely as the Raxons were earlier in the campaign. Whilst Stern safeguards the spaceport, Cromm casts broken fingerbones of martyred saints at the mouth of each portal to prevent further Daemons manifesting and then performs the rites of cleansing and exorcism that finally seals the portals and banishes the remaining Daemons. Yet, as the first refugee shuttles lift off, Stern grows uneasy – the Changeling's psychic spoor still lingers around Raxos, suggesting that the Daemon has not yet been banished. With grim certainty, Stern realises that the Daemon must have boarded one of the refugee shuttles now heading for outer orbit. Knowing that his forces are too few to have any hope of uncovering the hidden Changeling in time, but all too aware of the anarchy that the Daemon will unleash should it reach another populated world, Stern orders the Battle Barge *Bright Sword* to destroy the shuttles. Hundreds of thousands of innocents are slain in the ensuing salvo, their lives sacrificed to preserve millions on distant worlds.

855.M41 The Fall of the Red Talon

Brother-Captain Stern oversees the destruction of the Cult of the Red Talon.

876.M41 The Bloodtide Returns

Chaos comes to the Basilica of St. Mariel on the world of Van Horne. A statue of the Emperor is accidentally damaged during renovation work of the inner sanctum, disrupting the forgotten stasis-reliquary within. As the ancient prison crumbles to dust, the Bloodthirster Ka'jagga'nath, Lord of the Bloodtide, breaks free. At his bellowed command, a tide of gore washes through the vaults, corrupting everything and everyone it touches. The basilica's guardians and priests, so recently counted amongst the Emperor's most virtuous servants, roam the nearby streets seizing hapless citizens to use as blood sacrifices upon the tainted altar. For eight days and nights the orgies of gore continue, each fresh death luring yet more Daemons through to the mortal world. Hour by hour, the Bloodtide spreads further and further across Van Horne – it is estimated that the entire planet will be enveloped in a matter of days. On the morning of the ninth day, Sisters of Battle from the Order of the Ebon Chalice assault the basilica. Some Battle Sisters are corrupted on contact with the Bloodtide. Those who endure fight valiantly, but most are slaughtered by the Bloodletters atop the basilica walls. It is only when the Grey Knights' 4th Brotherhood arrives on Van Horne that the Bloodtide is abated.

Needing a talisman of purity to protect against the Bloodtide's taint, the Grey Knights' first act is to turn their blades upon the surviving Sisters of Battle. The innocent blood thus spilled is then mixed with blessed oils and used to anoint the Grey Knights' armour and weapons. So shielded, the Grey Knights are able to stride through the goreflood without risk of corruption, and they smash their way into the basilica's heart. A trio of Librarians lead the attack, enunciating the chants of cleansing that repel the Bloodtide wherever they tread. In the end, Ka'jagga'nath is only defeated through the selfless sacrifice of Ordan, Champion of the 4th Brotherhood. Before Ka'jagga'nath's spirit can escape his ruined body, the Grey Knights are able to cast the Daemon's dark presence back into the Warp, and the psychic backwash banishes the Bloodtide and the Daemons it drew forth.



888.M41 A Black Day on Birmingham

Skulltaker's Blood Crusade seizes the desolate planet of Birmingham and begins rituals that will transform it into a Daemon world. Determined to halt Skulltaker's fiendish plan, the Grey Knights of strike force Iron Helm plunge headlong into the heart of the daemonic horde. Judging that no other Grey Knight has the skill to best Skulltaker, Castellan Garran Crowe challenges the Daemon to single combat.

This seemingly foolhardy challenge is in fact nothing of the sort. Crowe has just enough time to consecrate the chosen battleground using a vial of the Emperor's crystalised tears. This serves to weaken Skulltaker just enough to force a protracted stalemate and, as Crowe battles Skulltaker to a standstill in the twilight ruins of the spaceport, the Grey Knights are able to defeat the Daemon horde and win the day.

901.M41 The Battle of Kornovin

Supreme Grand Master Geronitan is slain at the hands of the Daemon Primarch Mortarion. Grand Master Kaldor Draigo is elevated to the rank of Supreme Grand Master amidst the din of the battlefield and vows vengeance on Mortarion. Alone and unaided, Draigo smashes his way through Mortarion's bodyguard, strikes the Primarch to the ground and carves Geronitan's name on the Daemon's vile heart. Though Mortarion ultimately escapes, it is many long years before he can enter the mortal realm once more.

905.M41 The Destruction of Cavlock

Inquisitor Valeria discovers the Dimensional Forge in the salt caverns of Cavlock. Before she can recover this wondrous alien artefact, a Daemon-infested space hulk crashes into the world, causing massive destruction and disgorging a horde of screaming Daemons onto the planet's surface.

Valeria takes command of Cavlock's defence forces, and immediately summons assistance but, disrupted by the onset of Warp storms, the Imperial counterattack takes time to gather momentum. By the time reinforcements arrive – a demi-Brotherhood of Grey Knights, two Companies of Silver Skulls and twelve regiments of Cadian Imperial Guard – Valeria's forces have been forced to yield the snow-covered plains in favour of reinforcing the hive cities. The Imperial reinforcements take less than a day to change the fortunes of war. Acting in concert with the Silver Skulls, the Grey Knights slay many of the Greater Daemons at the head of the horde. Nevertheless, the Daemons remain too numerous to defeat, and further forces are drawn to Cavlock's defence: Imperial Guard from Mordia and Armageddon, Space Marines of the Crimson Paladins and Legion of Night Knights, and even a small contingent of Eldar from the Alaitoc Craftworld, who are doubtlessly pursuing their own goals under cover of the wider war.

After weeks of unremitting campaign, the Imperial forces finally begin to gain ground against the Daemons. By the time Inquisitor Emil Darkhammer arrives on Cavlock, three months after the daemonic incursion began, the battle is all but won. Nonetheless, Darkhammer, a staunchly puritan Inquisitor with a vicious distrust of all things alien, issues the Exterminatus order that reduces Cavlock to a burnt cinder. Of the billions of warriors and civilians still alive on Cavlock at the time of the bombardment, only a few hundred escape. One is Inquisitor Valeria, who is thrown aboard the last departing shuttle by a faithful acolyte. Perceiving that the chief motivation behind Darkhammer's precipitate act was the destruction of the Dimensional Forge, rather than the cessation of the daemonic incursion, she declares Darkhammer to be Excommunicate Traitoris and swears to bring him to account.

911.M41 The Fall of Ka'Bandha

The Prognosticators predict that Ka'Bandha, greatest of all Khorne's Bloodthirsters, will shortly return to the mortal world. Knowing Ka'Bandha to be a dangerous foe, and moreover one who has earned the bitter enmity of the Blood Angels, the Council of Grand Masters brings this news to the attention of Commander Dante and propose a joint strike. So it is that Ka'Bandha has been reborn for mere hours when a combined strike force of Blood Angels and Grey Knights assail his fortress on the Daemon world of Kalagazaar. After a fierce



battle, Ka'Bandha is banished, his heart pierced by the sharpened thighbone of Brother-Captain Solor – a peculiar weapon, but one heavy with destiny. In M34, Solor had been the first Grey Knight to defeat Ka'Bandha and, though now long dead, his bones still hold sway over the Greater Daemon. With Ka'Bandha's fall, the Daemon armies are destroyed, the fortress toppled and Kalagazaar itself subjected to Exterminatus. At the campaign's end, the surviving Blood Angels have their memories wiped – a price Dante agreed with the Grey Knights at the mission's start.

912.M41 Shootout on Mindo Station

The acolyte warbands of Inquisitors Valeria and Darkhammer clash on Mindo Station. Running gun battles rage through the station for a day and a half until Darkhammer's forces escape aboard an elderly starliner.

913.M41 The Purging of Jollana

Brother-Captain Caddon Varn leads a strike force to reclaim the Librarium of Jollana.

920.M41 The Destruction of Mortain

The Chaos renegades known as the Company of Shadow invade the planet Mortain. They intend to perform a great ritual that will submerge the agri-world in the ethers of the Warp, transforming it into a Daemon world to which their dark master can extend his influence. These vile plans are halted at the intercession of a Grey Knights strike force led by Grand Master Mordrak and Inquisitor Kragen. The Company of Shadow and their zombie thralls are swiftly defeated, the survivors riding the Warp winds back to Bastonbeil to lick their wounds. However, victory is scarcely in the Grey Knights' grasp when a fleet of Red Corsairs – led by the infamous Huron Blackheart – arrives in orbit. Thinking the planet to still be under the control of the Company of Shadow – whom Blackheart considers rivals in need of eradication – the pirate warlord orders the fusion-bombing of Mortain. Caught unprepared for this savage attack, the Grey Knights are all but exterminated. Only Grand Master Mordrak survives.

927.M41 The Curwen Infestation

The Nox Plague ravages the agri-world of Curwen, slaying hundreds of thousands in a matter of days. A week after the first outbreak, the Grey Knights arrive. The Chapter had encountered the Nox several hundred years earlier and knew it to be the work of Ku'gath Plaguefather – most vile of all Nurgles Greater Daemons. As expected, Daemons are found running rampant amid the lakeside township where the Nox first manifested, gathering the pustule-covered bodies of the dead and living for depraved purposes of their own.

With the enemy stronghold identified, Justicar Anval Thawn is first into the fray against the Plaguefather's forces, and the noisome armies of the Plaguefather are met in battle along the despoiled and wretched waters of Lake Soth.

Fighting along the befouled shoreline, the Grey Knights are caught between the Daemon hordes on the landward side, and the writhing tentacles of some monstrous beast that lurks below the pestilent water. Deeming that a prolonged battle in the noxious mud will bring nothing but disaster, Justicar Thawn leads a bold charge into the Daemon army's very heart. Given new strength by Thawn's example, the Grey Knights claim a seemingly impossible tally that day.

Yet, at the battle's climax, Ku'gath picks Thawn up in one massive hand and, to the unbridled amusement of the Nurglings carrying his palanquin, swallows the Purifier whole. For a moment, the Grey Knights' assault is stilled as they realise Thawn's fate. However, before the Daemons can capitalise on the pause, the Great Unclean One's laughter is cut short. Issuing one last burbling chuckle, he explodes in a shower of bile and excrement as Thawn carves his way out of the monster's belly. With the Plaguefather's death, the surviving Daemons lose their connection to the mortal world and are cast back into the Warp. Though victory has been won, the plague is ultimately deemed too virulent to risk further contamination – before leaving, the Grey Knights subject Curwen to Exterminatus.

963.M41 Assault on Beroghost

Waaagh! Snappaklaw descends upon the ice world of Beroghost, swiftly overwhelming the defenders of many of the isolated factory complexes. The Grey Knights' 2nd Brotherhood abort their return flight from the Xaea Campaigns to render assistance to the beleaguered world. Though the Grey Knights are outnumbered many times over by the Orkish horde, Brother-Captain Arno Trevan masterminds a series of decisive strikes that quickly leaves the Waaagh! cut off from its supply lines. The final blow is delivered on the banks of the River Gandor, where Trevan and his closest warriors ambush and slay Snappaklaw himself. Three days later, Fire Lords Space Marines under the command of newly promoted Chapter Master Jaric Phoros arrive to discover the Orks in full retreat and the primitive locals full of tales of their 'Steel Saviours'.

974.M41 The Defence of Formosa

A daemonic incursion in the Vidar sector spills over into the neighbouring Formosan fringe worlds. Thanks to Inquisitor Coteaz's ironclad control of the Formosa sector, the Daemons meet fierce resistance. Nonetheless, even Coteaz's arrayed forces cannot contain an onslaught of this size, and the Inquisitor reluctantly asks assistance of the Grey Knights.

980.M41 To Slay a Tyrant

Aiming to seize additional vessels for his Renegade fleet, Huron Blackheart attacks the Imperial shipyards at Bakka. At the height of the battle, a Grey Knights strike cruiser warps into the heart of the Red Corsairs fleet and begins firing on the flagship. Taking advantage of the confusion, Grand Master Mordrak and his bodyguard of Paladins teleport aboard the Chaos vessel and fight their way to its bridge in search of Luftg Huron.

Badly outnumbered, the fight initially goes against Mordrak and his companions until their efforts are reinforced by the ghosts of Battle-Brothers slain during Huron's attack on Mortain. With their aid, Mordrak is able to best Huron's inner circle of guards. Realising his peril, Huron flees the bridge though is seemingly slain by Mordrak before he can vanish into the bowels of his ship. Alas, on death 'Huron' reverts to its natural form – that of a daemonic doppelganger which presumably exchanged places with Huron in the moments he was out of Mordrak's sight. Furious at his failure, but mindful of his worsening predicament, Mordrak returns to his strike cruiser moments before Huron's fleet makes its own escape into the Warp. The Bakka shipyards are saved, but Mordrak's vengeance remains unsatisfied.

997.M41 *The Pandemonium of Sondheim V*

The world of Sondheim V is overwhelmed by Tyranids of Hive Fleet Kraken just as M'kar the Reborn transforms the world into his own private Pandemonium. The Sky Sentinels Chapter are the first to respond, but judges the world irretrievable and makes preparations to begin Exterminatus. These preparations are delayed following the arrival of a Grey Knights strike force under the command of Grand Master Vardan Kai. Whilst Kai concurs with the Sky Sentinels' assessment, he orders a stay of execution whilst he and his Battle-Brothers attempt to capture the Book of Pandegasar – the cursed tome with whose power M'kar has wrought the changes to the planet below. The Sky Sentinels reluctantly grant Kai twelve hours in which to accomplish his mission, and the Grey Knights take to their Stormravens and deploy to the planet below.

Upon landing, Kai hastily revises his time limit to a mere six hours – the nightmarish fusion of daemonic and Tyranid infestations have transformed Sondheim V into a death world. Fortunately, running battles between the Tyranids and M'kar's daemonic thralls allow the Grey Knights to slip through the twisted landscape relatively unimpeded, if not unnoticed. Unfortunately, when Kai's forces reach the temple in which the Book of Pandegasar lies, they discover that the building has been almost completely subsumed by a knot of Tyranid spore chimneys. Unperturbed, the Grey Knights hack their way through the twisted biomatter but, in so doing, draw the unblinking attention of the Hive Mind.

Within seconds of the first blow falling, Kai's forces come under attack by waves of Hormagaunts and Gargoyles. By the time Kai finally carves a path into the lower levels of the temple, larger creatures start to arrive, and the Grey Knights'

casualties begin to tell. Yet as Kai finally lays his hand upon the Book of Pandegasar, aid arrives from an unexpected quarter. Just as the earlier strike on the biostructures had roused the Hive Mind's ire, so too does the violation of the evil tome now bring forth the Daemons' wrath. The twisted ruins erupt into the anarchy of a three-way battle. The Tyranids bear the brunt of the Daemons' attack. With the Grey Knights surrounded by the Hive Mind's minions, the Daemons can reach them only by carving a path through the Tyranids that lie in the way. Bloodletters swarm over a Tyrannofex, only to be cut down by volleys of storm bolter fire. Carnifexes smash through knots of Grey Knight Terminators only to be immolated between the sanctified flames of Purifiers and unholy Warpfires cast by the Flamers of Tzeentch.

Amid the chaos, Kai is forced to abandon any pretence of a fighting retreat. He makes contact with the Sky Sentinels fleet, who begin a systematic bombardment of the temple site. Protected by their armour, the Grey Knights weather the storm of barrage bombs that explode amongst the ruins – the Tyranids and Daemons are not so fortunate. When the bombardment ceases, Kai and the surviving Grey Knights evacuate before Daemon and Tyranid reinforcements can arrive. Less than an hour later, Kai's strike force begins the journey home to Titan to cage the Book of Pandegasar in the Chapter's vaults, whilst the Sky Sentinels begin the Exterminatus that will ravage Sondheim V and destroy all the horrors on its surface. In the wake of the Exterminatus, the Sky Sentinels surrender themselves for mindwipe.

999.M41 *The Return to Acralem*

Kaldor Drago returns alone to Acralem to free it from the clutches of M'kar the Reborn.



THE PURGING OF JOLLANA

In the year 913.M41 destruction came to the Great Librarium of Jollana. For three thousand years, Jollana had served as a repository of lost knowledge, unrivalled in scope and scale by any institution beyond the bounds of the Solar System. Yet it was Jollana's reputation that ultimately wrought its ruin. The Librarium's promise of shrouded knowledge drew the attentions of the thrice-reviled Chaos Sorcerer Ahriman, and he descended upon Jollana in full fury, determined to take its secrets for himself. Jollana's defenders were wiped out and much of the Librarium was ruined, but for all the destruction Jollana had yet seen, worse was to follow.

AHRIMAN'S SNARE

In the wake of Ahriman's attack, three Companies of Space Marines from the Invaders Chapter and a relief army of Imperial Guard arrived on Jollana, their mission to secure and reinforce the Librarium. Unable to determine whether or not Ahriman's forces were still present in the catacombs, the Invaders nonetheless acted with their Chapter's famed recklessness and launched a full-scale assault – though Ahriman was long gone, an entire legion of foes could have lurked in the cloistered darkness, and still the Invaders would not have cared. Yet as their Drop Pods crashed home, the Invaders unknowingly triggered the complex system of sorcerous wards that Ahriman had left in place as one last act of devilment.

Slowly but surely, undetected by the Space Marines who scoured the fire-blackened rubble for any trace of the foe, arcane energies began to build. By the time the last of the Imperial Guard regiments had taken position, Ahriman's trap was fully-charged and burst into terrifying life. The planet rocked on its axis as the otherworldly explosion sent pink fire crackling through the catacombs. Whole sections of the labyrinthine archives collapsed under the force of the blast, and datastacks that had stood inviolate for millennia shifted and toppled. Caught full in the torrents of twisting Warpflame, the Guardsmen were incinerated to a man. Protected by their superior armour, the Invaders fared better, though many were crushed by falling blocks of masonry or lost to the bottomless fissures that tore open the Librarium's floors. Yet the danger had only begun. As Ahriman had planned, the barriers between the mortal world and the Realm of Chaos had been weakened by the sorcerous explosion. Even as the fires guttered and died, the walls of reality were torn asunder and Daemons burst through into the Librarium's great hall.

THE COMING OF THE GREY KNIGHTS

When the Grey Knights' strike cruiser *Adamastor*, under the command of Brother-Captain Caddon Varn, entered orbit around Jollana, the Invaders had been fighting for survival for days. Under ordinary circumstances, Varn would have issued an Exterminatus order. The daemonic incursion was too far advanced for his strike force to contain with any certainty, and Jollana was too close to the heavily populated worlds of the Lubyran system for risks to be taken. Those Invaders surviving amongst the rubble were acceptable losses if their deaths prevented the daemonic threat from spreading.

Alas, in the case of Jollana, Exterminatus was not an option. The datastacks of the Great Librarium were home to knowledge that existed nowhere else in the galaxy and, even though many records had doubtless been destroyed by recent events, at least some of the stasis chambers would have maintained their integrity. The Imperium needed those records to be retaken and not destroyed, thus did the Grey Knights plan their strike accordingly.

Varn ordered his Battle-Brothers into the fray, though they would not land on Jollana as blindly as had the Invaders. To such an accomplished psyker as Varn, the minds of the embattled Space Marines shone out bright and clear, distinct enough to yield coordinates for the *Adamastor's* teleport arrays. Most of the survivors had barricaded themselves into a large antechamber, and it was here that Varn chose to make his landing.



As Varn's strike force prepared itself, the Invaders' barricades finally failed. Bloodletters and Daemonettes charged forward, howling in joyous anticipation of the slaughter to come. Giving voice to a battlecry of their own, the Invaders charged to meet the Daemons' onset. Here and there a boltgun roared, but most of the Invaders had long run out of ammunition and now relied solely on their own brute strength to bring victory. Such was the fury of the Invaders' countercharge that against a less numerous enemy their valour might have turned the tide. Yet here it would avail them nothing.

It was into the heart of this bloody melee that Varn's strike force teleported. For a moment, their arrival went unnoticed by Daemon and Space Marine alike, so intent were they on the ruin of the other. Then the Grey Knights' guns roared as one, and the course of the battle changed. Those Daemons closest to the Invaders were the first to perish, cut down by brief but precise volleys. Turning to face this new threat, the Daemons now focussed their full fury on the Grey Knights.

Again and again the Daemons attacked, tearing at their hated foes with razor-sharp talons and hacking with cursed swords. Again and again, the Grey Knights weathered the storm. Shoulder-to-shoulder they stood, an unbroken ring of steel, each warrior guarding his Battle-Brothers. Nemesis force swords hacked at daemonic flesh with deadly precision. Storm bolters and psycannons roared, bursting Plaguebearers in showers of virulent pus and punching Bloodletters out of the air in mid-leap. Given time, perhaps, the Daemons would have found a weakness in even the Grey Knights' stalwart defences, but the reprieve had bought the surviving Invaders vigour as well as time, and now they charged back into the fray, eager to repay their earlier losses.

None who took part in that battle could say for sure how long it lasted. The carnage might have gone on for seconds, minutes or hours before the choking tide of maddened Daemons finally slackened and the Space Marines stood victorious. Yet when the smoke had cleared, one fact stood immutable and unassailable – through their timely intervention, fifteen Grey Knights had rescued near five times their number of Space Marines.

Though the battle was won, the wider mission was yet beginning. If any part of Jollana was to be saved for the Imperium, the daemonic incursion would have to be halted, and halted swiftly. Varn sensed a Warp portal's presence in the great hall as an aching wound on the firmament of reality, and he knew the next battle would be far harder. Even with their forces combined, the Invaders and the Grey Knights were less than a hundred warriors, outnumbered by their daemonic foes many times over. Nonetheless, every Space Marine, whether Invader or Grey Knight, knew his duty. Taking pause only to allow the Invaders to replenish their ammunition from stores teleported down from the *Adamastor*, Varn ordered the survivors on towards the Great Hall. With one last war cry that shook the vaults, the combined force of Grey Knights and Invaders charged once more into the fray.

THE BATTLE FOR THE GREAT HALL

As ferocious as the battle in the antechamber had been, it now paled in comparison to the task at hand. Invigorated by the portal's pulsing power, the Daemons fought with a maddened frenzy. For their part, Invader and Grey Knight alike fought with stoic determination, paying no heed to the horror of their plight as they cut a path to the darkly glimmering portal, from which ever more Daemons spilled. There could be no slowing of pace, nor any token of defence for the fallen – once a Battle-Brother fell, he was lost to the daemonic tide, and his only hope of survival lay in his own valour and tenacity. Scarcely had half the distance been covered when the last Invader was dragged to his own private battle amidst the braying horde, and of all the Grey Knights, only Brother-Captain Varn managed to reach the portal's dais.

Knowing he would get only one chance, Varn summoned the ritual exhortations and exorcisms that would allow him to seal the portal, but, before he could complete them, a winged shadow sprang from the rafters above. Varn had not encountered this particular Daemon before, but he knew it for what it was, for like all the beasts that made up the Conclave Diabolus, its likeness was etched upon his mind. Kairos, the Fateweaver, Manipulator of Eternities – a Greater Daemon so mighty that even a Brother-Captain of the Grey Knights should be wary of battling it at anything less than the height of his powers.

THE DREADKNIGHT STRIKES

With a vile shriek of victory, the Daemon enveloped Varn in a rolling cloud of Warp energy, forcing the Grey Knight to abandon his attempt to close the portal and channel his psychic powers into reinforcing the Aegis – armour alone would only offer so much protection against the billowing Warfire that burst from the Lord of Change's gnarled staff.

Again the fire came – Varn's armour began to melt and his flesh char. Varn knew this creature was beyond him, for he was weakened by his previous efforts in battle. Yet the Brother-Captain had anticipated such a moment, and had held the strongest part of his force in reserve to counter it. Triggering his teleport homer, he sent a psychic command that fired the *Adamastor's* teleporters into life once more – moments later a Nemesis Dreadknight materialised between the injured Varn and his foe. Before Kairos could react, the Dreadknight's greatsword struck the Greater Daemon's staff, the force of the blow smashing it to fragments. The Lord of Change screamed for aid, and a score of Daemons rushed to his defence. However, the Dreadknight's pilot was ready for such a move and its suit's galling psilencer flared into life, spraying bolts of azure energy that slew or scattered the incoming Daemons. Taking advantage of the momentary distraction, Kairos took wing, but the Dreadknight's reactions were too fast, and he caught the Lord of Change's trailing ankle in a vice-like grip. Servo-motors straining, the Dreadknight whirled round, using the momentum to slam the Daemon into the ground with stunning force. Before Kairos could recover, the Dreadknight brought its greatsword down in a glittering arc and decapitated the fallen Daemon.

With Kairos' death, the portal weakened, though it did not collapse. Varn was now on his feet. Suppressing the agonies inflicted by the Greater Daemon's attack, he knelt before the portal once more and began the rites that would seal it forevermore. Sensing their defeat was at hand, the Daemon horde turned as one and hurled themselves at the dais, seeking to slay Varn before his rite was finished. Yet the Dreadknight stood between them and their prey, psilencer spitting death once again as he shielded his Captain. As Varn intoned the final syllable an unnatural wind sprang up. It roared through the great hall, sucking the Daemons back through the portal, leaving only blood-spattered Space Marines and the bodies of the slain. As the howling wind died away, the portal pulsed one last time and shattered into a thousand glittering fragments. All went unseen by Varn, for with his duty discharged he at last succumbed to his injuries and let unconsciousness take him.



Before they departed for Titan with their fallen, the Grey Knights made a great pyre of Daemon carcasses, immolating the unholy flesh with sanctified flame lest its taint bring further corruption. Varn would live to fight again in the Emperor's name. So too would all but three of the Grey Knights who had fought in the great hall – though those who survived had earned fresh scars. Of the Invaders, only a dozen survived, and none would be permitted to retain any memory of their deeds this day. Nonetheless, a great victory had been won. Though the rebuilding would take many long years, Jollana had been saved, and the daemonic threat against neighbouring systems had been stilled in its infancy, at least for now. Ahriman's trap had been defeated, though at great cost, but the Chaos Sorcerer was still loose in the galaxy with the knowledge he had stolen, knowledge he would soon use to bring the Imperium to its knees...



THE ARMY OF TITAN

This section of the book details the forces used by the Grey Knights – their weapons, their units and a selection of special characters. Each entry describes the unit and gives the specific rules you will need to use them in your games. The army list (pages 81-95) refers back to these entries. The second part of the Army of Titan section details the Grey Knights' armoury of weapons and equipment. Unique items of wargear can be found with the appropriate unit entry, whereas more common items are detailed in their own section, beginning on page 54.

GREY KNIGHTS SPECIAL RULES

The Grey Knights army uses a number of special rules that are common to several units, as denoted in the unit entries.

BROTHERHOOD OF PSYKERS

Units of Grey Knights are psykers and use their mental might to enhance their abilities or unleash psychic attacks.

A Grey Knight unit can use one psychic power each turn. The unit counts as a single psyker and follows all the normal rules for psykers, with the following clarifications:

- A Grey Knight unit uses the Leadership of its Justicar or Knight of the Flame (if he is alive), or the unit (if he is dead) for Psychic tests. A Grey Knight unit can never use the Leadership value of an independent character for Psychic tests.
- If the Grey Knight unit suffers the Perils of the Warp, or any attack that specifically targets psykers, it is resolved against the Justicar or Knight of the Flame (if he is alive) or against a random non-character model in the squad if the Justicar or Knight of the Flame is dead.

PSYKER MASTERY LEVELS

Codex: Grey Knights uses Mastery Levels, shown in brackets after the Psyker special rule, to determine how many psychic powers a character can use each turn. For each Mastery Level a character has, he can use one psychic power per turn.

PSYCHIC PILOT

A vehicle with this special rule is treated as being a psyker (Mastery level 1) and Leadership 10 for the purposes of Psychic tests and psychic hoods. If the vehicle suffers the Perils of the Warp, treat it as a glancing hit.

PREFERRED ENEMY (DAEMONS)

Grey Knights are implacable foes of all things daemonic, their doctrines and weapons honed to the slaughter of Warpspawn. To represent this, many Grey Knights units have the Preferred Enemy (Daemons) special rule.



AND THEY SHALL KNOW NO FEAR

Grey Knights automatically pass tests to regroup, and can take such tests even if the squad has been reduced to less than half strength by casualties, though all other criteria apply. Usually troops that regroup cannot move normally and always count as moving whether they do or not, but these restrictions do not apply to models subject to this special rule. If Grey Knights are caught by a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens, then the unit is subject to the No Retreat! rule in this round of close combat and might therefore suffer additional casualties.

Units which are not entirely formed of Grey Knights are still subject to this rule, providing that the unit contains at least one Grey Knight.



COMBAT SQUADS

Ten-man units with this special rule have the option of breaking down into two five-man units, called combat squads. For example, a ten-man Terminator Squad can fight as a ten-man unit or break down into two five-man combat squads.

The decision to split the unit into combat squads, as well as which models go into each combat squad, must be made when the unit is deployed. Both combat squads can be deployed in separate locations. If you decide to split a unit into combat squads, then each combat squad is treated as a separate unit for all game purposes from that point on.

THE AEGIS

The armour worn by the Grey Knights is archaic and baroque, bound and sealed by the greatest mystical and psychic defences known to the Imperium of Man.

If an enemy psyker attempts to target a model with the Aegis special rule (or a unit that contains a model with the Aegis special rule) he suffers a -1 penalty to his Leadership for the purposes of his Psychic test. A psychic power that does not specifically target a unit with the Aegis special rule does not suffer this penalty, even if the unit with the Aegis special rule is affected by the psychic power.

GREY KNIGHT GRAND MASTERS

By tradition, there are eight Grand Masters of the Grey Knights. Each is the spiritual heir of one of the eight founding Grand Masters all those long millennia ago. To reach this rank is to have battled on ten thousand worlds, to have slain Daemons unnumbered and to have stood stalwart as an unfailing example of honour and purity, not only to your Battle-Brothers, but to every soul in the Imperium. Even then, a new Grand Master can only be appointed by the will of those whose ranks he would join. Before he can be raised, those already established must be unanimous in approval.

Grand Masters hold responsibility for maintaining the Chapter's many alliances, whether with other organisations within the Imperium, or the various alien races with whom the Grey Knights have covert dealings. The actual detail of such treaties, pacts and accords are worked out by the Chapter's scribes – a warrior's time is too precious to be expended on such bureaucratic detail. The Grand Master's chief role in these matters is to attend in full regalia of war. He speaks as little as is necessary, his grim and martial aspect a stark warning to any who would think to abuse his Chapter's trust. The threat in his manner is clear: betray us, and a thousand warriors such as I shall seek revenge.

Of course, as one of the Chapter's finest warriors, a Grand Master's principal duty is to take charge of those battles so pivotal or perilous that even the hardened warrior-skills of a Brother-Captain are deemed insufficient to the task at hand. Such a campaign is sure to see the Grey Knights at the very

pinnacle of their abilities, for a Grand Master has a keen eye for strategy, and an uncanny skill for ensuring his troops fight at peak efficiency. Under a Grand Master's guiding will, a Grey Knights strike force will often adopt non-standard doctrines with a precision and speed that is nothing short of uncanny. Indeed, it is said by some that a Grand Master is apt to control his subordinates' minds if it will bring victory. Others claim it is simply the hallmark of a remarkable leader, and who can say where the truth lies?

**"Today's ally is merely tomorrow's traitor.
We will be watching you."**

– Grand Master Agraveld Tor
speaking at the Antares Conclave

	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	6	6	4	4	3	5	3	10	2+

UNIT TYPE: Infantry (character).

WARGEAR: Terminator armour, storm bolter, Nemesis force sword, frag grenades, krak grenades, psyk-out grenades, Iron Halo.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Independent Character, Preferred Enemy (Daemons), Psyker (Mastery Level 1).

Grand Strategy: At the start of the game, before forces are deployed, the Grand Master can assign special battlefield roles to units under his command. Roll a D3 and choose that many infantry, jump infantry, monstrous creature or walker units in your army (but not models with the Independent Character special rule, Inquisitorial Henchmen Warbands or Grand Master Mordrak's unit of Ghost Knights). These nominated units have one of the following roles for the duration of the game (they must all have the same role):

Hammer of Righteousness: The chosen units are given the honour of spearheading the attack, to sweep aside the enemy in one mighty blow. The nominated units re-roll To Wound rolls of 1 for the duration of the game.

Shield of Blades: The Grey Knights adopt a defensive stance, ready to repel any foe. The nominated units have the Counter-attack special rule for the game's duration.

Spear of Light: The Grey Knights must make a pre-emptive strike, to hold the foe at bay whilst other units converge. The nominated units have the Scouts special rule for the duration of the game.

Unyielding Anvil: A key position must be seized for victory to be won. The nominated units can claim objectives as if they were Troops.

PSYCHIC POWERS: Hammerhand (see page 25), Psychic Communion (see page 23).



GREY KNIGHT BROTHER-CAPTAINS

Brother-Captains stand amongst the Chapter's foremost warriors, and are second only in rank and battle-skill to the Grand Masters themselves. Each has proven his worth time and again, both as a leader of Battle-Brothers and as a fearsome fighter in his own right. Brother-Captains are almost exclusively appointed from the ranks of the Chapter's Paladins. Only these most experienced of warriors can be said to display both the martial and strategic skills that a Captain must master. That said, exceptions have been made for exceptionally valorous and capable Battle-Brothers, for the Grey Knights are nothing if not pragmatic. Procedure and tradition are all very well, but it is the mission that matters.

Each Brother-Captain has authority over one of the Chapter's Brotherhoods, and thus has one hundred of the galaxy's finest warriors at his direct command. In matters of strategy and planning, a Captain answers to no-one, not even to the Grand Masters. His is a heavy responsibility, and one undertaken with sombre dignity. To command a Brotherhood of the Grey Knights is to command power itself, and in lesser organisations, unrestrained control of such power could, and often does, lead to the corruption of the individual in question. Yet a Brother-Captain of the Grey Knights is above such things. After all, when one's soul is hardened against the promises and blandishments proffered by Daemons, then mere mortal temptations are easily set aside.

Upon the battlefield, a Brother-Captain's place is in the very heart of the fighting, for what example can he set for his Battle-Brothers unless he stands shoulder-to-shoulder with them? Yet even while the Captain strikes at the enemy with storm bolter and Nemesis force weapon, his mind is set to directing his forces towards the greater victory. Indeed, as part of his training, a Brother-Captain will learn how to make psychic contact with his warriors, even amidst the clamour of battle, the better to ensure that reinforcements arrive precisely at the time they are needed.

By his deeds, each Brother-Captain will have earned honours and titles other than his formal rank. Some of these are traditional to the Chapter, others are unique, awarded by the Grand Masters for acts of valour, and by their form serve as a truncated history of that warrior's achievements. So it is that a long-serving Brother-Captain may be known by as many as a half-dozen or more titles. None have accrued so many as Aldar the Bold, whose traditional title of 'Keeper of the Light' has been supplemented by no less than a score of other honorifics, of which 'Slayer of the Bloodbeast' can be considered the least, and 'Liberator of the Solipsis Sector' is by far the most prestigious. Whilst such a weighty roster of honours can lead to ponderous moments at the Grey Knights' high feasts (when each Captain's titles must be announced in full) they stand as an important example of duty and heroism to all the Chapter's Battle-Brothers.

**"Why should I fear the Daemon?
He has no power over me."**

— Brother-Captain Castavor Drak

Brother-Captain

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	3	10	2+

UNIT TYPE: Infantry (character).

WARGEAR: Terminator armour, storm bolter, Nemesis force sword, frag grenades, krak grenades, psyk-out grenades, Iron Halo.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Independent Character, Preferred Enemy (Daemons), Psyker (Mastery Level 1).

PSYCHIC POWERS: Hammerhand (see page 25).

Psychic Communion: By concentrating his psychic potential, a Grey Knight commander can make contact with the minds of his fellows, guiding them to the battlefield at the very moment they are needed. Many a battle has been won or lost on such a timely arrival.

This power can be used at the start of the Grey Knight's Movement phase. If the Psychic test is successful, you can modify any reserve rolls made this phase by +1 or -1 (choose after each dice roll has been made).

This power is cumulative with other bonuses/penalties, including other uses of *Psychic Communion*.



LIBRARIANS

All Grey Knights have some latent psychic talent, but few Battle-Brothers exercise it with free rein. For most, careful training and supervision allows them to focus their abilities in concert with those of their Battle-Brothers, and even then along specific lines only – the use of Nemesis force weapons, and of the psychic powers used by the squad in which they serve. However, those who prove to have a strength of mind far greater than that of their fellows will go on to join the ranks of the Chapter's Librarians.

Grey Knight Librarians have a will of iron. They must, for the sorceries they wield are far more powerful than those of their Battle-Brothers, and thus shine infinitely brighter in the Warp. To show the slightest wavering, the most momentary of weaknesses, is to offer oneself up to those otherworldly predators and to eternal damnation beyond.

On the battlefield, Librarians use their powers to support their Battle-Brothers. This often manifests in a display of raw psychic might, such as a cataclysmic Warp rift or bolt of eldritch lightning. Yet it is perhaps the Librarians' subtler powers that have the most effect. With a little effort, a Librarian can summon others to his side, cloak them in protective shadow, or imbue them with great strength. Little is beyond a Librarian, for in the Sanctum Sanctorum is recorded every conceivable psychic ability, sigil of power and magical incantation, and it is from here that the Librarian chooses his weapons for the battles to come. Thus is a Librarian amongst the Chapter's most versatile warriors.



Yet for all the contributions a Librarian can make to a Grey Knights strike force, his most vital tasks are carried out within the walls of the Fortress Monastery. It is here that the Librarian will school new recruits in the mysteries that all Grey Knights must know: the six chants of denial, the seven words of life and death, the eight songs of battle, the nine terrible spells that form the basis of all magick and much more besides.

A Librarian's tutelage is a most rigorous process, and many aspirants do not survive, for is it not better for a weak recruit to perish at a Librarian's hands than for him to imperil the Chapter through his inadequacies? Yet if the Librarians are called upon to be ruthless, there is little cruelty in their actions, and no malice. This culling of the weak is merely a necessity – for the Grey Knights to remain incorruptible, they must be as hard of mind and will as they are of body.

A small few Librarians are fortunate enough to reach an age when their bodies can no longer meet the rigours of campaign. Such warriors are removed from the Chapter's fighting roster entirely, and retire to the labyrinthine corridors of the Sanctum Sanctorum to take up guardianship of its musty crypts. Only these ancient ones know the full catalogue, for there are some secrets buried therein of which even the Grand Masters are ignorant. Such mysteries can never be allowed to escape the confines of the Sanctum Sanctorum, for the fear is ever that even some amongst the Grey Knights would not prove immune to their temptations.

	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	4	4	4	2	4	2	10	2+

UNIT TYPE: Infantry (character).

WARGEAR: Terminator armour, storm bolter, Nemesis force sword, frag grenades, krak grenades, psyk-out grenades.

Psychic hood: Psychic hoods are embedded with arcane constructions of psychically attuned crystals that allow a Librarian to disperse the energy of an enemy psyker's power.

Declare that you will use the psychic hood after an enemy model within 24" of the Librarian passes a Psychic test. If there are several Librarians in range, only one can attempt to nullify the psychic power – you must choose which. Each player then rolls a D6 and adds their model's Leadership value to the score. If the Grey Knight Librarian beats the opposing model's score, then the psychic power is nullified and does not take effect that turn. If the opposing model's score is equal or higher, it can use its psychic power as normal. The psychic hood can be used once each time an enemy model uses a psychic power within range.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Independent Character, Preferred Enemy (Daemons), Psyker (Mastery Level 2).

PSYCHIC POWERS: Hammerhand (see opposite).

LIBRARIAN PSYCHIC POWERS

Hammerhand

Focusing the raging power of their minds, Grey Knights can augment their already prodigious might. Even unarmed, such a warrior can crush flesh and bone – given blade or hammer there is little limit to what he can slay.

This power is used during the Assault phase in either player's turn, after assault moves have been made, but before any blows have been struck. If the Psychic test is passed, all models in the unit (including independent characters) have +1 Strength until the end of the Assault phase. Note that this Strength bonus is applied before any other modifiers, such as for Nemesis Daemon hammers and so forth).

In addition to the Hammerhand power, a Librarian can purchase further psychic powers from those shown on this page, as described in the army list.

Dark Excommunication

The Grey Knight weaves an enchantment that severs the Daemon's connection to its dark master.

This power can be used during the Assault phase (in either player's turn) after assault moves have been completed, but before any blows are struck. If the Psychic test is passed, choose an enemy unit in base contact with the Grey Knight. Any Daemonic Gifts possessed by models in that unit cease to work until the end of the phase.

Might of Titan

Drawing strength from the legends of his Chapter, the Librarian bolsters the might of his allies.

This power can be used at the start of the Librarian's Assault phase. If the Psychic test is successful, choose a friendly unit within 6" (which can be the Librarian and any unit he has joined). Models in the target unit have +1 Strength until the end of the turn and roll an extra D6 for armour penetration. The Strength bonus from *Might of Titan* is cumulative with that from *Hammerhand*.

Quicksilver

Quickened by the Librarian's uncanny mind, the Grey Knights reflexes are increased to an incredible speed.

This power can be used at the start of the Librarian's Movement phase. If the Psychic test is successful, choose a friendly unit within 6" (which can be the Librarian and the unit he has joined). That unit is Initiative 10 for the rest of the turn.

Sanctuary

Chanting words of binding, the Librarian creates a shield of psychic turbulence to hinder his foes.

This power can be used at the start of the enemy Assault phase. If the Psychic test is successful, any enemy models attempting to assault friendly units from the Grey Knights Codex within 12" of the Librarian that turn treat all terrain, including open terrain, as both difficult and dangerous.

The Shrouding

The Librarian uses his psychic mastery to fog the minds of his enemies, clouding sight and instinct. So it is that even a shot taken at point blank range is unlikely to find its target, but instead wastes its force on a shadow-image that exists only in the fierer's mind.

This power is used during the opponent's Shooting phase. If the Psychic test is successful, the Librarian, and any friendly unit(s) within 6" of him, have the Stealth special rule. If the unit is not in cover it benefits from a 6+ cover save instead. This power lasts until the end of the turn.

Smite

Lethal bolts of lightning leap from the Librarian's fingertips, tearing his enemies apart in a barrage of psychic energy.

This power is a psychic shooting attack and has the following profile:

Range	Strength	AP	Type
12"	4	2	Assault 4

The Summoning

The Librarian creates a Warp bridge and summons Battle-Brothers to his side.

This power can be used at the beginning of the Librarian's Movement phase. If the Psychic test is successful, choose a friendly, non-vehicle unit that is not locked in combat anywhere on the battlefield. The chosen unit is removed from the tabletop and immediately placed anywhere within 6" of the Librarian using the Deep Strike rules.

Vortex of Doom

The Librarian opens a tear between the material realm and the howling destruction of the Warp, unleashing devastating energies that utterly consume his foes.

This is a psychic shooting attack with the following profile:

Range	Strength	AP	Type
12"	10	1	Heavy 1, Blast

If when using this power the Librarian fails his Psychic test, place the Vortex blast marker on the Librarian – in this case the template will not scatter.

Warp Rift

With a simple gesture, the Librarian rends the material realm asunder, condemning his foes to the caprices of the Warp.

This power is a psychic shooting attack and has the following profile:

Range	Strength	AP	Type
Template	*	-	Assault 1

** The target unit must take an Initiative test for each non-vehicle model hit. For every test that is failed, one model is removed as a casualty with no saving throws allowed. Vehicles hit take a single penetrating hit.*

BROTHERHOOD CHAMPION

At the forefront of each Grey Knight Brotherhood fights a single Champion, a warrior who has forsaken all other martial disciplines to pursue perfection with the blade.

Whilst a Brotherhood Champion holds foremost responsibility for the martial training of new recruits, on the battlefield, his chief duty is to act as bodyguard to his Brother-Captain. The skill and knowledge of such an officer is not easily replaced, and it is only proper that they receive the foremost protection that the Chapter can provide. Each Champion therefore stands ready to die in his Captain's stead. That said, such a heroic sacrifice is seldom necessary, for only the deadliest (or luckiest) of opponents stand any chance of breaking a Brotherhood Champion's guard, let alone surviving his vengeful return strike.

Should a Champion be struck down, it is unwise to count him out of the fight too readily. Upon receiving a mortal wound, a Brotherhood Champion unleashes a pulse of psychic energy into his Aegis suit – one final burst of forbidden magic for one final portentous deed. This dying impulse impels the suit to temporarily re-knit sinew and bone, and gives the fallen Brotherhood Champion the opportunity to strike one last blow for his Battle-Brothers – an attack all the more deadly for its unexpected source. This last act thus performed, the Champion's soul finally passes beyond, his body to be later recovered and interred in the vaults of Anarch, so he may continue to guard against evil in death as he did in life.



	WS	BS	S	T	W	I	A	Ld	Sv
Brotherhood Champion	7	4	4	4	1	5	*	10	2+

UNIT TYPE: Infantry (character).

WARGEAR: Artificer armour, storm bolter, frag grenades, krak grenades, psyk-out grenades, Iron Halo.

Anointed Blade: The swords traditionally borne by Brotherhood Champions are said to be amongst the oldest of all the Chapter's blades.

The anointed blade is a Nemesis force sword. Additionally, any failed attempts to wound made with it can be re-rolled.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Independent Character, Preferred Enemy (Daemons), Psyker (Mastery Level 1).

Titan's Herald: On a player turn in which he assaults, a Brotherhood Champion and all members of a squad he has joined can re-roll failed rolls to hit.

***The Perfect Warrior:** In the Assault phase, after assault moves have been made, but before any blows are struck, you must choose one of the following battle stances for the Brotherhood Champion to adopt:

Sword Storm: The Champion's blade whirls in a glittering arc, striking all nearby foes. The Brotherhood Champion makes a single attack on every enemy model in base contact with him (note that he does not receive bonus attacks for charging).

Blade Shield: Holding his blade in a guard stance, the Champion prepares to parry his enemies' strikes. The Brotherhood Champion cannot attack this turn, but re-rolls failed saving throws until the end of the phase.

Rapier Strike: The Champion focuses his might into a flurry of blows that strike faster than the eye can see. The Champion makes D3 attacks this turn (D3+1 if he charged). These attacks are resolved at Initiative 10 and must be directed against a single independent character or monstrous creature in base contact.

PSYCHIC POWERS: Hammerhand (see page 25).

Heroic Sacrifice: Though his body be rent and torn, the Brotherhood Champion reaches into his inner reserves to animate his failing form for one final, fatal blow.

This power can be used when the Brotherhood Champion is removed as a casualty during either players' Assault phase.

If the Psychic test is successful, the Brotherhood Champion immediately makes a single attack against one enemy model that was in base contact when he died. If this attack hits, both models are removed as casualties with no saves of any kind allowed. If the attack misses, only the Brotherhood Champion is removed as a casualty.

GREY KNIGHT TERMINATORS

Nothing speaks so clearly of the Grey Knights' status as an elite amongst elite as the famed Terminator Squads that form the heart of their armies. Most Space Marine Chapters, be they a fresh Founding or a fragment of the Legions of yore, can count themselves lucky to own perhaps a few score suits of Terminator armour with which to outfit their 1st Company. The Grey Knights, on the other hand, can muster enough Tactical Dreadnought armour to outfit almost their entire Chapter. Yet formidable though the armour is, the warrior within is far more remarkable. To pursue the endless war against the Daemons of Chaos takes more than a mere Space Marine. It takes a Grey Knight – an altogether more difficult warrior, who is as far above other Space Marines as the Space Marines are above the common run of humanity.

On Titan, unlike on other Chapter Planets, there is no initial training as a Scout. There is only an unyielding and brutal regime whose success at turning raw recruits into the finest warriors in the galaxy has been honed over the course of centuries. Only a fraction of the youths who enter the Fortress Monastery as neophytes survive the gruelling trials set before them. Those who finally emerge do so armoured with a superhuman physique, unyielding will, razor-sharp battle skills and an all-encompassing knowledge of daemonic lore and psychic sorcery. In short, from the moment a Grey Knight initiates his training is complete, he is to be counted amongst the mightiest of Space Marines – and his abilities will only improve once he is tested in battle. Only here, on Titan, can recruits be trained so completely – and so fast – but only here is it so necessary.

A Terminator's primary armament is a Nemesis force weapon of some kind, selected from the Chapter's armoury according to the skills and preferences of its wielder. As there is no doctrinal restriction on the types and numbers of weapons carried, it is rare for two Terminator Squads to bear exactly the same weapons combination – the Grey Knights have always favoured brutal efficiency over organisational mandate. Some prefer the crushing force of a Nemesis Daemon hammer, others the flurry of attacks granted by a matched pair of Nemesis falchions. Complementing this fearsome close quarter armament, each Terminator will also carry a storm bolter, typically mounted upon his left vambrace, thus leaving his left hand free for a double-handed grip on his force weapon, or to access the supply of grenades belted at his waist.

THE LIBER DAEMONICA

Every Grey Knight carries a copy of the *Liber Daemonica* in a ceramite case on his breastplate. These gnarled tomes contain the Chapter's rites of battle and detail the traditional duties of every Grey Knights' rank.

The Liber Daemonica is an enduring symbol of the Grey Knight's devotion to his mission, and contains the cardinal tenets of lore culled from the dark knowledge caged within the Sanctum Sanctorum's walls. The books themselves are also potent talismans in their own right, with pages illuminated in silver and bound to a spine carved from the thigh bone of a martyred saint.

Terminator Squads rarely operate a standard line of battle, for it seems that the Grey Knights are ever outnumbered by the baying foe. Thus, they must concentrate their attacks, picking their targets for full effect. As a result, Terminators often choose to teleport straight into the heart of battle, the better to catch the foe unawares in a storm of firepower and vengeful blades. Indeed, sometimes the only warning that a beset enemy will receive is the momentary flash of light and stink of ozone that precedes a teleport beam – by which time it is much too late.

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight Terminator	4	4	4	4	1	4	2	9	2+
Terminator Justicar		4	4	4	4	1	4	2	9 2+

UNIT TYPE: Infantry.

WARGEAR: Terminator armour, storm bolter, Nemesis force sword, frag grenades, krak grenades, psyk-out grenades.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Brotherhood of Psykers, Combat Squads, Preferred Enemy (Daemons).

PSYCHIC POWERS: Hammerhand (see page 25).



STRIKE SQUADS & INTERCEPTOR SQUADS

It is said that amongst the greatest of military virtues is to be in the right place at the right time, and for no one is this truer than for the Grey Knights. Aided by the premonitions of their Prognosticators, the Grey Knights can predict when a daemonic incursion will occur, and are sometimes in orbit or even planetside at the time of the invasion. Yet for the daemonic threat to be contained, each portal must either be sealed or prevented from ever coming to be. For such tasks the Grey Knights teleport their Battle Brothers directly onto the target.

STRIKE SQUADS

Strike Squads often form the vanguard of a Grey Knights' strike force. At the onset of battle, a Grey Knight commander will invariably task one or more Strike Squads with the capture of vital locations and key objectives, deploying the Strike Squads via fixed teleporter to ensure a swift seizure of isolated or inaccessible locations. Once in place, a Strike Squad can lay down a punishing stream of storm bolter and psycannon fire in support of the main assault. Any enemy seeking to dislodge the Strike Squad from its position would be well advised to do so by a conventional advance, rather than by a teleport counterstrike or aerial descent, as the Grey Knights of the Strike Squad can unleash a powerful Warp quake to disrupt the enemy guidance systems and send them spiralling off course.



INTERCEPTOR SQUADS

Interceptor Squads carry personal teleporters – backpack-sized devices that allow the squad to teleport site-to-site, without the massive arrays of machinery employed by conventional devices. Grey Knights equipped with personal teleporters can react to battlefield circumstances on the fly and cover huge straight-line distances by 'shunting' themselves through Warp space. Of all the warriors in service to the Imperium, only Grey Knights could hope to utilise such technology. The wearer must possess great fortitude of mind and body to traverse Warp space without the protection of a Geller field. Worse, he must do so without the added protections of Terminator armour. Such wargear is too bulky for the limitations of the personal teleporter, which is why Interceptor Squads must, first and foremost, look to their own sorceries to act as defence against the untold and endless dangers of the Warp.

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	4	4	4	4	1	4	1	8	3+
Justicar	4	4	4	4	1	4	2	9	3+

UNIT TYPE: Infantry.

WARGEAR: Power armour, storm bolter, Nemesis force sword, frag grenades, krak grenades, psyk-out grenades.

Personal Teleporter (Interceptor Squad only): Units with personal teleporters are Jump Infantry. Once per game, the unit can elect to make a teleport shunt instead of moving. If making a teleport shunt, the unit immediately makes a move of up to 30" in any direction. This move cannot end on top of another unit or in impassable terrain, but ignores intervening units, terrain and so on. A unit that moves via a teleport shunt cannot assault in the same turn, although it can shoot or run as normal. The unit counts as having moved.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Brotherhood of Psykers, Combat Squads, Deep Strike, Preferred Enemy (Daemons).

PSYCHIC POWERS: Hammerhand (see page 25).

Warp Quake: The Grey Knights cause a tremor on the border between the Warp and real space, throwing teleport beams off course, silencing marker beacons and destabilising landing thrusters.

This power can be used at the start of your Movement phase and lasts until the start of your next Movement phase. If the Psychic test is successful, all enemy teleport homers and other items of wargear that prevent Deep Strike scatter cease to function whilst within 12" of the squad while this power is in effect. Furthermore, any enemy unit deploying by Deep Strike within 12" of the squad (after scattering) will automatically suffer a Deep Strike mishap.

PURGATION SQUADS

Purgation Squads are the Grey Knights' foremost means of delivering punishing firepower. Each squad carries not one, but up to four of the Chapter's heavy weapons.

In aspect, a Purgation Squad appears little different to the Devastator Squads employed by more conventional Space Marine Chapters. In doctrine, however, the two are markedly different. In most Chapters, duty in a Devastator Squad is seen as an excellent opportunity for a new recruit to experience the sights and sounds of a battlefield. Not so in the Grey Knights. The weaponry wielded by a Purgation Squad is twice as deadly, a hundred times rarer and ten thousand times more valuable than the more commonplace armaments carried by Space Marine Devastators. Therefore the members of a Purgation Squad must, if anything, have displayed an ability and resolve beyond that of their peers. Furthermore, whilst Devastators will normally advance behind the main assault, seeking out suitable locations from which to unleash covering fire, Purgation Squads are ever required to keep pace with the main attack, all the while picking out suitable targets for their weaponry.

The Grey Knights well appreciate that precision fire support can swing the fortunes of war, and so a Battle-Brother who earns a place in a Purgation Squad will not only have shown his steadfastness, but will also have proven himself to be the master of a keen eye and a steady hand. Yet sometimes a keen eye is not enough. Fate often ensures that the Grey Knights go to battle greatly outnumbered, and warriors outnumbered are prone to being overwhelmed whilst their attention is elsewhere. So it is that those Battle-Brothers who serve in a Purgation Squad hone their minds to see through the roiling energies of the otherworldly Warp, to perceive the foe and guide their shots upon him, regardless of what might lie in between. This astral vision allows a Purgation Squad to attempt seemingly impossible shots, bending the path of projectiles and even energy beams around corners, between trees and around fortifications mid-flight. Many an enemy has met a swift and bloody end whilst believing himself shielded by a rockcrete wall or the burnt-out hull of a tank. So it is that Purgation Squads are commonly seen as the truest expression of the Emperor's Will, for their onslaught cannot be stayed by earthly protections.

Once his duties are established, it is rare for a member of a Purgation Squad to see service elsewhere in the Chapter. A ranged battle stance, once mastered, is not easily set aside for blade upon blade tactics – indeed, those Grand Masters and Brother-Captains who once served in Purgation Squads are easily identified, as they continue to wield a psycannon or psilencer – the weapon that long ago became as much a part of their being as their own right arm. Those officers who do eventually set aside their heavy weapon for a storm bolter can be ranked amongst the finest shots in the Imperium, for the skill of a Purgator is one that never truly fades.

“Let my brothers practise their swordplay.
They can finish off whoever is left.”

– Purgator Rocht Kavanar

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	4	4	4	4	1	4	1	8	3+
Justicar	4	4	4	4	1	4	2	9	3+

UNIT TYPE: Infantry.

WARGEAR: Power armour, storm bolter, Nemesis force sword, frag grenades, krak grenades, psyk-out grenades.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Brotherhood of Psykers, Combat Squads, Preferred Enemy (Daemons).

PSYCHIC POWERS: Hammerhand (see page 25).

Astral Aim: Little is hidden from the gaze of a Grey Knight Purgation Squad. Marshalling ancient sorceries, they can mystically guide their shots to the chosen target.

This power can be used during the Grey Knights' Shooting phase. If the Psychic test is passed, the unit (and any accompanying character) can shoot at any enemy unit within range, even if they do not have line of sight to it or it is outside the distance they can see in a night fight. The target automatically has a 4+ cover save (which cannot be modified by any means) against this attack. The squad cannot target an enemy unit that is embarked within a transport vehicle.



PALADINS

The Grey Knights do not believe that a warrior is forged in battle; rather that war tempers the fighting spirit of a man born to great things. Therefore, if a Grey Knight wishes to prove himself worthy of a place amongst the Paladins, bravery and skill are not enough – he must complete eight quests to establish his character and cause.

First, the aspirant must spend a day and a night in the haunted caverns beneath Mount Anarch without losing sanity or purpose. Should he endure, he must match his will against the unsleeping evil of the dread tome Abbialach, which lies chained in the Chapter's Sanctum Sanctorum. His mental fortitude thus tested, the aspirant will then be called upon to prove his strength at arms.

He will make pilgrimage to Lansel's Tomb on the doomed moon of Tethys, bearing no armour to preserve him from the Warp-spawned beasts trapped there. He must seek out and deliver a deathblow to each of the four types of Daemon Herald in service to the Chaos Gods, returning with a horn or tooth from each to prove his victory. Four more quests are there, each more gruelling than the last, with the final one the most difficult of all. The candidate will hunt down and banish one of the six hundred and sixty-six most powerful Daemons to ever manifest in the mortal realm, armed only with his Nemesis force sword and the beast's true name, gleaned from the pages of the Iron Grimoire. Only when this is done will the aspirant have earned his ascension to the rank of Paladin.



Given the perilous nature of these quests, it is little wonder that only the boldest Knights become Paladins. Nevertheless, it is almost unheard of for an aspirant to abandon his quests, as to do so is to incur grave dishonour. Whilst the cost of pursuing the Paladin's quests is high, it ensures that nowhere in the Imperium can so noble an assemblage of warriors be found as in Titan's Hall of Champions.

Once his quests are complete, and the night of triumphant feasting is over, the new Paladin leaves his Brotherhood and takes his seat in that hallowed hall. From the moment of his elevation, each Paladin is bound in service not only to his Chapter, but also to one of the Grand Masters for whom he will act as bodyguard, champion and advisor. Henceforth, his place upon the battlefield will be wherever the fighting is thickest and the peril greatest.

On those occasions in which one of the Grey Knights' Apothecaries takes to the battlefield, his protection will be given over to a squad of Paladins. Few Battle-Brothers are as important to the Chapter's future as an Apothecary. It is his task to tend to fallen Battle-Brothers, healing them with his narthecium, or reclaiming the progenoid organs – and the precious gene-seed within – with his reductor should the wounds be too severe. Without Apothecaries, the Grey Knights' genetic heritage would be lost amid the ruin of battle, and the Chapter would cease to exist within a matter of decades. Thus do the Apothecaries receive the foremost guardians the Chapter can provide.

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

UNIT TYPE: Infantry.

WARGEAR: Terminator armour, storm bolter, Nemesis force sword, frag grenades, krak grenades, psyk-out grenades.

Narthecium (Apothecary Only): As long as the Apothecary is alive, all models in his squad have the Feel No Pain universal special rule.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Brotherhood of Psykers, Combat Squads, Preferred Enemy (Daemons).

PSYCHIC POWERS: Hammerhand (see page 25).

Holocaust: Uniting their sorceries, the Paladins conjure a searing ball of white-hot flame, thus purging the foe from the field of battle.

This is a psychic shooting attack, resolved from a squad member of your choice (other models can shoot normally). Holocaust uses the following profile:

Range	Strength	AP	Type
12"	5	-	Assault 1, large blast

PURIFIERS

The Purifiers are an order apart from other Grey Knights, distanced from their Battle-Brothers by their nature and tradition. The Chambers of Purity lie deep below the Fortress Monastery, at the entrance to the ancient and shadowy vaults of Mount Anarch, the better to ensure that the Purifiers guard against the evil that slumbers therein. Only the Chapter's Grand Masters are permitted to enter these halls unbidden. This edict has proved something of a challenge to neophytes over the centuries. Some return to the chambers above following a brutal beating to reinforce the lesson that the Purifiers trust not even their Battle-Brothers where some secrets are concerned. Other intruders do not return at all, their fate a mystery to all.

Just as the Paladins serve as exemplars of the Grey Knights' warrior ideal, the Purifiers epitomise the Chapter's sanctity of purpose. They are dour and taciturn, and their eyes burn with a black fire that borders on fanaticism. There is neither training regime nor set process by which a Grey Knight can join these ranks. Membership of the Purifier order is not granted through skill, valour or a tally of grim deeds soaked in blood. Indeed, a Grey Knight can serve his Chapter with distinction for centuries without end, yet still this ultimate honour may well be denied him. Rather, Purifiers recruit only from those amongst their Battle-Brothers whose souls are considered to be utterly incorruptible and resistant to the temptations of the Warp – even by the exacting standards of the Grey Knights. So careful is the selection that there are seldom more than a few score Purifiers. Yet never has thought been given to relaxing the restrictions of induction, lest the sanctity of the order be compromised.

Fortunately, the limited numbers of Purifiers have never yet been too few for the task at hand. Whether this is due to some strange quirk of fate or the machinations of some higher power is impossible to say. Perhaps it is part of the natural order of things for there to exist a handful of unblemished warriors, whose purpose is to combat Daemons in all their forms and to ensure that the fire of victory is never extinguished. This is perhaps of scant comfort to the Purifiers, who inevitably form the Chapter's spearhead in these dark times. But for them, as for all Grey Knights, duty comes before personal survival.

Untarnished spirit is not simply the Purifiers' defining characteristic – it is also their greatest weapon. Combined with a Grey Knight's formidable psychic might, this hallowness of heart and mind can be transformed into a cleansing azure flame that burns not the body, but the soul within. It is an attack that few creatures can resist. All beings harbour some darkness of spirit, be it petty meanness or cold malevolence, and this evil fuels the flame. Brilliant spark becomes unstoppable conflagration, and through this inferno none save the Purifiers can walk unharmed, alabaster armour gleaming as their blades dispatch their charred and blackened foe.

	WS	BS	S	T	W	I	A	Ld	Sv
Purifier	4	4	4	4	1	4	2	9	3+
Knight of the Flame	4	4	4	4	1	4	2	9	3+

UNIT TYPE: Infantry.

WARGEAR: Power armour, storm bolter, Nemesis force sword, frag grenades, krak grenades, psyk-out grenades.

SPECIAL RULES: The Aegis, Brotherhood of Psykers, Combat Squads, Fearless, Preferred Enemy (Daemons).

PSYCHIC POWERS: Hammerhand (see page 25).

Cleansing Flame: The Purifiers send forth the fire in their souls to consume the foe.

This power can be used during the Assault phase in either player's turn, after assault moves have been made, but before any blows have been struck. If the Psychic test is passed, all enemy models that are part of the same assault suffer one wound on a roll of 4+. Armour saves can be taken as normal.

Once the effects of *Cleansing Flame* have been resolved (and any casualties removed), blows are struck as normal. Unsaved wounds caused by *Cleansing Flame* are counted as having been caused in close combat for all purposes.



“To the righteous we bring hope.
To the tainted we bring fire.”

– Castellan Garran Crowe

TECHMARINES

Techmarines are warrior-smiths of the highest calibre, responsible for the creation and repair of all the equipment employed by the Grey Knights. By their toil are suits of armour made ready for war, starships girded for interstellar voyages, Dreadnoughts awakened from slumber and Nemesis force weapons painstakingly crafted from silver and iron.

To begin his tutelage, a Techmarine-nominate takes ship to Mars. Bearing silvered seals of introduction, he passes through the Ring of Iron and deep into the hidden forge cities of the Red Planet. Here he is immersed in the ancient and jealously guarded lore of the Adeptus Mechanicus. He learns to master the tools of the Techmarine, which will allow him to visit miracles upon Sundered technology. Few are the harms that a Techmarine cannot make hale; he can fix minor weapon malfunctions with but a deft touch and, given time and appropriate facilities, bring wrecked and ruined battle tanks back to life.

Once he returns to Titan, a Techmarine is forever apart from his Battle-Brothers, for long years of training on Mars inculcate an entirely new set of traditions and rituals upon him. Few of these doctrines are entirely compatible with those of the Grey Knights. In fact, many stand in direct contradiction to the aims and goals of the Chapter. So it is that a Techmarine is called upon to balance these two opposed sides of his nature on a daily basis: to serve the goals and ideals of his Chapter, but according to the traditions of the Adeptus Mechanicus.



Much of the Techmarine's work is carried out in the foundries and workshops on Titan, yet he is no stranger to war. Such is the Techmarine's skill that he can effect all but the most difficult of repairs amidst the howling furies of battle. Hunched alone beside a wounded machine, his mind concentrated on the task at hand, a Techmarine could appear to be easy prey, save for the array of cutters, welders and servo-arms at his command. Though primarily intended for repair, these tools can annihilate attackers just as easily...

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

UNIT TYPE: Infantry (character).

WARGEAR: Artificer armour, boltgun, power weapon, frag grenades, Krak grenades, psyk-out grenades.

Servo-harness: A servo-harness gives a Techmarine a plasma cutter (fired in the Shooting phase as a twin-linked plasma pistol, but cannot be used in close combat) and a flamer. In the Shooting phase the Techmarine can either fire both harness-mounted weapons, or one harness mount and another gun. The servo-harness also gives the Techmarine two servo-arms.

Servo-arm: Each servo-arm grants a single extra close combat attack, made separately at Initiative 1 and Strength 8, ignoring armour saves.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Independent Character, Preferred Enemy (Daemons), Psyker (Mastery Level 1).

Blessing of the Omnisiah: If a Techmarine is in base contact with any damaged vehicles during the Shooting phase, he can attempt to repair one of them instead of firing. Roll a D6, adding +1 to the total if the Techmarine has a servo-harness. If the result is 5 or more, then either a Weapon Destroyed or an Immobilised result (your choice) will be repaired. If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Techmarine cannot attempt a repair if gone to ground or falling back.

Bolster Defences: Techmarines can increase the effectiveness of cover. Each Techmarine can bolster a single ruin before the game begins. When you deploy, nominate one ruin in your deployment area for your Techmarine to bolster. The ruin's cover save is increased by 1 for the duration of the game. For example, a normal ruin (4+ save) when reinforced would offer a 3+ cover save. A ruin can only be bolstered once.

PSYCHIC POWERS: Hammerhand (see page 25).

Reconstruction: The mind of the Techmarine guides his hands and speeds the repairs he must complete.

This psychic power can be used at the start of the Techmarine's Movement phase. If the Psychic test is successful, the Techmarine can re-roll any repair roll he makes this turn.

RHINOS & RAZORBACKS

The Rhino armoured transport is one of the most venerated vehicles in service to the Imperium. Its origins lie in the murky mists of time, from when Man first reached out his hand to the stars and began the long process of colonisation.

Little has changed in the Rhino's design since those halcyon days, for its optimal balance of transport capacity, armour plating and battlefield manoeuvrability has been judged unassailably perfect by the Adeptus Mechanicus. It is small surprise therefore that the Rhino once served as the mainstay transport of all Mankind's armies. Alas, in these dark days, when many secrets of the Rhino's construction have been lost, and countless thousands of the vehicles have fallen into disrepair, only Space Marine Chapters, such as the Grey Knights, can muster a sufficient number of battle-ready Rhinos to suit their needs.

Chief amongst the Rhino's vaunted features is its array of automatic repair circuits. Originally intended to keep an unmaintained vehicle operational on an under-supplied colony world, these systems have long since proven their worth on the battlefields of Mankind's eternal war. So it is that a Rhino can sustain crippling damage to its tracks and engines, yet still return to full function without requiring outside attention. Those systems that the Rhino cannot mend for itself are likewise straightforward and intuitive to repair, allowing those initiated in the Machine God's mysteries to make major overhauls in a comparatively short span of time.

While still an important and honoured part of the Grey Knights' arsenal, the Rhino is a far less common sight here than in other Space Marine Chapters. This is nothing to do with combat doctrine or reliability, for the Rhino was ever a versatile and durable tank. Rather, this absence is due entirely to how the vehicle's physical limitations interact with the Chapter's favoured wargear. The Rhino's transport compartment is simply not large enough to accommodate Terminators and, as a great many Grey Knights go to war clad in Terminator armour, this clearly imposes limitations on the Rhino's usefulness to the Chapter. Nonetheless, the Rhino remains a highly valued transport for some of the Grey Knights' specialist troops. Purgation and Purifier Squads make particular use of Rhinos when on the advance, in order to reach optimum engagement range more swiftly, often advancing in the shadow of a Land Raider.

RAZORBACKS

The Razorback is a heavily-armed variant of the Rhino troop transport that sacrifices some transport capacity for turret-mounted armament – normally a twin-linked lascannon or heavy bolter. Razorbacks serve double-duty as transports and mobile gun emplacements, and are often assigned to escort Rhinos or infantry squads into the thick of battle. As the Grey Knights often fight heavily outnumbered (even by the standards of Space Marines), the additional firepower the Razorback supplies is always welcome.

	Type	BS	Armour		
			F	S	R
Rhino	Tank	4	11	11	10
Razorback	Tank	4	11	11	10

WARGEAR: Storm bolter (Rhino only), twin-linked heavy bolter (Razorback only), smoke launchers.

TRANSPORT: The Rhino has a transport capacity of ten models. The Razorback has a transport capacity of six models. Neither vehicle can carry models in Terminator armour.

Fire Points: Two models can fire from the Rhino's top hatch. The Razorback has no fire points.

Access Points: Both the Rhino and Razorback have one access point on each side of the hull and one at the rear.

SPECIAL RULES: The Aegis, Psychic Pilot.

Repair (Rhino only): If a Rhino is immobilised for any reason, in subsequent turns the crew can attempt a repair instead of the vehicle shooting. Roll a D6 in the Shooting phase – on a roll of a 6, the Rhino is no longer immobilised.

PSYCHIC POWERS:

Fortitude: The Grey Knight pilot triggers the vehicle's psycho-reactive armour plating, recalibrating its systems. This power may be used in the Grey Knights' Movement phase. If the Psychic test is successful, any crew shaken and crew stunned results already on the vehicle are nullified and no longer apply.



NEMESIS DREADKNIGHTS

It is a truth reluctantly acknowledged by the Grey Knights that that valour, purity of spirit and battle-skill can only carry a warrior so far in single combat with a Greater Daemon of Chaos. After all, such diabolic monstrosities tower over even Terminators, and even the weakest wield the raw might of more than a dozen Space Marines. Yet it is often necessary that such hellspawn be faced down and destroyed, not by an entire Brotherhood of Grey Knights, nor a score of Terminators, nor even a squad of Purifiers, but by a single valiant hero of the Chapter. For such desperate times was the Nemesis Dreadknight forged.

A Nemesis Dreadknight is a marvel of technology. At its indomitable heart is an adamantium-alloy skeleton, whose great limbs are given life by a compact but powerful plasma reactor. Over this are layered a series of bonded-ceramite plates and armoured control linkages.

Once a Grey Knight is strapped into the command harness on the Dreadknight's front, synaptic implants give him complete control of the machine's limbs and weapon systems – essentially granting him a surrogate body far mightier and more durable than his own. When matched with the Nemesis Dreadknight's devastating weapon systems and the all but impenetrable force field that protects the otherwise exposed pilot, this combination serves to elevate the Grey Knight's combat abilities to a point where he can withstand the blows of even the mightiest Greater Daemon, and unleash a fearsome counterattack in reply.

Is the technology that drives the Nemesis Dreadknight a fragment of Mankind's lost knowledge, preserved through the Dark Age of Technology and the terrible times since? Or do its origins owe more to alien influence? Either way, the Grey Knights hold their peace, and seem determined never to share their secrets. Few organisations in the Imperium could afford such an attitude, for it would bring them four-square into conflict with the edicts of the Adeptus Mechanicus, and indeed the principles under which all of Mankind's military is supplied. However, the Grey Knights answer only to the Inquisition, and so stand apart from such pettifogging politics.

It would doubtless suit the Grey Knights to have every Battle-Brother take to the field aboard a Nemesis Dreadknight. Alas, not all Grey Knights have the strength of mind and subtlety of reaction required to master the exoskeleton's many combat stances. Only a very few Battle-Brothers show enough aptitude to begin the training, let alone be deemed fit to control such a weapon in the heat of battle. So it is that Nemesis Dreadknight pilots are amongst the Grey Knights' most honoured warriors, for they have mastered skills that are the envy of their brethren. But such honour is perilous, for it brings with it assignment to the most dangerous of all quests. Whilst other warriors would perhaps shirk such a brutal path, Nemesis Dreadknight pilots embrace it, knowing that each trial furnishes them with new knowledge and skills. Thus is the Dreadknight honed until it is one of the sharpest blades in the Emperor's hand. For a Grey Knight, there can be no greater honour.



	WS	BS	S	T	W	I	A	Ld	Sv
Nemesis Dreadknight	5	4	6	6	4	4	3	10	2+

UNIT TYPE: Monstrous Creature.

WARGEAR: Two Nemesis Doomfists.

Dreadknight Armour: A model wearing Dreadknight armour has a 2+ armour save and a 5+ invulnerable save. Any model wearing Dreadknight armour can be teleported onto the battlefield. They can always start the game in reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Preferred Enemy (Daemons), Psyker (Mastery Level 1).

PSYCHIC POWERS: Hammerhand (see page 25), Dark Excommunication (see page 25).

“Awake now, oh Dreadknight!
Lend me your strength and fortitude, and
I shall reward thee with righteous purpose.”

– from the Rites of Awakening

DREADNOUGHTS & VENERABLE DREADNOUGHTS

There are some battles that cannot be won by the valour of mortal men alone. Some conflicts are so terrible, and must be pursued in the face of such overwhelming odds, that victory can only be seized through the united might of the Chapter's greatest heroes. In such dark times do the Master Armourers of the Grey Knights descend to the Chamber of Heroes and awaken the Chapter's Dreadnoughts.

There are few more awesome sights than a Dreadnought in full fury. More than twice the height of a man it stands, armed with the most fearsome weaponry the Grey Knights can provide, its furnace roaring with the joy of battle, and the ground shaking with its every step. As the Dreadnought advances, enemies scatter before it, their fire ricocheting off its adamantium hide. Fearsome as its weaponry might be, the Dreadnought's greatest boon is perhaps its ability to reinforce the psychic defences of its Battle-Brothers. Using the psybercircuitry within its sarcophagus, the Dreadnought can link its own Aegis field with others nearby, creating a series of wards many times stronger than the sum of their parts.

Yet it is not the Dreadnought's armour, nor its Aegis reinforcement, nor even its armament, that make it such a deadly foe. That honour goes to the warrior that guides the goliath; a warrior long ago brought close unto death by grievous wounds, and who must now forever dwell in the Dreadnought's cyborganic sarcophagus. Only the mightiest of the fallen are interred within a Dreadnought. To fight a Dreadnought, then, is to fight no mere machine, nor merely a great hero of the Chapter. It is to attempt nothing less than the defeat of a great warrior whose mortal frailties have long been set aside for a mechanical form as untiring and unyielding as his own will.

Such is a Dreadnought's wealth of combat experience that, once fully awakened, it can adopt any role required by the battle at hand, from long-range fire support to spearheading assaults. Indeed, amongst the Grey Knights, it is far from unusual for a Dreadnought to serve as a secondary commander, holding authority over the main strike force, thus allowing the Brother-Captain to direct efforts elsewhere. This should come as no surprise, for many Dreadnought pilots attained the rank of Brother-Captain, or even Grand Master, before their internment, and relish the opportunity to apply their strategic acumen to fresh campaigns. Those Battle-Brothers fighting under the gaze of these Venerable Dreadnoughts are sure to redouble their efforts. To take to the battlefield alongside such a warrior is to walk in the shadow of a living legend and, in such company, a Battle-Brother will not be found wanting.

It might seem strange that Dreadnoughts are awoken at only the direst times. Yet the Grand Masters of the Grey Knights know that to depend too heavily upon these ancient heroes is to dishonour the gift of their service – for have not these Battle-Brothers already died once for their Chapter? And so, when the dark times have passed, the Dreadnoughts return to the Chamber of Heroes, there to slumber in the darkness, dreaming of battles yet to come...



	[Armour]							
	WS	BS	S	F	S	R	I	A
Dreadnought	4	4	6	12	12	10	4	2
Venerable Dreadnought	5	5	6	12	12	10	4	2

UNIT TYPE: Vehicle, Walker.

WARGEAR: Multi-melta, Nemesis Doomfist with built-in storm bolter, smoke launchers.

SPECIAL RULES: The Aegis, Preferred Enemy (Daemons), Psychic Pilot.

Reinforced Aegis: Psychic test Leadership penalties caused by The Aegis are increased to -4 if the target of the psychic power is within 12" of the Dreadnought (or is the Dreadnought itself).

Venerable (Venerable Dreadnought only): If a Venerable Dreadnought suffers a glancing or penetrating hit, you may have your opponent re-roll his result on the Vehicle Damage chart. You must accept the result of the second roll.

PSYCHIC POWERS: Fortitude (see page 33).

LAND RAIDERS

Unlike much of the Imperium, the Grey Knights do not make extensive use of armoured vehicles. Theirs is a more personal war, fought with both feet planted firmly on the ground, and won with a warrior's own weapons and fortitude. That the Land Raider has been granted a permanent place in the Chapter's armouries is testimony to the high regard in which it is held by the Grand Masters of Titan.

Unlike most other vehicles employed by the Grey Knights, each Land Raider has a robust and thriving machine spirit, capable of operating any of the tank's many weapon systems, or even taking command of the drive mechanisms. For this reason, the Chapter's Techmarines hold the Land Raider to be amongst the most blessed of the Omnissiah's works – and perhaps to even contain a fragment of his presence. Accordingly, they become quite incensed should the enemy have the temerity to seek the Land Raider's destruction.

Superficially, a Grey Knight Land Raider appears identical to those employed the galaxy over. It has the same bonded ceramite and adamantium hull, sealed-environment transport chamber and forbidding weaponry – traditionally a pair of twin-linked lascannon sponsons, although other combinations are not uncommon. Yet beneath the adamantium hull lies the wealth of modifications that are required to transform the Land Raider into an integral part of the Chapter's armoury. Bundles of psi-charged circuitry, psycho-reactive armour plates and charged sigils allow the Land Raider's crew to not only control their tank through psychic prompting, but also effect

battlefield repairs simply by focusing their mental might. Aegis components, adapted from those found in Grey Knight armour, are threaded throughout the vehicle and offer a measure of protection against enemy psykers.

Some of the Chapter's Land Raiders have even had a micro-filament mesh of iron and enchanted silver injected into their ceramite armour, thus rendering the hull poisonous to Daemons. Such modifications are carried out on Titan at the hands of the Chapter's Techmarines – a sacred duty that is carried out with religious precision. These modifications are technically a breach of the Adeptus Mechanicus' hidebound protocols, and serve both as an example of the unusual status that the Grey Knights enjoy, and as a reminder that there are some technologies that even the Adeptus Mechanicus is forbidden to touch.

	Type	[Armour]				
		BS	F	S	R	
Land Raiders	Tank	4	14	14	14	

WARGEAR:

Land Raider: Twin-linked heavy bolter, two twin-linked lascannons, smoke launchers.

Land Raider Crusader: Two hurricane bolters, twin-linked assault cannon, smoke launchers.

Land Raider Redeemer: Two flamethrower cannons, twin-linked assault cannon, smoke launchers.

Frag Assault Launchers: The hulls of Land Raider Crusaders and Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit charging into close combat on the same turn as it disembarks from a Crusader or Redeemer counts as having frag grenades.

TRANSPORT

Land Raiders have a transport capacity of ten models. Land Raider Crusaders have a transport capacity of sixteen models. Land Raider Redeemers have a transport capacity of twelve models.

Fire Points: None.

Access Points: A Land Raider has one access point on each side of the hull and one at its front.

SPECIAL RULES: The Aegis, Psychic Pilot.

Power of the Machine Spirit: The vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting.

Assault Vehicle: Models disembarking from a Land Raider can launch an assault on the turn they do so.

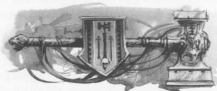
PSYCHIC POWERS: Fortitude (see page 33).



STORMRAVEN GUNSHIPS

The Stormraven Gunship is a close support strike aircraft and transport, and the Grey Knight's deployment method of choice when teleportation cannot be employed. Its transport compartment can accommodate no less than six Terminator-armoured Grey Knights, or twice as many Battle-Brothers in less bulky power armour. Such a troop complement is a fearsome strike force all by itself but, should further firepower be required, the Stormraven can also carry a Dreadnought in its rear grapples. Being swifter and somewhat more agile than the Chapter's Thunderhawk Gunships, the Stormraven allows for a more reliable battlefield insertion – particularly when the skies are screaming with daemonic turbulence, as they so often are when the Grey Knights are on campaign.

The Stormraven Gunship has been in the Grey Knight's service for millennia. It is perhaps the most versatile weapon in their armoury, able to perform fire support, interdiction and armoured assault missions according to the needs of the battle at hand. It is often likened to a flying Land Raider, for the two craft have many similarities, not least of which is a sophisticated machine spirit capable of operating the craft's weapon systems with all the accuracy and deftness of the crew. However, the Stormraven outguns even the legendary Land Raider – it is nothing less than a flying fortress.



Type	BS	[Armour]			
		F	S	R	
Stormraven Gunship Fast, Skimmer	4	12	12	12	

WARGEAR: Four mindstrike missiles, twin-linked assault cannon, twin-linked heavy bolter.

Ceramite Plating: The Stormraven's hull plates are designed to protect it from the extreme conditions of orbital re-entry, but they also serve to thwart the fury of certain weapons. Melta weapons do not gain the extra D6 armour penetration when shooting at a Stormraven Gunship.

TRANSPORT

The Stormraven can carry one unit of up to 12 models in its cabin, and/or a single Dreadnought in its rear grapples.

If the Stormraven explodes whilst carrying a Dreadnought, the Dreadnought will suffer a single Strength 4 hit on its rear armour.

Unlike other transports, the Stormraven can carry jump infantry (each taking up two points of transport capacity). For the purposes of claiming/contesting objectives and embarking/disembarking from a Stormraven, measure to and from its base. For example, a unit wishing to embark a Stormraven can do so if, at the end of their movement, all models in the unit are within 2" of the Stormraven's base.

Fire Points: None.

Access Points: A Stormraven has one access point at the front of its hull, one on either side and another at the rear.

SPECIAL RULES: The Aegis, Deep Strike, Power of the Machine Spirit (see page 36), Psychic Pilot.

Assault Vehicle: Models disembarking from a Stormraven can launch an assault on the turn they do so (providing the Stormraven did not Deep Strike that turn).

Shadow Skies: If the Stormraven has moved flat out, passengers can still disembark, but they must do so as follows:

Nominate any point over which the Stormraven moved, and deploy the squad as if it were deep striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. Models with personal teleporters can make an incredibly precise descent – they do not take Dangerous Terrain tests (unless they land in Dangerous Terrain), and they do not scatter. If any of the models cannot be deployed, the unit is destroyed as described in the 1-2 result on the Deep Strike Mishap table. Note that models disembarking in this manner cannot assault on the turn they do so.

PSYCHIC POWERS: Fortitude (see page 33).

LORD KALDOR DRAIGO

SUPREME GRAND MASTER OF THE GREY KNIGHTS

The tale of Kaldor Draigo truly began on the world of Acralem, during the Daemon incursion of 799.M41. M'kar the Reborn had led forth a daemonic army from the Realm of Chaos, and would be satisfied with nothing less than the ruin of not only Acralem, but the entire Vidar sector. It was inevitable that the Grey Knights would stand against such a threat. Together with nine regiments of Imperial Guard and Space Marines from the Astral Knights and Flesh Tearers Chapters, the Third Brotherhood of the Grey Knights, in whose ranks Draigo fought, descended upon the world.

What awaited was one of the most terrible battles of that century. There can be little doubt that if the Grey Knights had not been there, Acralem would have fallen. The tide was only turned by their daring strike against M'kar's Warp-fortress. It was here that Kaldor Draigo, a freshly ennobled Battle-Brother, made a name for himself. It was Draigo who dealt the deathblow to M'kar, and so cast the daemonic horde back into the Warp, but the Daemon clung to life long enough to place a vengeful curse upon his slayer.

“Victory is yours this day mortal, but know that if ever you set foot upon this world again, you and all who follow you shall walk with damnation for ten millennia.”

– M'kar the Reborn to Knight Draigo

Victory on Acralem saw Draigo acclaimed with the rank of Justicar – the first of many such promotions. For two centuries Draigo served his Chapter and Emperor with unfailing distinction. He earned honours and glory unsurpassed by any Grey Knight before him, save perhaps Janus himself, foremost of the founders whose deeds had shaped the Imperium in its darkest times. He became Supreme Grand Master in the early days of 901.M41, following the slaughter of the previous Chapter Lord at the hands of the Daemon Primarch Mortarion, and his first act was to carve his forebear's name upon Mortarion's rotting heart – an insult that the Daemon has never forgotten.

Two hundred years to the day since Draigo's victory on Acralem, an Astropathic distress beacon brought news to Titan that Acralem had been invaded by Daemons once again. Upon learning of this, Draigo knew without doubt that M'kar had been reborn, and this was the Daemon Prince's attempt to bring true his curse. Having so determined, Draigo gave word forbidding his Chapter to involve themselves with Acralem, lest others fall prey to the doom that was his burden to bear – a duty his Battle-Brothers bore unwillingly, though, to his knowledge, none disobeyed. Yet the world was not to be abandoned to its fate. Draigo took ship to Acralem, there to meet his unfolding destiny alone.

So it was that Kaldor Draigo, Lord of the Grey Knights, came once again to Acralem. Few words spake he, yet his grim purpose was plain to behold as he trod old battlefields reawakened to fresh slaughter. At the siege of Castle Gorseth

it was Draigo who unleashed the psyflame that swept the Daemons away, and he who struck down the plague-rotten abomination that commanded the assault. In the Trebarin Valley, it was Draigo who held rearguard in the narrowest part of the pass, holding the baying hordes of madness at bay whilst the Cadian 912th fell back. Survivors of the retreat recount that Draigo held that rock-strewn corridor for two days, never once missing a blow nor taking backward step. It would have been hard to judge which side held Lord Kaldor Draigo in the greatest dread – the Daemons, for the crippling losses he had dealt upon their kind, or the soldiers and officers of the Imperial Guard, who saw only a silent brute whose armour was slick with the blood of slain hellspawn.

The confrontation between Draigo and M'kar took place upon the pinnacle of Shadow Peak, before the swirling Warp rift from which the Daemon Prince drew his unholy power. As Imperial Guardsmen battled against the braying Daemon hordes, Draigo sought his enemy of old, for he knew M'kar's death would end the Daemon's plans of conquest, just as it had so many years ago.

On the edge of the rift they battled, the Knight and the Daemon, each using every tactic at their command to break the other's guard. The battlefield rang to the sound of their titanic duel, to the clamorous strike of Nemesis sword upon daemonic blade, of silvered steel upon Warp metal. The Daemon Prince spat curses and insults at Draigo, but his words and sorceries could find no purchase. Again and again, Draigo summoned the sanctifying flame, yet M'kar merely laughed at the charring of his own flesh, and Draigo could not keep pace with his adversary forever. M'kar's blade glowed darkly with Warpflame, and he unleashed a blow mightier than any that had preceded it. The Daemonblade struck home with a dull crack, shattering the Nemesis sword halfway down its length and driving the Grey Knight to one knee. M'kar bellowed with victory, and brandished his blade for the final blow.

However, Draigo was not yet spent. Roaring a battlecry of his own, he rose up from one knee and, double-handed, thrust his sword's severed stump into M'kar's black heart. With that one blow, Draigo delivered Acralem for the second time. As death throes racked M'kar's body, so too did they begin to tear at the Warp portal he had summoned. The rift's baleful energies began to disperse and, one by one, the howling Daemons of his army faded away into nothingness. Yet, before the portal closed completely, M'kar had one final act of vengeance. With his last strength, the Daemon Prince cast his talons around Draigo's throat and heaved the Grey Knight into the collapsing rift. So did Kaldor Draigo pass out of the mortal world and into legend.

The tale of Kaldor Draigo did not end that day, as many supposed, for he survived his passage into the Realm of Chaos. Lesser men would have been driven insane by their arrival in the domain of the Chaos Gods, where damnation lurks upon every path. Yet Draigo's mind had long been hardened to the madness and seductions of Chaos, and he endured in this land where no other man could.

For an uncounted age Draigo wandered that terrible landscape. His path was strewn by Daemons fair and foul, who sought to slay him or seduce him to darkness, yet Draigo overcame them all. Atop the Blood Falls, where the acrid ichor of Khorne's fallen champions tumbles endlessly into the void, Draigo slew the great Bloodthirster Kar'voth. With cleansing fire he drove daemonic taint from the beast's great axe, and used the molten remains to reforge his sword, sundered in battle with M'kar the Reborn so long ago. He unleashed sanctified flame again amongst the writhing jungles of Nurgle's domain, and for a long time the gusting Warp-winds carried only a charcoal stench and the tortured screaming of daemonic vegetation. On a journey through the Whispering Meadows, six sisters, the chosen handmaidens of Slaanesh, sought to tempt Draigo with promises of glory, power and all the myriad riches desired by mortal flesh and spirit, but their words could find no purchase upon his soul, and he scattered the Daemonettes' dismembered remains amongst the alabaster grasses. At the gates of the Inevitable City, the Lord of Change M'kachen offered Draigo a path homewards, but in reply the Grey Knight smote the city walls and left the bird-Daemon entombed amongst the ruins.



Through such acts, and many thousands more, did Kaldor Draigo forge a new legend, but this time in a domain where legend is the stuff of life. Rarely now did Daemons haunt Draigo's footsteps. The Grey Knight had time and again proved his utter resistance to corruption, and had left so many thousands of slaughtered Daemons in his wake that now only the most crazed of Khorne's minions continued to seek his death. That anything could exist in the Realm of Chaos, yet be utterly immune to the will of the Chaos Gods, was a fresh impossibility in a domain riven with the impossible. Yet if the Dark Gods could not vanquish Draigo, then nor could Draigo win any meaningful victory. The Daemons he slew inevitably returned in new bodies, Nurgle's mighty jungle regrew from the ashes and even the tumbled walls of the Inevitable City righted themselves.

However, the mortal world was not yet done with Lord Draigo. When the Prophet of Jostero forged an alliance with the Daemon N'kari, he drew a portion of the Realm of Chaos into the mortal world, and Draigo was drawn through along with it. So was Draigo briefly reunited with his Chapter, for a Brotherhood had arrived on Jostero to combat N'kari's threat. Draigo was clearly long adrift in time, for he knew these warriors not, yet they embraced him as brother, and fighting side-by-side they cast down the mad Prophet of Jostero and banished his daemonic allies.

Alas, Draigo's victory was a hollow one, for when the gateway closed, the Grey Knight found himself drawn back through the rift and trapped again within the Realm of Chaos. He had helped bring about the deliverance of Jostero, but could not save himself. Such has been Draigo's fate ever repeated since: to walk the Realm of Chaos for unknowable spans of time, on occasion taking his eternal battle into the mortal world for brief spans before being freshly jailed upon victory. It is hard to imagine the fortitude of character that allows Draigo to endure such hardship, yet endure it he does. He walks the Realm of Chaos still, continuing his eternal battle against the Chaos Gods.

One day, he will return.

	WS	BS	S	T	W	I	A	Ld	Sv
Lord Kaldor Draigo	7	6	5	5	4	5	4	10	2+

UNIT TYPE: Infantry (character).

WARGEAR: Terminator armour, storm bolter, storm shield, frag grenades, krak grenades, psyk-out grenades.

The Titansword: The Titansword is a master-crafted force weapon with the Daemonbane rule (see page 54). Additionally, any close combat attacks that Draigo directs against a unit that contains one or more Daemons or Psykers are resolved at Strength 10.

SPECIAL RULES: The Aegis, Eternal Warrior, Fearless, Grand Strategy (see page 22), Independent Character, Preferred Enemy (Daemons), Psyker (Mastery Level 2).

PSYCHIC POWERS: Hammerhand (see page 25), Psychic Communion (see page 23).

Sanctified Flame: This power is a psychic shooting attack and has the following profile:

Range	Strength	AP	Type
Template	5*	-	Assault 1

* Sanctified Flame always wounds Daemons on a roll of 2+.

GRAND MASTER MORDRAK

THE HAUNTED KNIGHT OF MORTAIN

When the fortress world of Mortain was destroyed at the hands of the Red Corsairs, Grand Master Vorth Mordrak was the only Grey Knight to survive. Thereafter, the guilt of that survival gnawed at him daily – visions of fallen comrades haunted his sleeping hours, their voices ever on the edge of hearing. Fearing that he had become corrupted, Mordrak submitted himself to the Rituals of Purity, but was judged clean of taint. Still the manifestations plagued him, almost to the point of insanity, yet Mordrak could find neither cause nor relief.

On the world of Ralindri, the mystery grew deeper. Separated from his strike force by teleporter malfunction, Mordrak was left crippled and alone on a mist-wreathed plain swarming with Daemons. Yet, as oblivion closed in and the Daemon hammer slipped from Mordrak's nerveless grasp, two score Terminators appeared out of the mist, Blades glinting in the chill light, they encircled the unconscious Grand Master to form a protective wall of silvered steel. An hour later, the Grand Master was found alone on the plain, surrounded by score upon score of slain Daemons. None could explain the means of Mordrak's deliverance – whoever his saviours had been, they could not be accounted for.

The mystery persisted for some months, until Mordrak took the field on the Bloodplains of Belos III, but this time he was not the only witness. At each of five major battles did the enigmatic warriors appear, always fighting in close proximity to Mordrak. It was then that Mordrak caught clear sight of his allies. He saw their armoured bodies part and reform before hellblade and daemonion talon like smoke upon the breeze. Moreover, he saw plainly the apparitions' heraldry – the same blazons borne by the Grey Knights slain on Mortain.

This was the cause of Mordrak's visions finally explained. Given form and voice by Mordrak's own psychic might, Mortain's fallen had become bound to him at the moment of their deaths – a powerful force, but also unwelcome, for their voices still whispered of betrayal and revenge. Mordrak knew that these emotions were not directed at him, for why then would the fallen protect him? Only one other could be held responsible for their deaths – Huron Blackheart, the Chaos Lord whose battlefleet had destroyed Mortain. So did Mordrak gather to him a force of Battle-Brothers and depart Titan, determined to finally lay the fallen to rest.

No small task has Mordrak set himself. Huron Blackheart is one of the galaxy's most powerful warlords – his fleets and armies are said to rival those of the Traitor Legions themselves. On one occasion, Mordrak came to within a blade's length of claiming his vengeance, only to be cheated at the last by artifice on Huron's part. Mordrak's quest is further hindered by his own refusal to set aside his Chapter's greater mission in place of his own, for he continues to respond to daemonion incursions, often at the urging of his spectral companions. Though vengeance must be served if the slain are to be freed, Mordrak and his ghostly brothers nonetheless hold true to the Chapter's cause. Dead or alive, they are Grey Knights, heart, mind and soul, and some burdens cannot be set aside.

	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master Mordrak	6	6	4	4	4	5	4	10	2+
Ghost Knight	4	4	4	4	1	4	2	10	2+

UNIT TYPE: Infantry (character).

WARGEAR: Terminator armour, storm bolter, master-crafted Nemesis Daemon hammer, frag grenades, krak grenades, psyk-out grenades, Iron Halo.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Grand Strategy (see page 22), Preferred Enemy (Daemons), Psyker (Mastery Level 1).

First to the Fray: If he deploys via Deep Strike, Mordrak and any unit he accompanies will automatically arrive in your first turn and will not scatter.

Ghostly Bodyguard: An army that includes Mordrak can also include a unit of Ghost Knights. Ghost Knights also always have the Stealth special rule due to their spectral nature. Mordrak and the Ghost Knights form a unit, with Mordrak acting as an upgrade character until such point as the Ghost Knights are slain, at which point he reverts to being a single-model unit in his own right.

Whenever Mordrak suffers an unsaved wound, roll a D3 at the end of the phase. If the result is equal to or greater than the number of Mordrak's remaining wounds, a Ghost Knight appears to defend him. Place a new Ghost Knight within coherency of Mordrak's unit – it joins Mordrak's unit to all intents and purposes. Note that this can take the squad above its normal maximum size.

This Ghost Knight has default wargear, as presented in the army list entry – it cannot have any upgrades. If Mordrak's unit is locked in combat, this new Ghost Knight is placed in base contact with enemy models involved in the combat if possible, otherwise it must be placed 1" away from enemy models, as normal. If you do not have a spare Ghost Knight, or if there is insufficient room to place it, then the Ghost Knight does not materialise.

If Mordrak is removed as a casualty, the Ghost Knights lose their connection to the mortal world and are also removed.

PSYCHIC POWERS: Hammerhand (see page 25), Psychic Communion (see page 23).

“I am sworn to bring justice upon the Tyrant of Badab, c'en should it take a thousand years. Until then, my brothers and I have work enough to keep our swords from growing dull.”

– Grand Master Vorth Mordrak

BROTHER-CAPTAIN STERN

Arvann Stern ranks amongst the Grey Knights' longest-serving and most highly-decorated Brother-Captains. So highly regarded and valorous was Stern that, even from his early career, he was thought to be firmly on the path to becoming one of the Chapter's Grand Masters. Alas, his life was to take an altogether different course.

When the Cult of the Red Talon arose on Antraxes, at the command of their daemonic master, the Lord of Change M'kachen, it was Stern who led the counterattack. Striking at the heart of the cult's temple, Stern and his Battle-Brothers held true to their quest. Though outnumbered, the Grey Knights slaughtered the cultists to the final damned soul. At the last, even the mighty M'kachen was defeated, banished screaming back into the Warp by Stern himself – a formidable feat normally thought beyond the psychic abilities of a lone Brother-Captain. From that moment, Stern's fate was to be forever intertwined with the Daemons, for M'kachen vowed to devour Stern's mortal soul, even if it took him until the end of time.

So began a vendetta as yet without end. One hundred and one years since his banishment, M'kachen entered the mortal realm once again. Possessing the body of an unwitting cultist, he wasted no time in laying a trap for Stern among the obsidian pyramids of Sargotha. Of the five Grey Knights who set foot on Sargotha, only Stern survived the ambush, and he still bears the scars from that battle amidst the blinding sands. M'kachen escaped unharmed.

Stern and M'kachen have fought many times since that day. On each occasion, the Daemon has fled the field, though not before slaughtering Stern's companions, often leaving the Brother-Captain as the sole, and often unwounded, survivor. Is M'kachen toying with Stern, or is the Brother-Captain too difficult a prey? It is impossible to say for sure. M'kachen seems to interfere in Stern's fate almost constantly – for every act of heroism and bravery that Stern performs in battle, he seems to invite some inexplicable misfortune also.

Despite the high cost to the Grey Knights, the confrontations between Stern and his foe can by no means be counted in a tally of M'kachen's victories, for whatever scheme the Daemon was pursuing at the time is ended with his retreat. Moreover, on each occasion Stern battles his nemesis, fresh knowledge is garnered of M'kachen's weaknesses, fuelling hope that the Daemon will one day meet a permanent defeat – either cast back into the Warp, or sealed within the technological prison of a tesseract labyrinth. It is possible that M'kachen is purposefully fuelling this hope to his own ends, but the Grey Knights do not believe this to be the case. Indeed, the Iron Grimoire records that Lords of Change have ever been devious opponents, but are as apt to deceive and ensnare themselves as any foe. It is against this possibility that Stern constantly trains and prepares, refusing promotion to the rank of Grand Master until the threat of M'kachen can be ended forever. For their part, the Grey Knights of Stern's Brotherhood support him unflinchingly – duty and honour extinguishing any mortal fear they might hold. One day, they feel sure M'kachen will over-reach himself, and on that day it will be the sword of Arvann Stern that avenges the Grey Knights' fallen. So has he sworn, and so shall it be done.

	WS	BS	S	T	W	I	A	Ld	Sv
Brother-Captain Stern	6	5	4	4	3	5	3	10	2+

UNIT TYPE: Infantry (character).

WARGEAR: Terminator armour, storm bolter, Nemesis force sword, frag grenades, krak grenades, psych-out grenades, Iron Halo.

SPECIAL RULES: The Aegis, And They Shall Know No Fear, Independent Character, Preferred Enemy (Daemons), Psyker (Mastery Level 2).

The Strands of Fate: Stern can re-roll one To Hit, To Wound or saving throw each phase. However, for each dice re-rolled in this manner, your opponent can re-roll one To Hit, To Wound or saving throw at any point later in the game.

PSYCHIC POWERS: Hammerhand (see page 25), Psychic Communion (see page 23).

Zone of Banishment: Stern can use this power during his Assault phase, in place of making his close combat attacks. All models (friend and foe) within D6" of Stern, not including Stern himself, must immediately pass a Strength test. Those that fail are drawn into the Warp and are removed as casualties (they don't count towards combat resolution). Daemons must re-roll successful Strength tests.



CASTELLAN CROWE

Castellan Garran Crowe is both head and Brotherhood Champion of the Purifier order. A nobler exemplar of the Grey Knights would be impossible to find – by the measure of the Grey Knights, Crowe is a flawless soul, not so much resistant to the temptations of Chaos as immune to them. It is well that this is so, for Garran bears a burden greater than any of his brothers – the Black Blade of Antwyr.

The Grey Knights first encountered the Blade of Antwyr during the latter years of M37. It was one of the many horrors unleashed upon the galaxy during the mad years of the Occlusiad, unearthed from amongst the ruins of an ancient temple by apostles of the Blind King. A Daemon weapon of great power, the Blade of Antwyr swiftly corrupted its discoverer's mind and body. Together, sword and slave made bloody war upon the Vidar, Tremayne and Darkspire sectors, a war only ended by the intercession of all eight Brotherhoods of Grey Knights. In the aftermath of that great conflict, the Blade and its wielder vanished into the Warp. Yet seldom is such evil gone forever, and three thousand years later on the doomed moon of Tethys, the Blade of Antwyr crossed the path of the Grey Knights once more. This time, however, its bearer was finally slain, and the sword that had once nearly doomed the galaxy now lay in the hands of its enemies.

Alas, the Grey Knights were unable to destroy the Blade of Antwyr. Its Warp-spawned form was impervious to all means at their disposal. Yet, they were reluctant to cast the evil

sword into the darkness of interstellar space, for they felt certain that a fresh bearer would be drawn to its evil. Similarly, to seal it away in a vault would simply be to invite corruption of the chamber's guardians. So was the decision made to place the Blade of Antwyr into the safest prison of which the Grey Knights could conceive. It was given over into the wardenship of the Purifiers, who in turn placed the blade into the hands of their Brotherhood Champion. So has the Blade passed from incorruptible warrior to incorruptible warrior for a thousand years, and has now reached the hands of Garran Crowe.

Crowe's wardenship of the Blade of Antwyr has brought him both physical and spiritual peril. When not beset by the maddened mortals and desperate Daemons drawn by the sword's evil, Crowe must do psychic battle with the Blade itself, for it strives ever to tempt him with promises of power or bind his will with the blackest sorceries.

Crowe must be forever on guard, for the sword's sibilant whispers echo endlessly through his mind, offering to lend its strength to his own in the pursuit of victory. Many men would embrace such a chance, gambling that their will would be strong enough to control the sword's bounty without becoming corrupted in return. Yet no matter how dark the hour or desperate the battle, Crowe has never succumbed – his thoughts and actions are his own. He is the guardian of the Blade, incorruptible and inviolable, and will remain so until the day of his death.



	WS	BS	S	T	W	I	A	Ld	Sv
Castellan Crowe	8	4	4	4	2	6	*	10	+

UNIT TYPE: Infantry (character).

WARGEAR: Artificer armour, storm bolter, frag grenades, krak grenades, psyk-out grenades, Iron Halo.

The Blade of Antwyr: Although Crowe wields the Blade of Antwyr, he does not draw upon its powers, relying only on its physical properties and his own skill at arms. The Blade of Antwyr is therefore treated as a close combat weapon.

However, such is the fury the Blade of Antwyr provokes, that during a turn in which an enemy unit assaults Crowe, all models in that unit gain the Furious Charge special rule and re-roll failed To Hit rolls for that Assault phase.

SPECIAL RULES: The Aegis, Fearless, The Perfect Warrior* (see page 26), Preferred Enemy (Daemons), Psyker (Mastery Level 1), Titan's Herald (see page 26).

Master Swordsman: Crowe's skill with a blade is legendary, and he can pick out a weak spot in even the most formidable armour. His close combat attacks have the Rending special rule, and will rend on a To Wound roll of 4 or more.

PSYCHIC POWERS: Hammerhand (see page 25), Cleansing Flame (page 31), Heroic Sacrifice (see page 26).

JUSTICAR THAWN

When the Grey Knights' Gatherers boarded the Black Ship carrying the young Anval Thawn to Terra, they found him waiting for them at the airlock. The boy was a picture of calm amidst the Black Ship's muted terror and stated with surety that he had been 'waiting to leave with them'. Taking note of the mark of the Imperial Eagle upon the boy's brow and the halo of psychic energy that played about him, the Gatherers deemed that the boy was a suitable recruit and brought him to Titan with anticipation of great deeds to come.

On his ascension to the rank of Knight, Thawn was swift to fulfil expectations. On Vartos, it was Thawn who struck the deathblow on the Bloodthirster Kor'agar and. On Ghorl, it was he who stood guard over the fallen Grand Master Leorac, fending off two score of Bloodletters until help arrived. On Halkin VI, Thawn survived where all his comrades were slain, and was lost amongst the hellgates of that world for weeks on end. Never once did he yield, even though the entire Daemonworld sought his death. When reinforcements arrived, Thawn had travelled far and learnt much of the Hellgates of Halkin and was able to direct his Battle-Brothers to where they could do the most damage. Thus did Anval Thawn earn the rank of Justicar.

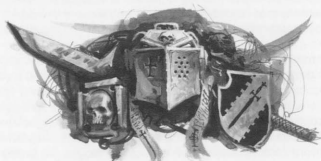
These deeds and many more did Thawn perform – so many notable feats that his personal legend soon came to rival those of the Chapter's greatest and most honoured heroes. But then the unthinkable occurred. Whilst scouring Daemons from the deserted halls of Craftworld Malan'tai, Thawn was slain, spitted like a boar on the Daemon N'kari's unholy spear. Silence fell upon Titan when Thawn's body was brought home to be interred. Yet as the cortège bore Thawn into the Dead Fields, the impossible happened – the procession was halted by a clamour from within the sarcophagus. With great haste and confusion, the bearers cracked the casket's seal to find Thawn alive and apparently unharmed.

Thawn's seeming resurrection was greeted with suspicion – his Battle-Brothers were glad to have him amongst their number once again, but at the same time feared a deeper and more sinister meaning to the event. Hours earlier Thawn's shriven body had been cold and lifeless. Yet now he walked amongst his Battle-Brothers once again, as hale and hearty as any of his fellows, his skin unmarred. No matter how hard or long the Librarians searched for a trace of explanation or taint, none could be found. After long years of exhaustive and painful examination, Thawn returned to duty.

In the decades since, Thawn has continued to battle with all the dedication and skill that first marked him for greatness. He has died several times, but on each occasion he has returned to full life and vigour within days, hours or even minutes of his passing. Most Grey Knights no longer question

his seeming immortality. A few believe him to be an agent of destiny – one prophecy in particular speaks of an immortal warrior who, at the last, will die surrounded by enemies at the foot of the Golden Throne.

Yet, for Thawn, immortality is a curse. Over his long life he has seen the destiny of Mankind grow ever darker and the state of the Imperium more desperate. He knows, as few others can, that humanity's doom cannot be meaningfully changed through his actions, or even those of his Battle-Brothers. In the end, the Dark Gods will have their victory, and human civilisation will fall. Yet still he fights against the inevitable, determined to stand between the Imperium and the hosts of Daemons that would bring it to ruin. Such is his sworn duty, and in its execution Anval Thawn refuses to be found wanting.



	WS	BS	S	T	W	I	A	Ld	Sv
Justicar Thawn	5	4	4	4	1	4	2	9	2+

UNIT TYPE: Infantry (character).

WARGEAR: Terminator armour, storm bolter, Nemesis force halberd, frag grenades, krak grenades, psyk-out grenades.

SPECIAL RULES: The Aegis, Fearless, Preferred Enemy (Daemons), Psyker (Mastery Level 2).

I Shall Not Yield: Every time Thawn is removed as a casualty, leave a suitable counter in place to mark the spot where he 'died'. Roll a D6 at the start of each of your subsequent turns. If the result is a 4 or more, place him back on the battlefield with his wound restored, within 1" of the counter – he is treated as a separate unit from this point.

If Thawn would be placed within 1" of an enemy model, move him by the minimum possible distance so that he is no longer within 1" of the enemy.

Thawn can act normally in a turn in which he 'resurrects'. Thawn does not award kill points to the enemy if he is alive on the battlefield at the end of the game, regardless of how many times he was 'killed'.

PSYCHIC POWERS: Hammerhand (see page 25).

"We fight for the Imperium, not our souls. They are already lost or saved according to the Emperor's will."

– Justicar Anval Thawn

INQUISITORS

The Inquisition is the most powerful and secretive organisation within the Imperium. Its agents, the Inquisitors, are the last line of defence for the Emperor and Mankind. For an Inquisitor, the end always justifies the means, for he alone can truly begin to comprehend the threats to Mankind's existence and the drastic measures needed to combat them. Inquisitors are loyal to their cause before anything else. They are utterly ruthless, and empowered to use any means they deem necessary to complete their work.

Within the Inquisition there are a number of *Ordos* that specialise in particular kinds of threat. There are many dozen branches, some so small that their role and rosters have been forgotten, or else purposefully hidden from the wider Imperium. Others, such as the alien experts of the *Ordo Xenos*, and the Witch Hunters of the *Ordo Hereticus*, are comparatively large organisations with reputations to match. However, the largest and most powerful branch is the *Ordo Malleus*, the segment of the organisation dedicated to the banishment of Daemons, and therefore the one that works most closely with the Grey Knights.

As the Inquisition's chamber militant, much of the Grey Knights' work lies in the support of individual Inquisitors. Should an Inquisitor encounter a threat beyond his own means, daemonic or otherwise, the Grey Knights are his first recourse. Conversely, there are times when a Grey Knight strike force comes up against a threat that requires a more intricate form of investigation than can be provided by brute

force, and thus request the presence of an Inquisitor. Whatever their genesis, joint missions operate under a dual command structure: the Grey Knights are left to prosecute the military aspects of the mission, allowing the Inquisitor the freedom to keep perspective on the wider picture whilst retaining overall control of the campaign. This is not to say that Inquisitors don't take to the battlefield in support of the Grey Knights. Indeed, most are only too willing to lend their skills to the matter at hand. However, formidable though an Inquisitor's presence might be, it is often his wider influence that dictates the course of a campaign.

Inquisitors are as varied in appearance, manner and method as the worlds of the Imperium they strive to protect. They range in age from fiery young zealots to hoary old veterans who have fought in the darkness for centuries. Some wear ostentatious robes and symbols of their allegiance, whilst others shun the trappings of status. Inquisitors commonly carry a wide range of weapons and wargear, so as to be prepared for any threat they might face. Some Inquisitors use outlandish weaponry, taken from defeated foes – exotic hardware, alien guns and daemon-possessed weapons. Puritanical Inquisitors consider such equipment to be cursed and heretical, but more radical individuals believe that the enemy can only be defeated by its own weapons. These two factions are ever at odds with one another, with the Puritans seeking to destroy the heretical artefacts employed by the Radicals. Such disagreements occasionally lead to conflict within the Inquisition, but seldom to outright war.



	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor	4	4	3	3	3	4	3	10	4+

UNIT TYPE: Infantry (character).

WARGEAR: Carapace armour, bolt pistol, chainsword, frag grenades, krak grenades, psyk-out grenades.

SPECIAL RULES: Independent Character, Stubborn.

Note that the profile given here is shared by Inquisitors of the Ordo Malleus, Ordo Hereticus and Ordo Xenos. In the army list, you will find separate entries for each of the Ordos, allowing you to customise your Inquisitor's equipment in a manner suitable to his allegiance.

“I carry with me an Inquisitorial Seal. It is a small, unassuming object contained in a neat box of Pluvian obsidian. It is a modest thing. Relatively plain, adorned with a single motif and a simple motto. Yet with this object I can sign the death warrant of an entire world and consign a billion souls to oblivion.”

– Inquisitor Torquemada Coteaz
Protector of the Formosa Sector

INQUISITOR COTEAZ

Torquemada Coteaz has ever been driven by a single consuming passion: to destroy Daemons wheresoever they manifest. Unlike many of his fellow Inquisitors of the Ordo Malleus, Coteaz always refused to contemplate harnessing the power of the Warp for his own ends, and aggressively prosecuted those who lacked his purity. So perished Coteaz's mentor, Inquisitor Laredian – an old man executed at his student's hand for dabbling in forbidden arts. Upon Laredian's death, Coteaz assumed his responsibilities as Protector of the Formosa Sector. Through alliance, coercion and outright intimidation, Coteaz formed a spy network of contacts, henchmen and infiltrators throughout the sector's inhabited worlds. Not for Coteaz is the way of the Inquisitorial Mandate, of requisitioning troops when need presents itself – he sought an army of his own, ever at his beck and call.

Who knows how many of the Formosa sector's planetary defence forces are as much Coteaz's sworn men as they are their commanders? Or how many hive gangs act under Coteaz's control, given license to pursue their own petty activities so long as they act as his eyes? People disappear easily in Formosa, and its citizens know better than to inquire. At first glance, Coteaz's stranglehold would seem merely another cautionary tale concerning the temptations of absolute power, yet he does not seek to rule – planetary governors are left to oversee their duties largely without oversight or interference. Coteaz's network of informants exists only to provide warning of any threat overtaking Formosa. It is a most efficient form of protection; after all,

in a sector where any gathering of three citizens contains at least two of Coteaz's informants, how does a traitor gather a following? Thus has Coteaz's domain prospered in an age when the Imperium is increasingly brought to ruin by the enemy within. Few other men could hope to replicate this success, for Coteaz is a man consumed by his chosen task. He seldom sleeps, and spends every waking hour sifting through reports delivered by his faithful Glovodan Psyber-eagle, or personally leading his forces against Daemons, heretics or aliens foolish enough to trespass on his realm.

Lately, Coteaz has cast his pall of influence over worlds bordering the Formosa sector, bringing yet more planets under his protection. Yet even as his borders expand, Coteaz's worries grow. He is now an old man, and like all old men he fears leaving his work undone without a successor to continue it; of all the many acolytes Coteaz has cultivated, none have had the necessary drive or strength of will. Thusly, Coteaz has begun a search for forgotten fragments of cloning lore and alien rejuvenation technology – any means of extending his life – or rather, any means bar one.

Coteaz knows that the boon he seeks could easily be granted by a Daemon, should he summon and bind it according to the proper rituals. Part of him longs to embrace this small evil, that it may firm up the foundations of his righteous work. It is a temptation that grows stronger with every passing day, but one that Coteaz has stalwartly resisted, at least so far...

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Coteaz	4	4	3	3	3	4	3	10	2+

UNIT TYPE: Infantry (character).

WARGEAR: Artificer armour, bolt pistol, master-crafted Nemesis Daemon hammer, frag grenades, krak grenades, psyk-out grenades.

Psyber-eagle: Coteaz can unleash his Psyber-eagle to the hunt, treated as a shooting attack with the following profile:

Range	Strength	AP	Type
24"	4	-	Assault D6

SPECIAL RULES: Independent Character, Psyker (Mastery Level 2), Stubborn.

Spy Network: Coteaz allows you to re-roll the dice to Seize the Initiative, or force your opponent to re-roll his.

I've Been Expecting You: If an enemy unit arrives from reserve within 12" of Coteaz and within his line of sight, Coteaz and his unit can immediately make an out-of-sequence shooting attack against it. There is no limit on how many times the ability can be used in a turn.

PSYCHIC POWERS (see page 25): Hammerhand, Sanctuary, Dark Excommunication.



INQUISITOR KARAMAZOV

Fyodor Karamazov is an Inquisitor of the Ordo Hereticus, and even in those unforgiving ranks a more uncompromising and ruthless individual would be hard to find. Over the course of a career spanning nearly two centuries, Karamazov has blazed a trail of blood and fire from one side of the galaxy to the other. From Salem Proctor to Ultima Macharia, from Bakka to Cypra Mundi, he is a grim legend, an unrelenting investigator who will stop at nothing to uproot corruption and heresy.

Karamazov's actions are driven, first and foremost, by an unwavering belief that Mankind lives, even now, according to a plan set in motion by the Emperor many thousands of years ago. His life's work has been to ensure that no one, human or alien, Inquisitor or Daemon, interferes with this grand plan. To most Inquisitors, this would seem an impossible task in both nature and scope, but such is Karamazov's unshakable confidence, in both his own ability and the Emperor's perspicacity, that he has never once doubted his actions. Indeed, Karamazov believes that as Mankind's unfolding fate is in accordance with the Emperor's grand design, then his own actions must serve as an essential part of that design, and are therefore above reproach.

Many Inquisitors prefer to work under a cloak of secrecy, conducting business in the shadows unless strictly necessary, but Karamazov cannot be counted amongst their number. In pursuit of his goals, Karamazov can as likely be found at the head of a crusading army as he can presiding over the judgement of heretics. His actions are utterly without guile or

subterfuge, for nothing of either can be found in his heart – displaced long ago by a deep distrust of his fellow man. So it is that Karamazov's every deed is bold to the point of audacity, the better to serve as a warning to those who would interfere with Mankind's destiny.

Whether in pursuit of a campaign or heresy, Karamazov inevitably directs his minions from his Throne of Judgement, an ancient walking cathedral, presented to him following the Abraxan purges of 930.M41. The throne is well-armed, and its bulk more than compensates for its master's less than imposing physical presence, so Karamazov long ago bound it into the pomp and ceremony of his trials.

There are many ways by which a man can find himself unceremoniously hauled before Karamazov's ostentatious Throne of Judgement on a charge of heresy, treason or witchery. For Karamazov, there is no such thing as a minor infraction of the sacred lore – even the merest departure from protocol and procedure is an affront to the Emperor's plan for Mankind, and must therefore be punished without mercy. Clemency, forgiveness, mitigation – these things are unknown in Fyodor Karamazov's court. Nor is there any hope of defence to be found in genuine innocence. Karamazov has no patience for those foolish enough to appear guilty when they are blameless. Such halfwits are guilty of wasting his valuable time, if nothing else, and are led without hesitation to the purging fires alongside the murderers, traitors, saboteurs and heretics.



	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Karamazov	4	4	5	5	4	4	3	10	2+

UNIT TYPE: Infantry (character).

WARGEAR: Master-crafted multi-melta, master-crafted power sword, frag grenades, krak grenades, psyk-out grenades, rad grenades, orbital strike relay.

Throne of Judgement: The Throne of Judgement bestows several characteristic boosts on Karamazov (included in his profile above) as well as a 2+ armour save. Furthermore, due to the throne's massive size, Karamazov cannot embark transport vehicles.

SPECIAL RULES: Independent Character, Relentless.

By Any Means Necessary: For Karamazov, individual allies are expendable. When Karamazov's orbital strike relay is 'fired', you can choose to place the template so its centre is over a friendly model, rather than an enemy – even if that friendly model is in combat. If you do so, the shot does not scatter. All models under the template are hit as normal.

Dread Reputation: Karamazov knows little fear, and his followers dread his wrath more than any enemy. Karamazov can always choose to pass or fail Morale and Pinning tests as he wishes. Friendly units within 12" of Karamazov re-roll all failed Morale and Pinning tests.

INQUISITOR VALERIA

Inquisitor Helynna Valeria has always believed that the work of the Ordo Xenos, and the wider Inquisition, should be guided by the spirit and intent of the lore: to use the weapons of the enemy against the enemy. This she considers true no matter the source, and can require using warp-tainted weapons against Daemons, or xenos archeotech against hostile alien races. For Valeria there are no lines that cannot be crossed, no edict that cannot be transgressed. The Emperor bade the Inquisition to defend Mankind from both its own destiny and a hostile galaxy – a task so important that Valeria demands that no methodology, however extreme, should be considered forbidden.

In pursuit of this goal, Valeria became a collector of the archaic and arcane, of bibelots and fragments of technological lore, of ancient and alien technologies to be pressed into fresh use. She has spent many decades exploring the ruins of far-flung worlds, pouring over age-crumbled documents in the Psamathean Libraries, treating with Eldar, Ulumeathi, Draxians, Hrud and a hundred more in order to expand humanity's store of knowledge.

The recovery of the Dimensional Forge was to have been the crowning glory of Valeria's life's work. According to the Iron Grimoire, the device was discovered by Janus during one of his earliest battles. Legend recounts that it could project a null zone – an area of space into which Daemons could not enter – many light years in diameter. The Dimensional Forge's location had been lost during the tumult of The Howling, so when Valeria's network of contacts brought news that an alien device answering the Dimensional Forge's description had been uncovered on the hive world of Cavlock, she immediately took ship there. Alas, recovery was delayed by a daemonic incursion, and as the battle for Cavlock raged, Valeria's mission came to the attention of her puritanical rival, Emil Darkhammer – an Inquisitor who viewed all alien technology anathema, regardless of its origins or functions. Arriving at Cavlock after Valeria, Darkhammer nevertheless had ample time to issue an Exterminatus order under the pretext of preventing the spread of daemonic corruption. As Valeria watched from orbit, Cavlock, and its secrets, were reduced to cinders.

So did the vendetta begin between Helynna Valeria and Emil Darkhammer. In truth, Valeria cared little for the billions slain at Darkhammer's hand – in her view, Mankind is eternal, and individual men have always been easily replaced. Rather, what angered her was the reckless destruction of the Dimensional Forge, a device whose mysteries could have finally delivered Mankind from the perils of the Warp. Having declared Darkhammer Excommunicate Traitoris, she has harried him all across the Segmentum Obscurus, seeking revenge under the pretext of justice.

As yet, no other Inquisitors have sided with either party – Inquisitorial vendettas of this nature are not unheard of, and stability has ever been served best by non-interference. Likewise, the Grey Knights largely maintain a neutral stance, as is their right and duty. However, unless this conflict ends soon, other parties will surely be drawn into taking sides. If this happens, the vendetta could well destabilise the Inquisition itself and thus undo the work of millennia.

Inquisitor Valeria

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	3	4	3(5)	10	3+

UNIT TYPE: Infantry (character).

WARGEAR: Power armour, laspistol, frag grenades, krak grenades, psyk-out grenades.

Graviton Beamer: Valeria acquired her graviton beamer from an alien weaponsmith in the Ultima Segmentum. It projects a focused gravity pulse that can crush armoured warriors and battle tanks alike.

Range	Strength	AP	Type
12"	10	1	Pistol, One shot

The Dagger of Midnight: Taken from the corpse of an Eldar Pirate, this onyx blade is driven by a rebellious and bloodthirsty intelligence. The Dagger of Midnight is a power weapon. In addition, it grants Valeria +2 Attacks (included in her profile, above). These bonus attacks must be rolled separately, because if Valeria rolls a double when rolling To Hit with them, they are resolved as if they had been directed against her, instead of against her chosen target.

Forceshield: This sleeve-mounted field projector dissipates the energy of incoming attacks into harmless bursts of light. The Forceshield grants Valeria a 4+ invulnerable save.

Hyperstone Maze: This cube-shaped emerald is no mere gemstone. It is actually a gateway to a sub-dimensional prison, an oubliette to which Valeria can condemn her foes. Valeria can use her hyperstone maze once per game, in lieu of making close combat attacks that round. Choose a character or monstrous creature in base contact with Valeria. The victim must immediately roll equal to or under its remaining Wounds on a D6 or be trapped within the hyperstone maze forever – it is removed as a casualty, with no saves of any kind allowed.

Runes of Destiny: Valeria has 'acquired' a number of Eldar runes. As a mere human, she is incapable of unlocking more than a tiny fraction of their potential, though she can garner minor predictive insights that reveal weaknesses in her foes. Successful saves taken against Valeria's shooting or close combat attacks must be re-rolled.

SPECIAL RULES: Independent Character, Stubborn.

“You say that the Emperor forbade knowledge of this kind, but you twist his words. Rather, he directed us to employ all the means at our disposal to save humanity. It is our duty to catalogue and harness the wonders of the galaxy, not to hide as timid children behind scraps of dogma. You see lore and creed; I see only hollow missives, written by a weak man who seeks control over all that he does not understand.”

– Inquisitor Valeria to Inquisitor Darkhammer shortly before the destruction of Cavlock.

INQUISITORIAL HENCHMEN

The work of the Inquisition requires many diverse skills and abilities. To expect one person – even one so exceptional as an Inquisitor, to possess them all would be unrealistic. As a result, many Inquisitors gather a skilled coterie of loyal followers to aid them in their work. Such retinues can vary tremendously in size, ranging from small, dedicated warbands to vast networks of advisors – though it is extremely rare for an Inquisitor to gather anything more than a dozen or so retainers for any one mission.

ARCO-FLAGELLANT

Arco-flagellation is a judgement that can be carried out on those found guilty of a multitude of crimes against the Emperor. Augmented with extensive physical surgery and mental reconditioning, an Arco-flagellant's body is implanted with chemical stimmi-injectors, and a lethal array of adamantium flails, blade and whips. A pacifier helm projects soothing hymns and the images of saints into the Arco-flagellant's brain to keep him sedated and under control until a trigger word is spoken. Once the word is given, the Arco-flagellant's body is pumped full of combat drugs that heighten his senses, stoke his ferocity and numb the pain from his wounds. The Arco-flagellant becomes a berserk killing machine, beholden only to the Inquisitor who controls him.

	WS	BS	S	T	W	I	A	Ld	Sv
Arco-flagellant	5	1	5	3	1	3	4	8	-

UNIT TYPE: Infantry.

WARGEAR: Arco-flails (close combat weapon).

SPECIAL RULES: Feel No Pain.

BANISHER

Though the Inquisitor is first and foremost a man of science, he knows full well that faith can prove to be both his most enduring armour and his most potent weapon against the Daemon. So are many Inquisitors accompanied by Banishers, the most devout and pious of holy men, whose catechisms are anathema to the creatures of Chaos. To Daemons, a Litany of Purity is as a sword. In the Inquisitor's service, a Banisher will see many terrible things. He will have his faith tested as never before, but each trial serves only to reinforce his unswerving belief in the God-Emperor of Mankind.

	WS	BS	S	T	W	I	A	Ld	Sv
Banisher	3	3	3	3	1	3	1	8	5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour, laspistol, chainsword.

Eviscerator: An eviscerator is a grotesquely large two-handed chainsword. Eviscerators follow all the rules for power fists, and roll 2D6 for armour penetration.

SPECIAL RULES: Preferred Enemy (Daemons).

Aura of Faith: Units of Daemons within 6" of one or more models with this special rule must re-roll successful invulnerable saves.

CRUSADER

Some Inquisitors recruit Crusaders from the honour guard of the Cardinals Crimson – that most mysterious of all the Ecclesiarchy's most orders. It is said that nowhere can more devout warriors be found – save perhaps within the ranks of the famed Sisters of Battle. Most are inducted from the Schola Progenium, selected for their unflagging devotion to the Emperor. To be selected is a great honour, though it leads not only to a gruelling life of asceticism and martial perfection, but also inevitably to an unarmoured death in battle against the forces of heresy and apostasy. It is improbable that a Crusader's fate will differ greatly in an Inquisitor's service. Nonetheless, such a calling guarantees the opportunity to test sword and shield against Mankind's greatest enemies. For a Crusader, there is no greater honour.

	WS	BS	S	T	W	I	A	Ld	Sv
Crusader	4	3	3	3	1	3	1	8	5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour, power weapon, storm shield.



DAEMONHOST

A Daemonhost is a Warp spirit bound by rite and ceremony to the body of a mortal man. Some are created merely so an Inquisitor can interrogate daemonic entities about the Warp and its powers, others are indentured minions, summoned and shackled to serve in the Inquisitor's warrior retinue. Daemonhosts given licence in this manner are terrifying combatants, able to manifest all manner of otherworldly abilities in their master's service.

Yet, for all a Daemonhost's power, only the most self-assured Inquisitor will even consider creating one, let alone allow it near to the anarchy of a battlefield. Daemons do not serve willingly, and the wards that control them are fickle. Should the Daemon break free of its binding, it takes great delight in avenging itself upon any mortals unfortunate enough to be nearby – which inevitably includes the Inquisitor who thought to fetter it.

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

UNIT TYPE: Infantry.

WARGEAR: Fearsome claws & runic chains (single close combat weapon).

SPECIAL RULES:

Warp Shield: A Daemonhost has a 5+ invulnerable save.

Daemonic Power: Roll a D6 at the start of each of your turns to determine which ability the Daemonhosts in the unit have manifested this turn. Unless otherwise stated, each manifestation lasts until the start of your next turn when another will replace it.

D6 Result

- Re-Knit Host Form:** The Daemonhosts have the Feel No Pain special rule.
- Warp Grasp:** Armour saves cannot be taken against close combat wounds inflicted by the Daemonhosts.
- Daemonic Speed:** The Daemonhosts gain the Fleet special rule, and their Initiative increases to 10.
- Warp Strength:** The Daemonhosts' Strength characteristic increases to 6.
- Energy Torrent:** In the Shooting phase, each Daemonhost can make a shooting attack with the following profile:

Range	Strength	AP	Type
24"	4	3	Assault 1, Blast

- Unholy Gaze:** In the Shooting phase, each Daemonhost can make the following shooting attack:

Range	Strength	AP	Type
24"	8	4	Assault 1

DEATH CULT ASSASSIN

Death Cults can be found on many Imperial worlds. Though many are Chaos-spawned and lend servitude only to Khorne the Blood God, others are fanatically dedicated to the Imperial Creed and offer up those they slay to the Emperor – a payment of the blood-debt Mankind owes him. The art of the blade is paramount to many Death Cult Assassins; the different types of incisions, lacerations and punctures, the weapon they are inflicted with and the body location to which they are made – all have special significance when dedicating the victim's soul to the Emperor. It is little wonder that many Inquisitors hold Death Cult Assassins to be amongst the most prized of potential followers.

	WS	BS	S	T	W	I	A	Ld	Sv
Death Cult Assassin	5	3	4	3	1	6	2	8	5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour, two power weapons.

SPECIAL RULES:

Uncanny Reflexes: A Death Cult Assassin has a 5+ invulnerable save.



INQUISITORIAL SERVITOR

Hardy by nature, unfailingly loyal and almost utterly immune to the temptations offered by Daemons, Servitors are considered by some Inquisitors to be perfect assistants. Not only can a Servitor's incorruptible cybernetic mind act as a storehouse for all the Inquisitor's records and data, its physical form can also be augmented to employ fearsome weapons. Nonetheless, the use of Servitors is not without its detractors.

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

UNIT TYPE: Infantry.

WARGEAR: Carapace armour, servo-arm (see page 32).

SPECIAL RULES:

Mindlock: If a unit containing Servitors does not also contain an Inquisitor, it must test for mindlock at the start of each friendly turn. To test for mindlock, roll a D6. If the result is a 4, 5 or 6, the test is passed and the unit can function normally for the remainder of the turn. If the result is a 1, 2 or 3, the Servitors have succumbed to mindlock – the unit (and any characters) may not move, shoot or assault that turn (though they will fight normally in close combat if already engaged).

JOKAERO WEAPONSMITH

Jokaero are heavyset, orange-furred apes with retractable fingers and toes, passingly similar in appearance to the orangutans of ancient Terra. Yet this primitive appearance is completely misleading. Jokaero are technosavants without peer and have an instinctive understanding of machinery and technological systems. Given sufficient time and fragments of alloy and circuitry, a Jokaero can make almost anything, from a spaceship to a food synthesizer. If a Jokaero can be lured into an Inquisitor's service, it will swiftly make its mark on the retinue's weapons and wargear, performing minor (and often perplexing) upgrades. Not all such modifications will improve the efficacy of the customised equipment – sometimes they just make the item in question 'feel' right to the Jokaero. This is often frustrating to the creature's allies, who take furious exception to their Mechanicus-sanctioned armaments being altered to suit the aesthetic preferences of an alien ape, but few refuse his assistance. With a few moments of inspiration, a Jokaero can transform even a humble lasgun into something formidable. Or he might simply choose to add some decorative knotwork to the barrel – it's impossible to predict.

	WS	BS	S	T	W	I	A	Ld	Sv
Jokaero Weaponsmith	1	3	2	3	1	3	1	8	-

UNIT TYPE: Infantry.

WARGEAR: Digital weapons.

Defence Orbs: The Jokaero's backpack is actually a control and fabricator array for a cloud of energy-refractive orbs that swarm about the Jokaero and move to intercept incoming fire. It grants the wearer a 5+ invulnerable save.

SPECIAL RULES:

Inconceivable Customisation. When an Inquisitorial Henchmen Warband containing one or more Jokaero is deployed, roll a D6 on the following chart. Each time you roll, add +1 to the result for each Jokaero in the unit beyond the first. All results apply for the duration of the game.

D6 Result

- Aesthetic Alteration:** While pleasing to the Jokaero, these modifications have no noticeable effect.
- Improved Gun Sights:** All non-templar shooting weapons in the unit have their maximum range increased by 12".
- Reinforced Armour:** Models in the unit treat their armour save as being one better than normal.
- Penetrating Ammunition:** All shooting weapons in the unit are Rending.
- Augmentative Energy Fields:** All models in the unit have a 5+ invulnerable save.
- The Works:** Roll twice more on the table and apply both results. Each upgrade can only be applied once – ignore duplicate results (including duplicate rolls of 6).

Jokaero Ingenuity: All Jokaero are equipped with digital weapons, which work as described on page 56. In addition, each turn a Jokaero can have his digital weapons fire as one of the following weapons: lascannon, multi-melta or heavy flamer – choose which when the weapon is fired. All Jokaero in the same unit must choose the same weapon.

MYSTIC

Mystics are minor psykers, chosen for their unyielding willpower and utter reliability in the face of daemonic temptation. Though a Mystic lacks the mental fortitude to summon the destructive fury wielded by other psykers, he can nonetheless conjure a steady psychic signal.

Though infinitesimally weaker, this signal is not dissimilar in nature to that projected by the Astronomicon, and can be used as a guidance beacon for troops answering an Inquisitor's summons. Indeed, many Inquisitors maintain whole choirs of Mystics on the Imperium's far-flung worlds, the better to coordinate the completion of his plans and reinforcement of his armies. So have Mystics proven crucial to many an Inquisitor's plans. After all, the fate of an entire sector can hinge on a delay of even a few moments...

Mystic

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour, laspistol.

SPECIAL RULES:

Psychic Beacon: If a friendly unit wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a Mystic, then it won't scatter. Note that the Mystic must already be on the table at the start of the turn for this ability to be used.



PSYKER

In their line of work, Inquisitors often require the talents of an experienced psyker. They can, of course (and often do) request support from the Adeptus Astra Telepathica. However, such psykers, while unquestioningly loyal and meticulously trained, are by nature hidebound and inflexible in their approach. This is a deliberate defence inculcated by their tutors – a dullard mind is far less appetising to a Daemon and likely to be passed over in preference for sweeter meats.

However, this reliability often renders Sanctioned Psykers unsuitable for an Inquisitor's needs. Just as the Inquisitor must be adaptable and fluid in his approach, so must those who aid his works. So it is that some Inquisitors seek out rogue psykers – quick-witted and self-taught wyrds whose instincts and intuition have been honed by their fugitive lifestyle. Despite their reputation, not all such men are dangerous heretics, ne'er-do-wells or traitors. Some rogue psykers are black-hearted and dangerous, it is true – these the Inquisitor slays without a moment's hesitation. Others have merely slipped through the cracks of the Imperium's monstrous bureaucracy, or simply not yet come to its attention. Once located, such men are quick to exchange their service (and their destructive psychic talents) in exchange for the immunity from bureaucratic vengeance that only an Inquisitor can provide.

Psyker	WS	BS	S	T	W	I	A	Ld	Sv
	3	3	3	3	1	3	1	8	5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour, laspistol.

PSYCHIC POWERS:

Psychic Barrage: The Psykers can unleash a powerful psychic shooting attack with the following profile:

Range	Strength	AP	Type
36"	3*	6**	Assault 1, Large blast

* The Strength of the attack increases by 1 for each additional Psyker in the unit beyond the first.

** The AP of the attack improves by 1 for each additional Psyker in the unit beyond the first.

Only one *Psychic Barrage* is 'fired', regardless of the number of psykers in the squad. All psykers in the same unit are treated as a single psyker for the purposes of *Psychic tests*, etc, and use their own Leadership value, not that of any attached characters. The controlling player can measure range and line of sight from any psyker model when resolving the *Psychic Barrage*. If the squad suffers the *Perils of the Warp*, all psykers in the squad suffer the effects.



WARRIOR ACOLYTE

Almost all Inquisitors maintain an inner circle of bodyguards and warriors. Where these individuals are recruited from depends on the character of the Inquisitor, and the nature of his work. Some Inquisitors induct only from the most gloried institutions of the Adeptus Terra: the Schola Progenium, the Skitarii Legions or the Chambers Militant of the Ecclesiarchy. Others prefer the knife-edge reactions and gutter instincts of bounty hunters, underhive mutants and rogue frontiersmen. Service as a Warrior Acolyte is fraught with danger, but also the first rite of passage for one who wishes to follow in his master's footsteps. So it is that some Warrior Acolytes will go on to become novitiate Inquisitors. However, most will die, nameless and forgotten, in the glorious pursuit of the Inquisitor's great works.

Warrior Acolyte	WS	BS	S	T	W	I	A	Ld	Sv
	3	3	3	3	1	3	1	8	5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour, laspistol, chainsword.

INQUISITORIAL CHIMERA

An Inquisitor can call upon almost any conceivable form of transport, from courier-craft, to Rhinos, to atmospheric shuttles and the colossus Capitol Imperialis. However, for reliability, efficiency and the maintenance of a low-profile, the Chimera armoured transport is hard to beat. An Inquisitorial Chimera is almost identical in form and function to those fielded in far vaster numbers by the Imperial Guard. It is swift enough to serve as a mobile HQ, whilst its armoured hull and wide array of firing points allow the tank to be pressed into service as a mobile bunker, should the need arise.

Inquisitorial Chimera	Type	Armour			
		BS	F	S	R
	Tank	3	12	10	10

WARGEAR: Heavy bolter, smoke launchers.

Multi-laser: Destructive power combined with a high rate of fire makes the multi-laser effective against lightly armoured targets.

Range	Strength	AP	Type
36"	6	6	Heavy 3

TRANSPORT: An Inquisitorial Chimera has a transport capacity of twelve models.

Fire Points: Five models can fire from the Chimera's top hatch. In reality, several are firing from the fixed lasgun emplacements along either flank, but for simplicity we assume all shots to be taken from the hatch.

Access Points: A Chimera has one access point at the rear.

SPECIAL RULES:

Amphibious: A Chimera treats all water features as clear terrain when it moves.

ASSASSINS

Assassins protect the future of humanity by eliminating the few who become tainted with treachery, greed, the daemonic or other gross evils too heinous to name. For every world that is led into rebellion by a treacherous lord, or doomed through the daemonic liaisons of its leaders, how many more are saved by the knife of the Assassin? How many more would fall into the embrace of the Dark Gods and torment of damnation were it not for the poisoned cup and toxin dart? None can answer these questions. The Assassins work silently and without thanks. They are the bloody-handed and secret saviours of the Imperium.

In the pursuit of his work, a Grey Knight Grand Master might request an Assassin be attached to his forces for the duration of a campaign. Fearsome and otherworldly as the Daemons of the Warp might be, they remain as vulnerable to the Assassin's deadly trade as mortal creatures – one simply has to know where to insert the knife or aim the bullet. At other times, the Grey Knights will arrive on a world to find an Assassin already operating there for reasons of his own. On these occasions it is not unusual for the two parties to work in concert – even if the specifics of the two missions are at variance, the Grey Knights and the Assassin inevitably share the wider goal of Mankind's survival.

Such impromptu alliances are chill and distant at best, born out of necessity, rather than desire. Though he might sometimes benefit from the assistance of others, where the Assassin walks, he walks alone.

All Assassins have the following characteristic profile, wargear and special rules. Additionally, each Assassin will be a member of one of the four Temples, with additional wargear and special rules unique to that Temple, as shown on the opposite page.

	WS	BS	S	T	W	I	A	Ld	Sv
Assassin	8	8	4	4	2	7	4	10	4+

UNIT TYPE: Infantry (character).

WARGEAR: Frag Grenades.

Synskin: Synskin is a rubbery 'second skin', which the Assassins spray onto their bodies to form a close-fitting suit which enhances the shape and function of the muscles below. Synskin also acts like armour, absorbing the blows and dissipating the energy of a hit.

Synskin confers a form of Feel No Pain on the Assassin (see the *Warhammer 40,000* rulebook), but wounds are only ignored on the roll of a 6 rather than the usual 4+.

SPECIAL RULES: Move Through Cover, Fearless, Fleet.

Lightning Reflexes: Assassins are preternaturally swift, and can effortlessly dart aside from shot or blow. Assassins have a 4+ invulnerable save.



CALLIDUS ASSASSIN

Callidus Assassins are masters of infiltration. Using the shape-altering drug polymorphine, a Callidus can masquerade as any being they choose, from a beautiful human woman to a brutish Ork. So does the Callidus operate unseen behind enemy lines, eliminating and replacing individual foes in order to get closer to the target.

WARGEAR:

C'tan phase sword: This is a power weapon. Additionally, unsaved wounds from the C'tan phase sword automatically inflict instant death, regardless of the target's Toughness.

Neural Shredder: This weapon fatally disrupts synapse activity, and uses the following profile:

Range	Strength	AP	Type
Template	8*	1	Pistol

* Hits from a neural shredder are resolved against the target's Leadership, rather than its Toughness. A neural shredder cannot harm vehicles.

Polymorphine: Polymorphine allows the Callidus to impersonate any being she chooses, revealing herself only when it is time to strike. When the Callidus Assassin arrives from reserve, choose an enemy unit. The chosen unit immediately takes D6 Strength 4 AP 2 hits. The Callidus Assassin is then placed anywhere within 3" of that unit using the Deep Strike rules, but does not scatter.

SPECIAL RULES: Hit and Run, Stealth.

CULEXUS ASSASSIN

Culexus Assassins are primarily chosen because they have, or appear to have, no presence in the Warp – they are, to all intents and purposes, soulless. The terrifying power of the Culexus is normally concealed by his animus speculum. However, when his target is near, the Culexus wills the animus speculum's eye to open. As the ghastly light boils forth, waves of anti-psyhic energy flow across the battlefield, tearing the foe to bloody scraps of flesh.

WARGEAR: Psyk-out Grenades, psyocculum.

Animus Speculum: This skull-shaped helm projects a shooting attack with the following profile:

Range	Strength	AP	Type
12"	5	1	Assault 2*

* For every Psyker within 12" of the Culexus Assassin, add +1 to the animus speculum's Assault value.

Etherium: The baleful circuitry of the etherium allows the Culexus to step out of phase with the physical world, becoming little more than a ghost, until he chooses to strike.

Any unit wishing to shoot at the Culexus Assassin, or target him with a psychic power, must first pass a Leadership test on 3D6 (vehicles count as Leadership 10). If the test is failed, the unit cannot target the Assassin, but can attack another target instead.

EVERSOR ASSASSIN

Eversor Assassins are nothing less than crazed berserkers and do not eliminate single targets, but rather blaze a bloody and terrible trail though the heart of any insurgency. Between missions, the Eversor is held in check by an exotic cocktail of tranquilisers and suppressants, but once the mission begins, these drugs are replaced by frenzon – a stimulant that propels the Eversor's mind and body into a state of permanent rage.

WARGEAR: Melta bombs, Neuro Gauntlet (counts as a lightning claw).

Frenzon: Eversor Assassins are dosed with combat drugs, which heighten their already formidable battle prowess to obscene levels. Eversor Assassins receive D6 extra attacks on a turn in which they assault, rather than just one extra attack.

Executioner Pistol: With its envenomed, armour piercing bolt rounds, this pistol is as lethal as the Assassin that uses it.

Range	Strength	AP	Type
12"	4	2	Pistol, Poisoned (2+)

SPECIAL RULES: Furious Charge.

VINDICARE ASSASSIN

Assassins of the Vindicare Temple have elevated the skill of the marksman to a lethal art form. With a single bullet, delivered at the right place and the correct time, a Vindicare can change the course of history.

WARGEAR: Blind Grenades.

Exitus Weaponry: Exitus weapons are masterpieces of the gunsmith's art, as precise as the Vindicare himself.

Exitus Pistol*

Range	Strength	AP	Type
12"	X	1	Pistol, Sniper

Exitus Rifle*

Range	Strength	AP	Type
36"	X	1	Heavy 1, Sniper

* Exitus weapons use special ammunition. You must declare which type of ammunition you are using before rolling to hit, chosen from the following:

Hellfire: The shot always wounds on a 2+.

Shield-Breaker: When a wound from this round is allocated to a model, that model loses any invulnerable saves granted by items of wargear immediately, and for the rest of the battle. Remaining saves (if any) can then be taken.

Turbo-Penetrator: A turbo-penetrator shot inflicts 2 wounds on any non-vehicle model wounded, rather than 1. A turbo-penetrator shot has an Armour Penetration of 4D6.

SPECIAL RULES: Stealth, Infiltrate.

Deadshot. Wounds caused by a Vindicare's shooting attacks are always allocated by the Vindicare's controlling player.

WARGEAR

This section of *Codex: Grey Knights* lists the weapons and equipment used by the Grey Knights and their allies, along with the rules for using them in your games of Warhammer 40,000.

Weapons and equipment that can be used by more than one type of model or unit are detailed here, while equipment that is unique to a single model or unit (including wargear carried by named special characters) is often detailed in the appropriate entry in The Army of Titan section.

For example, Nemesis force weapons are carried by many models, and so are detailed in this section. The Blade of Antwyrr, however, is unique to Castellan Garran Crowe. While you will find a page reference here, the rules are detailed in Crowe's entry on page 42.

NEMESIS FORCE WEAPONS

Force Weapons: All Nemesis weapons are force weapons, as detailed in the *Warhammer 40,000 rulebook*. Note that a unit of Grey Knights with the Brotherhood of Psykers special rule needs to take only a single Psychic test to 'activate' all of its force weapons (although independent characters must still roll separately). If the test is passed, all wounds caused by the unit's Nemesis force weapons that phase inflict instant death. If a unit is striking at different Initiative orders, take the Psychic test to 'activate' the force weapons immediately after the first unsaved wounds are caused. Any further wounds caused by the unit's Nemesis force weapons that phase will be bound by the result of that Psychic test.

Daemonbane: Any Daemon or psyker that suffers one or more unsaved wounds from Nemesis force weapons must take a Leadership test at the end of the Assault phase. If the test is passed, nothing happens. If the test is failed, the model is removed as a casualty. This ability applies regardless of whether or not the Nemesis force weapons have been successfully activated.

Further Abilities: The various types of Nemesis force weapon have one or more other abilities, as listed on this page. These always apply in addition to the Force Weapon and Daemonbane abilities given above.

Nemesis Force Sword

The most common type of Nemesis weapon, the force sword exemplifies the mixture of magick and science utilised by the Grey Knights. The blade is tempered iron, flecked with shards of silver and inset with ancient runes of daemon-slaying. In contrast to these primitive materials, the haft and hilt of the sword contain advanced power field generators.

The Nemesis force sword increases the bearer's invulnerable save by +1 against close combat attacks. If the bearer has no invulnerable save, there is no effect.

Nemesis Force Halberd

A Nemesis halberd comprises an iron and silver blade set atop a long adamantium haft. This extra reach is invaluable to a Grey Knight, often allowing him to land a telling blow before he is within reach of the enemy's weapons. Nemesis halberds are two-handed weapons. In addition, the wielder of a Nemesis halberd strikes at +2 Initiative.

Nemesis Daemon Hammer

Developed by the Ordo Malleus as the final word in daemonic destruction, the Daemon hammer combines the crushing impact of a more traditional thunder hammer and magicks of destruction – few can survive the impact of a force hammer.

A Nemesis Daemon hammer uses the rules for thunder hammers (see the *Warhammer 40,000 rulebook*). Note that a Nemesis Dreadknight armed with a Nemesis Daemon hammer strikes in normal Initiative order rather than at Initiative 1.

Nemesis Warding Stave

A Nemesis warding stave's abilities are defensive, rather than aggressive. The hollowed-out haft of the stave contains several refractor field generators, which the wielder can prime with a charge of psychic energy. Thus activated, the stave projects a zone of force around its wielder, granting him enhanced resilience against his enemies' attacks.

A model wielding a Nemesis warding stave has a 2+ invulnerable save against wounds caused in close combat.

Nemesis Falchions

Nemesis falchions are invariably wielded as a pair. In many ways they resemble shorter versions of a Nemesis force sword, with a much reduced hook-ended blade. By triggering the monofilament circuitry within his Nemesis falchions, a Grey Knight can wield these blades with incredible speed, striking several blows in the time it would normally take for one to fall.

The wielder of a pair of Nemesis falchions has +1 Attack.

Nemesis Doomfist

The Nemesis doomfist is a Dreadnought-sized power fist, augmented by Nemesis circuitry. Though a Dreadnought's body be crippled, his psychic might is as formidable as ever – as any struck by a Nemesis doomfist will swiftly discover.

A Nemesis doomfist follows the rules for Dreadnought close combat weapons.

Nemesis Greatsword

The colossal Nemesis greatswords are wielded only by Nemesis Dreadknights, for no Grey Knight could hope to heft one unaided.

A model with a Nemesis Greatsword re-rolls failed To Hit, To Wound and armour penetration rolls in close combat.

WEAPONS

The Grey Knights employ a wide range of the Imperium's standard weaponry, reinforced by several more esoteric devices sanctioned only for their use.

Assault Cannon

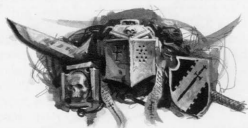
The rapidly rotating, multiple barrels of an assault cannon unleash a storm of shells, each one capable of shredding a man. The sheer volume of fire means that an assault cannon can be turned against infantry or even vehicles, where the overwhelming salvo of shells is capable of shredding even the heaviest armour.

Range	Strength	AP	Type
24"	6	4	Heavy 4, Rending

Autocannon

Autocannons fire large calibre, high-velocity shells. They are employed as a linked pair, on Grey Knight Dreadnoughts, and are often loaded with psybolt ammunition, vastly increasing their effectiveness against Greater Daemons and most armoured vehicles.

Range	Strength	AP	Type
48"	7	4	Heavy 2



Boltgun

The boltgun, or bolter, fires small missiles, known as 'bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated its target, blowing it apart from the inside. The favoured weapon of Space Marines, the boltgun is also employed by many servants of the Inquisition.

Range	Strength	AP	Type
24"	4	5	Rapid Fire

Bolt Pistol

Bolt pistols are smaller versions of bolters and make for murderously effective sidearms for those warriors trained to use them.

Range	Strength	AP	Type
12"	4	5	Pistol

Chainsword

A chainsword is a high-powered chainsaw, fitted with hilt, pommel and guard to make it less unwieldy. It is a common weapon across the Imperium, with a quite horrifying reputation for the damage it can inflict on unarmoured flesh.

Chainswords are close combat weapons, as described in the Assault Phase chapter of the *Warhammer 40,000 rulebook*.

Combi-Weapons

Combi-weapons are bolters that have been specially modified by skilled artisans. Each has been expertly converted to house another weapon, either a meltagun, plasma gun or flamer. This extra weapon carries only a limited charge, allowing the bearer a single shot, perfect for emergencies and shots of opportunity.

A model armed with a combi-weapon (combi-meltagun, combi-plasma gun or combi-flamer) can choose to fire either the bolter or the secondary weapon, each with the profile listed elsewhere in this section. The bolter can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, rapid fire). You cannot fire both weapons in the same turn.

Condemnor Boltgun

The condemnor boltgun is a highly specialised combi-weapon used almost exclusively by the operatives of the Ordo Hereticus and combines a boltgun with a single-shot crossbow armature.

Though archaic in appearance, the crossbow fires a silver stake engraved with sigils of disruption that destabilise a psyker's connection with the Warp. A direct hit from the crossbow will therefore not only deal a severe wound to a psyker, it will also send his power spiralling out of control, consuming the user in a storm of untrammelled psychic energy.

The condemnor boltgun follows all the rules for combi-weapons given above – it comprises a boltgun and a stake-crossbow. The stake-crossbow can be fired once per game and has the following profile:

Range	Strength	AP	Type
24"	5	-	Assault 1, Psi-shock*

* Any psyker hit by a stake crossbow shot suffers the *Perils of the Warp* in addition to any other effects.

Conversion Beamer

Incredibly rare pre-Heresy artefacts, conversion beam projectors fire an energy burst that induces a controlled subatomic reaction in the target, converting its mass into energy. The further away the target, the more deadly the blast, as the beam has time to grow in penetrating power and explosive potential.

A shot from a conversion beamer has a different profile depending on how far the target is from the firer. When firing the conversion beamer, measure the distance to the target and place the blast template. Once the final location of a conversion beamer's template has been placed (after scatter) measure to the centre of the blast marker and consult the chart below to determine the effect.

Range	Strength	AP	Type
up to 18"	6	-	Heavy 1, Blast
18" to 42"	8	4	Heavy 1, Blast
42" to 72"	10	1	Heavy 1, Blast
over 72"	Miss!	n/a	n/a

Daemonblade

The ultimate embodiment of a Radical Inquisitor's credo of using the enemy's weapons against them, a Daemonblade contains the bound essence of a single Greater Daemon, or a whole host of lesser Daemons. Whilst the wards and bindings placed on a Daemonblade render it less destructive than the Daemon weapons borne by servants of Chaos, they are necessary to stop the wielder being driven insane by the dark voices in his mind. No two Daemonblades are the same in form, power and substance, and some are so unique as to have forged their own black reputations.

A Daemonblade is a two-handed close combat weapon. In addition, every Daemonblade has two daemonic powers randomly generated from the following list before the army is deployed. If the same result is rolled twice, you can choose the Daemonblade's second daemonic power.

2D6 Daemonic Power

- 2-3** *Warplame.* The Daemonblade is surrounded by a flickering corona of unnatural fire. Attacks made with it are resolved at +3 Strength.
- 4** *Unholy Speed.* The Daemonblade thrusts and cuts with supernatural speed, granting the wielder +3 Attacks.
- 5** *Etherblade.* The Daemonblade flickers in and out of the material realm. Armour saves cannot be taken against wounds caused by the Daemonblade.
- 6** *Vampyre.* Imbued with a craving for fresh blood, this weapon drinks deep from its victim. When the Daemonblade inflicts an unsaved wound, its wielder immediately gains +1 Wound (to a maximum of 10).
- 7** *Daemonic Feud.* The Daemon within this weapon is extremely jealous and will attempt to banish any other Daemon it comes in contact with. Close combat attacks from this sword always wound Daemons on a roll of 2+. Furthermore, Daemons must re-roll any successful Invulnerable saves against any wounds thus caused.
- 8** *Deathlust.* The wielder is filled with a terrible hunger for battle, charging into the fray with no concern for survival. The bearer of the Daemonblade has the Furious Charge and Rage special rules.
- 9** *Dark Resurrection.* The Daemonblade draws energy from the Warp to invigorate the bearer. The bearer of the Daemonblade has the Feel No Pain and Eternal Warrior special rules.
- 10** *Daemon Venom.* The weapon drips with otherworldly poison. Attacks made with this Daemonblade have the Poisoned (2+) special rule.
- 11-12** *Familiar.* The spirit within the blade lends a portion of its sorcerous might to its wielder. The bearer counts as being one Mastery Level higher than normal. In addition, the Daemonblade is a force weapon.

Flamer Weapons

Flamers are short-range weapons that spew out highly volatile clouds of liquid chemicals which ignite on contact with air. They are primarily used to scour the enemy from defended positions, as walls are of no defence against belches of superheated vapour.

Weapon	Range	Strength	AP	Type
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Flamestorm Cannon	Template	6	3	Heavy 1

Digital Weapons

Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a glove. They lack the power to be used at range, but can be triggered in close combat to take advantage of an exposed weakness while the enemy fends off the main attack. For this reason alone, bearers of digital weapons are considered somewhat untrustworthy and dishonourable, but few Inquisitors prize honour over victory.

A model armed with digital weapons can re-roll a single failed roll to wound in each Assault phase.



Heavy Bolter

An enormous version of the boltgun, the heavy bolter fires fist-sized bolts at the enemy with a staggering rate of fire.

Range	Strength	AP	Type
36"	5	4	Heavy 3

Hellriffler

A weapon much favoured by Radical Inquisitors, the hellriffler closely resembles an antique firearm. In reality, it is a highly sophisticated weapon that employs an array of containment shielding and galvanic impellers to fire razor-sharp shards of daemonic matter.

Range	Strength	AP	Type
36"	6	3	Heavy 1, Rending

Hot-shot Lasgun

The hot-shot lasgun is a powered-up version of the Imperial Guard's standard-issue lasgun. It uses an external energy cell to produce an energy blast capable of penetrating most types of armour. These weapons are incredibly expensive to produce, and their energy cores burn out very swiftly. However, such cost is rarely an obstacle to Inquisitors, whose exploits on behalf of the Imperium are priceless.

Range	Strength	AP	Type
18"	3	3	Rapid fire

Incinerator

Many a Grey Knight holds cleansing flame, and thusly the Chapter's incinerator weapons, to be foremost amongst the many weapons in the Chapter's arsenal. An incinerator is a heavily modified variant of the heavy flamer, its fire projectors and containment vessels significantly altered in order to accommodate psychically impregnated promethium fuel. When triggered, the weapon gouts forth an incandescent torrent of azure flame that burns far hotter than any 'normal' combustion ever could.

Weapon	Range	Str	AP	Type
Incinerator	Template	6	4	Assault 1
Heavy Incinerator	Template*	6	4	Heavy 1

* To fire the heavy incinerator, place the template so that the narrow end is within 12" of the weapon and the large end is no closer to the weapon than the narrow end. The heavy incinerator is then treated like any other template weapon.

Lascannon

There are few finer weapons for tank hunting on the battlefields of the 41st Millennium than the lascannon. Within the gun is a laser chamber that charges an energy blast capable of shattering any enemy vehicle with a single shot.

Range	Strength	AP	Type
48"	9	2	Heavy 1

Laspistol

The laspistol is a cheap and dependable sidearm, if perhaps a little underpowered for combatting the more serious threats to Mankind. Nonetheless, it is durable, easy to use and simple to recharge, ensuring that it remains a staple hold-out weapon for many Inquisitorial henchmen.

Range	Strength	AP	Type
12"	3	-	Pistol

Master-Crafted Weapons

Master-crafted weapons are each the product of years of careful labour by the most accomplished artisans in the Chapter. A weapon that has been manufactured with such dedication will be noticeably superior to any other weapon of its type.

A master-crafted weapon allows the bearer to re-roll one failed roll To Hit per player turn when using the weapon. A pair of Nemesis falchions can only be master-crafted the once, for a single re-roll.

Mindstrike Missiles

Mindstrike missiles contain clusters of psi-reactive munitions. They're effective against hordes of light troops, and deadly against psykers. Each missile can be fired once per game.

Range	Strength	AP	Type
72"	4	5	Heavy 1, Blast, One shot, Psi-shock*

* Any psyker hit by a mindstrike missile suffers the *Perils of the Warp* in addition to any other effects.

Melta Weapons

Melta weapons are lethal anti-armour guns, used when undertaking assaults against heavily fortified defence lines and bastions. Most effective at very short range, melta weapons are capable of reducing rock, metal and living material to molten slag or ash.

Melta weapons make no noise when fired, but the super-heating of the air produces a distinctive and sinister hiss. Should the weapon's beam strike a living creature, the target's body moisture vaporises in a memorably explosive fashion.

Weapon	Range	Strength	AP	Type
Inferno Pistol	6"	8	1	Pistol, Melta
Melta gun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta

Missile Launcher

Missile launchers can fire either krak or frag missiles. Frag missiles are designed to wreak havoc amongst lightly armoured infantry, while krak missiles can challenge the most heavily armoured targets.

Each time a missile launcher fires, the controlling player must choose which type of missile is being used.

Frag

Range	Strength	AP	Type
48"	4	6	Heavy 1, Blast

Krak

Range	Strength	AP	Type
48"	8	3	Heavy 1

Needle Pistol

The needle pistol is a small and elegant weapon of clouded origins. It is a relatively lightweight gun that fires monomolecular darts imbued with the most potent of venoms – perfect for stealthy assassinations, but just as suitable for close-quarter battlefield work.

So subtle is the payload of a Needle Pistol that oftentimes the victim is dead on the floor before he has noticed his wound.

Range	Strength	AP	Type
12"	3*	2	Pistol

* Shots from a needle pistol always wound on a 2+.

Null Rod

This obidian rod perpetually crackles with anti-magic energy, nullifying the warp-spawned powers of psykers. Even a glancing blow from such a weapon can provoke a cataclysmic neuron failure in a sorcerer or mystic. At the end of each battle, the null rod must be drained of the energy it has absorbed, lest its captured power open a Warp rift.

A null rod is a power weapon. Any unsaved wounds caused by a null rod inflict instant death on psykers. Furthermore, the bearer (and his squad) cannot be affected by psychic powers (friendly or enemy) in any way.

Orbital Strike Relay

It is rare for the Grey Knights to fight without some form of orbital support craft, be it part of the Chapter's own fleet, allied vessels from other Space Marine Chapters or from the Imperial Navy itself. To ensure accurate orbital barrages, Grey Knights often carry an orbital strike relay to provide the fleet vessels with targeting data.

The orbital strike relay is treated as a ranged weapon that can be used provided that the bearer did not move in the preceding Movement phase (though he can later assault if the controlling player wishes). Each time the orbital strike relay is used, you must choose which kind of strike you wish to call down. Note that orbital strikes always scatter the full 2D6* in the direction shown (if a hit is rolled, they scatter in the direction of the small arrow on the 'hit' symbol).

Weapon	Range	Str	AP	Type
Barrage Bomb	Unlimited	6	4	Ordnance D3*, Large Blast
Lance Strike	Unlimited	10	1	Heavy 1, Blast**, Lance
Psyk-out Bomb	Unlimited	6	4	Ordnance 1, Large Blast, psi-shock***

* Roll for the number of shots each time a barrage bomb is fired.

** Any vehicle hit by the lance strike suffers a Strength 10 hit, regardless of whether or not the centre of the template lies over the vehicle.

*** Any psyker hit by a psyk-out bomb suffers the Perils of the Warp in addition to any other effects.

Psycannon

There are perhaps only a few score psycannons in existence at the close of the 41st Millennium. Many have been lost or destroyed since their creation in the Dark Age of Technology, and the secret of their forging has long since been lost to the Imperium. Those psycannons that have endured the passing aeons now remain in the custody of the Grey Knights. Only they, of all Mankind's defenders, have sufficient strength of mind and will to activate the psychically-charged payload.

Most psycannons are relatively compact weapons, and can be wielded in battle by a single Grey Knight. However, the Chapter also has access to a much smaller number of heavy psycannons – truly fearsome weapons whose massive scale and power requirements can only be accommodated by a Nemesis Dreadknight.

Weapon	Range	Str	AP	Type
Psycannon	24"	7	4	Assault 2 or Heavy 4*, Rending
Heavy Psycannon	24"	7	4	Heavy 1, Large blast, Rending

* A psycannon can either be fired as a Heavy weapon or as an assault weapon (note that models in Terminator armour always use the Heavy option).

Psyocculum

A psyocculum's visor contains an arcane assembly of mystically-treated lenses, image enhancement circuitry and low-light amplifiers. It allows the bearer to track psykers by their psychic emanations, rather than by vision alone. An invaluable tool for hunting down rogue psykers, the psyocculum has also proven a device fit for more conventional battlefield work. With proper modification, its datastream can be linked into more conventional targeting devices, allowing for uncannily accurate firepower against psykers and those enemies foolish enough to shield them.

The bearer of a psyocculum (and his unit) count as being Ballistic Skill 10 if shooting at a psyker, or a unit containing one or more psykers.

Psilencer

A psilencer fires nothing less than the focused and amplified psychic might of its wielder. The psilencer does not have a triggering mechanism as such – it is activated when the Grey Knight sends a bolt of psychic force into the weapon's containment core. The resultant energy pulse is then channelled by a series of focusing crystals into a refined beam of irresistible azure force that has a particular propensity for destabilising a Daemon's physical form. It is unknown how the psilencer came to become part of the Grey Knights' arsenal. The technology is surely of alien origin, for it is unlike almost anything else that can be found in the armouries of the Imperium. Yet was the psilencer constructed from technology stolen, or technology given freely? The Grey Knights remain silent on this matter.

Weapon	Range	Str	AP	Type
Psilencer	24"	4*	-	Heavy 6
Gatling Psilencer	24"	4*	-	Heavy 12

* A psilencer always wounds Daemons on a roll of 4+, unless the score required to wound would normally be less.



Plasma Weapons

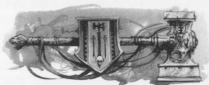
Plasma weapons fire compact 'pulses' of searing plasma energy that are extremely effective against all manner of heavy infantry and light vehicles. Plasma weapons generate enormous temperatures when fired, and are prone to overheating – sometimes proving as deadly to the firer as to the target.

Weapon	Range	Strength	AP	Type
Plasma Pistol	12"	7	2	Pistol, Gets Hot!
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot!

Scythian Venom Talon

The Scythians are a race of warrior-monks, dedicated to a peculiar form of armed martial arts. The dagger-like venom talon is one of the more basic weapons they use, able to incapacitate a foe with the slightest scratch. Quite how the Inquisition have come to acquire such weapons is perhaps best left to the imagination.

Scythian venom talons are poisoned close combat weapons, and have the Poisoned (2+) special rule, as described in the Assault Phase chapter of the *Warhammer 40,000* rulebook.



Storm Bolter

A storm bolter resembles two boltguns attached side by side. The storm bolter is capable of withering fire without hindering manoeuvrability, enabling the bearer to charge headlong into combat, firing on his enemy all the while.

Range	Strength	AP	Type
24"	4	5	Assault 2

Typhoon Missile Launcher

The typhoon missile launcher is equipped with frag and krak missiles. Declare which type of missile you wish to use each time the typhoon missile launcher fires.

Frag Missiles

Range	Strength	AP	Type
48"	4	6	Heavy 2, Blast

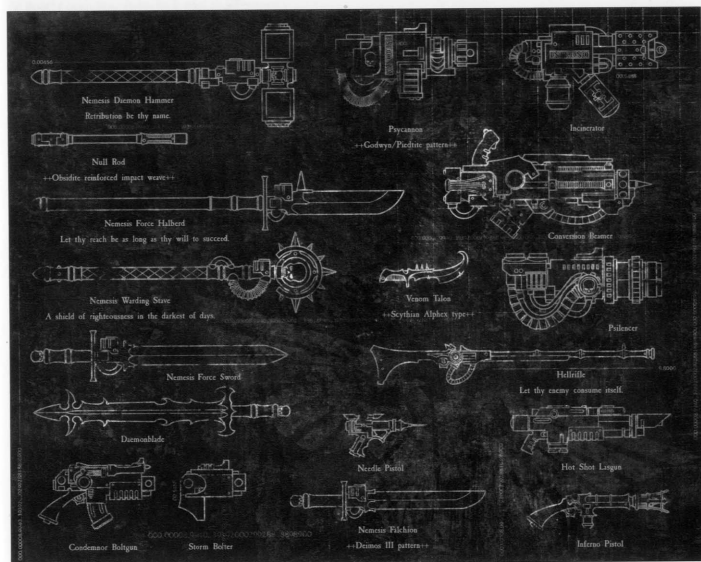
Krak Missiles

Range	Strength	AP	Type
48"	8	3	Heavy 2

Further Weapons

The Grey Knights and Inquisition employ myriad weapons and devices in their war against the heretic, daemon and alien. The following weapons appear in several army list entries in this Codex, and their rules can be found in the *Warhammer 40,000* rulebook.

- Force weapon
- Lightning claws
- Power fist
- Power weapon
- Thunder hammer



GRENADES

Grey Knights and the agents of the Inquisition employ a wide variety of grenades. Some are common-issue wargear throughout the forces of the Imperium, whilst others are far rarer and more exotic – a tribute to the requisitioning power of the Inquisition.

Blind Grenades

Blind grenades are a sophisticated type of smoke grenade that release a cloud of smoke, infra-red baffler and broad spectrum electromagnetic radiation. It is almost impossible to see through blind-smoke with normal eyesight, and even artificial sight aids like infra-red vision, scanners and targeters are of little use.

Blind grenades are defensive grenades, as described in the *Warhammer 40,000 rulebook*.

Empyrean Brain Mines

Empyrean brain mines are based on captured Ghost World technology. When triggered, they latch onto the victim and send a pulse of energy directly into his brain, momentarily stilling his motor functions and leaving him unable to act. The effect is only temporary, as the brain mines are prone to burning out after a few seconds' use, but leave an enemy incredibly vulnerable in the interim.

Empyrean brain mines are used in the Assault phase, after assault moves have been made but before any blows are struck. Nominate one enemy model in base contact with the bearer. That model must pass an Initiative test to avoid the brain mine. If the test is passed, the effects of the brain mine have been resisted. If the test is failed, the victim has been rendered momentarily catatonic and cannot strike any blows during this Assault phase.

Frag Grenades

Frag grenades are explosive devices that are hurled at the enemy prior to an assault. The storm of shrapnel from the exploding frag grenades drives opponents further into cover for a few precious moments while the attackers close in.

Frag grenades are assault grenades, as described in the *Warhammer 40,000 rulebook*.

Krak Grenades

Krak grenades are armour-piercing bombs, designed to crack open the armoured hulls of enemy vehicles. Though they lack the explosive force of meltabombs or other specialised demolition charges, they are small and easy to carry, making them ideal weapons of opportunity.

See the *Warhammer 40,000 rulebook* for details of using krak grenades.

Melta bombs

Melta bombs are subatomic charge-powered demolition munitions, capable of melting through even the most heavily armoured targets, such as bunkers and battle-tanks.

Melta bombs are much bulkier than krak grenades, with a more sophisticated detonation mechanism, and are therefore only carried by specialist troops. See the *Warhammer 40,000 rulebook* for details of using melta bombs.

Psychotroke Grenades

Psychotroke grenades explode in a cloud of sweet-smelling nerve gas that induces violent, and often debilitating, visions in the enemy. It is incredibly psycho-reactive and mere proximity is enough to trigger its effects, rendering even sealed armour useless.

When a unit equipped with psychotroke grenades launches an assault, or is assaulted, roll a D6 for each enemy unit being assaulted or assaulting to see what the effect is. The effects of psychotroke gas only ever last for the duration of a single Assault phase.

Note that the descriptions included below have been based on the recorded responses of human subjects – alien races will, of course, react in the own, inimitable fashion (though the game effect is unchanged).

D6	Effect
1	<i>What's this? Smells a bit odd.</i> The unit has resisted the psychotroke gas – there is no effect.
2	<i>Suddenly, it's all so clear. The fighting, your allies, that mortal wound – everything's just a huge cosmic joke! Best to sit down and have a good laugh about it.</i> Lost in their own private hilarity, the enemy unit is hit automatically in this Assault phase. They can still fight, but with a maximum of 1 Attack per model (to represent their maddened flailing).
3	<i>Hah! Those enemies aren't real, they're just an illusion – you're not falling for that!</i> The enemy is caught so utterly unprepared that you can re-roll to hit against the enemy unit during this Assault phase.
4	<i>They're horrible! Your darkest fears have been given form and are coming to kill you!</i> Overcome by personal terror, the foe fight on, but their morale teeters on the brink. The enemy unit is reduced to Leadership 2 for the remainder of the Assault phase.
5	<i>The world is spinning – everything is all jumbled up. It's all you can do to keep your feet.</i> Disoriented, the enemy unit is reduced to Initiative 1 for the remainder of the Assault phase.
6	<i>They say they're your friends, but they're not – they're out to get you. Best get them first!</i> Every model in the enemy unit must immediately take an Initiative test. Any models that fail must strike blows against their own unit during this Assault phase, rather than against the enemy, exactly as if they were on your side. Wounds inflicted must be allocated amongst the entire unit, not just amongst unaffected models. Unsaved wounds caused by affected models count towards your close combat total. Units composed of single models re-roll this result.

Psyk-out Grenade

Psyk-out grenades are produced using an extremely rare substance thought to be a by-product of the esoteric processes that sustain the Astronomicon. Upon detonation, each grenade scatters a dense cloud of psi-refractive particles across the target area. Psykers and Warp entities caught in the blast zone are momentarily stunned, leaving them helpless before the onslaught of the Grey Knights.

When a unit equipped with psyk-out grenades launches an assault, any Daemons or psykers in the assaulted unit(s) are reduced to Initiative 1 for the remainder of the phase.

Rad Grenade

Rad grenades detonate in a shower of tiny contaminated fragments. Each particle's radioactive emissions have a millisecond half-life, ensuring that the thrower can charge in without exposing himself to contamination. Nevertheless, those enemies caught in the initial explosion will feel the rad grenade's debilitating influence for some time afterwards.

During a turn in which a unit equipped with rad grenades launches an assault, or is assaulted, the enemy unit(s) suffer a -1 penalty to Toughness until the end of the phase (this does affect the victims' instant death threshold).



VEHICLE ARMOURY

Dozer Blade

Dozer blades are heavy ploughs, blades or rams, used to clear obstacles from the vehicle's path. Vehicles equipped with dozer blades can re-roll failed Difficult Terrain tests.

Extra Armour

Some vehicle crews add additional armour plating to their vehicles to provide extra protection. Any vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.

Hunter-killer Missile

Hunter-killer missiles are commonly fitted to Imperial vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage enemy armoured vehicles that would otherwise far outmatch them.

A hunter-killer missile is a krak missile with unlimited range that can only be used once per battle. They are fired at Ballistic Skill 4 and are treated as an additional weapon.

Hurricane Bolters

Each hurricane bolter consists of three twin-linked bolters, fired as a single weapon.

Searchlight

Searchlights are used when the Night Fighting rule is in effect. If a vehicle has a searchlight it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.

Smoke Launchers

Smoke launchers are used to temporarily obscure the vehicle behind concealing clouds of smoke, allowing it to cross open areas in greater safety – although it does so at the cost of being able to fire its own weapons.

See the Vehicles chapter of the *Warhammer 40,000* rulebook for details.

Storm Bolter

Pintle-mounted storm bolters are weapons fitted to vehicles to provide additional fire support.

Pintle-mounted storm bolters are treated as an additional defensive weapon, with the profile of a normal storm bolter. See the storm bolter entry for details.

Truesilver Armour

Strands of sanctified silver and iron have been imbedded into this vehicle's armour, rendering it poisonous to the touch of Daemons and psykers.

If a Daemon or psyker succeeds in hitting this vehicle in close combat, it suffers a Strength 6 hit for each hit once damage has been resolved against the vehicle.

Warp Stabilisation Field

It takes incredibly rare and intricate technology to protect something as small as a Land Raider or Dreadnought from the rigours of Warp travel, but it can be done. Such devices are used rarely, for once destroyed they can never be replaced.

A vehicle with a Warp stabilisation field can be the subject of a Librarian's *The Summoning* psychic power. A vehicle that moves in this way counts as having moved flat out.

EQUIPMENT

Iron Halo

An Iron Halo is a symbol of high office amongst the Grey Knights, borne only by Brother-Captains and Grand Masters. Each is a swirl of filigreed detail, forged in the earliest days of the Chapter's founding. Yet an Iron Halo is not merely a token and treasure, but a powerful defence in its own right. Beneath the shining metal lies a powerful energy field generator that can thwart even the most cataclysmic blow.

The bearer of an Iron Halo has a 4+ invulnerable save.

Brotherhood Banner

Many are the banners of the Grey Knights Brotherhoods. Each commemorates a great victory from the Chapter's past and is woven through with silver threads to thwart the sorceries of the foe. To fight beneath a Brotherhood Banner is to fight in the full gaze of one's forebears, and to redouble one's efforts because of it.

All models in the same unit as the Brotherhood Banner have +1 Attack whilst the banner bearer is alive. Additionally, the unit will automatically pass its Psychic test to 'activate' its force weapons.



Psybolt Ammunition

Psybolts are silver-tipped, psychically charged shells, used in storm bolters and similar weapons. When fired, each bolt becomes imbued with a portion of the Grey Knight's innate psychic power, causing it to glow with an eerie blue light, and strike home with significantly greater force than an ordinary round of its type. Psybolts are difficult to produce and incredibly wearing on a gun's inner mechanisms, but provide the Grey Knights with a relatively straightforward method of enhancing the power of standard-pattern weaponry, without resorting to extensive retrofitting of the weapon itself.

A model equipped with psybolt ammunition counts the Strength of its shots as being one point higher than normal if it is firing one of the following weapons: bolt pistol, boltgun, storm bolter, heavy bolter, hurricane bolter, autocannon or assault cannon. E.g. an assault cannon would be Strength 7, rather than Strength 6, if the firer had psybolt ammunition.

Psyflame Ammunition

With a little effort, flamer weapons can be modified to use the same psychically charged promethium as the Incinerator.

A model equipped with psyflame ammunition counts the Strength of its shots as being one point higher than normal if it is firing one of the following weapons: flamer, heavy flamer or flamethrower. For example a heavy flamer would be Strength 6, rather than Strength 5.

Servo-skulls

Servo-skulls are sensor array platforms, fashioned from the hollowed-out crania of Imperial servants, and given motive force by small anti-grav generators. Although completely bereft of weaponry, Servo-skulls are nonetheless essential tools for many Inquisitors and Grey Knights. Kept invisible by sensor-stealth, they can be seeded across an area before battle begins, there to relay a continual stream of sensor information back to their controller.

Servo-skulls are treated as counters, rather than units, for all intents and purposes. They are placed on the battlefield after deployment areas have been determined, but before any forces are deployed. Each Servo-skull can be placed anywhere on the battlefield outside the enemy's deployment zone. Once deployed, Servo-skulls do not move.

Enemy infiltrators cannot set up within 12" of a Servo-skull. Similarly, enemy scouts cannot use their pre-game move to approach to within 12" of one. A friendly unit arriving by Deep Strike rolls one D6 less for scatter if it aims to arrive within 12" of a Servo-skull. Likewise, friendly blast templates placed within 12" of a Servo-skull roll one D6 less for scatter.

Servo-skulls are considered too small and agile to be attacked and cannot be harmed in any way. However, should an enemy unit move to within 6" then the Servo-skull will self-destruct or flee the battlefield – remove it from play.

Ulumeathi Plasma Syphon

This peculiar array of alien crystals creates a distorting resonance on the frequencies used by plasma weaponry, causing such guns to fire much more wildly, making it almost impossible to keep them on target.

Models firing plasma weapons (including plasma pistols, plasma guns and plasma cannons) while within 12" of a model with an Ulumeathi Plasma Syphon will count as Ballistic Skill 1.

Storm Shield

A storm shield is a solid shield that has an energy field generator built into it. The energy field can deflect almost any attack, even shots from mighty lascannons and close combat strikes from power weapons.

A model equipped with a storm shield has a 3+ invulnerable save, but can never claim the +1 Attack bonus for being armed with two close combat weapons in an assault.

Teleport Homer

Teleport homers emit a powerful signal enabling Grey Knight Strike Cruisers to lock on to them with their teleportation equipment. By utilising this signal, the risk of missing the intended mark is greatly reduced.

If Grey Knight Strike Squads, Interceptor Squads or models in Terminator armour wish to teleport onto the battlefield via deep strike and choose to do so within 6" of a model carrying the homer, then they won't scatter. Note that the teleport homer only works for units that are teleporting, not other means. Also note that the homer must already be on the table at the start of the turn for it to be used.

ARMOUR

Artificer Armour

Artificer armour is sometimes described as the finest physical protection available to the warriors of the Imperium. Less bulky and ponderous than Terminator armour, but offering more protection than the power armour commonly employed by Space Marines, the artificer armour's super-dense construction materials and damage control devices enable the wearer to shrug off strikes from anti-tank rockets and even direct hits from battle cannon shells. That the Grey Knights have so many suits of artificer armour is testament to the requisitioning power that is the gift of the Inquisition's patronage.

Models equipped with artificer armour receive an armour save of 2+.



Carapace Armour

Carapace armour is made up of large rigid plates of armaplas or ceramite, moulded to fit the bearer. It is the favoured form of armour for Inquisitors and their acolytes, granting as it does a substantial degree of protection without encumbering the wearer's actions.

Models equipped with carapace armour receive an armour save of 4+.

Flak Armour

The standard-issue armour in the Imperium, flak armour is primarily designed to be cheap and easy to produce. As such, the level of protection provided to the wearer is far from perfect, but its ablative layers of thermoplast and impact absorbent carbfibres can mean the difference between life and death in a firefight.

Models wearing flak armour receive an armour save of 5+.

Power Armour

Power armour is the standard protection for Space Marines and its distinctive outline casts fear into the enemies of Mankind. Made from thick ceramite plates and electrically motivated fibre bundles that replicate and enhance the movements of the wearer, power armour offers some of the best protection the Imperium can provide.

Models equipped with power armour receive an armour save of 3+.

Terminator Armour

Terminator armour is the heaviest and most durable form of personal protection available to the warriors of the Imperium. Designed for close-quarters fighting aboard space hulks and other confined areas, Terminator armour is capable of withstanding almost any attack. The ceramite plates can deflect most conventional assaults, whilst the Crux Terminatus on every Terminator's shoulder plate serves as a ward capable of turning aside even attacks from power weapons or melta fire. It is even said that Terminator armour can withstand the titanic energies at a plasma generator's core, and that this was in fact the armour's original purpose. Little wonder is Terminator armour also known as Tactical Dreadnought armour, for only the adamantium and ceramite hull of an actual Dreadnought walker is more enduring.

A model wearing Terminator armour has a 2+ armour save and a 5+ invulnerable save.

Due to the powerful exoskeleton and power sources built into their armour, models in Terminator armour have the Relentless universal special rule. On the other hand, this armour is somewhat cumbersome, so Grey Knights Terminators are not able to pursue a more lightly armoured foe when they flee. Terminators cannot perform a sweeping advance.

Any model wearing Terminator armour can be teleported onto the battlefield. They may always start the game in reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played. Terminators count as two models for the purposes of transport capacity, and cannot embark Rhinos or Razorbacks.





MUSTERING THE KNIGHTS

As you'd expect of a Chapter founded to deal with the worst denizens of the Warp, the Grey Knights are monster killers, pure and simple. No matter how big or fearsome the enemy might seem, your Battle-Brothers can be counted on to bring it down. Before you start drawing your plans, however, it's worth considering the full spread of options before you.

KNIGHTLY LORDS

Your first task is to choose an HQ unit – the noble warrior who's going to lead your army. Brother-Captains and Grand Masters are sound choices, with enough close combat muscle to overwhelm pretty much any foe. On the other hand, you may want to consider a Librarian – he can choose from a broad range of psychic powers with which to blast the foe or support his Battle-Brothers.

TERMINATORS AND STRIKE SQUADS

Grey Knight Terminators are the core of any Grey Knights army, and it's fair to say that they're the toughest troops any commander can call upon. In addition to the unrivalled protection of his armour, a Grey Knights Terminator has a storm bolter (for dealing out death at range) and a Nemesis force sword (for dominating close assaults). Depending on the size of the squad, a number of these weapons can be exchanged for heavy weapons and/or even more formidable Nemesis force weapons. These options range from the Daemon-killing psilencers to the horde-busting incinerators. It can be tempting to outfit your entire squad with the same type of Nemesis weapon, but you'll find that a mix of weapon types is far more effective. Don't be afraid of experimenting until you find a combination that best works for you.

Unlike other Space Marine forces, Grey Knights armies rely less on power armoured troops than on Terminators, but this doesn't mean that such warriors are not present in the Grey Knights' ranks. The most common power-armoured Space Marines in the army make up the Strike Squads, but these Space Marines are anything but common in terms of their tactical flexibility and battlefield prowess. With similar options to their Terminator counterparts, and the ability to be mounted in a dedicated transport, Strike Squads can lay down an impressive amount of firepower and hit hard in combat.

SPECIALIST TROOPS

Once you've a few Terminator and/or Strike Squads in your army, it's time to look for a few supporting units. One of the dangers of selecting a Grey Knights' force is that, as their 'basic' troops are so good, it's tempting to fill your army out with them and ignore the other options that are open to you. Fight this desire with all your might! Each specialist unit has a particular role to play in the army, so consider carefully which ones to include.

Interceptor Squads are very similar to Strike Squads, except that they are equipped with personal teleporters. Thanks to this piece of wargear the squad can cover long distances in battle, making them ideal for launching surprise attacks on enemy held objectives and isolated units. Purifiers have a psychic power that makes them an unequalled anti-horde unit – invaluable in a Grey Knights army where the small number of warriors can find themselves overwhelmed in close combat.

Nemesis Dreadknights can be considered bigger, badder versions of Grey Knight Terminators – the armour of their battlesuits is all but impervious to most attacks, and their guns are bigger and heavier versions of those carried by the other Grey Knights. Finally, the highly elite Paladins can do everything that Terminators can, but better – once a unit of Paladins chooses its battleground, it'll take the enemy's entire army to shift them.

FIRE SUPPORT UNITS

All the units we've discussed so far are close combat specialists – with the proper equipment and a little warrior's luck, they can vanquish any enemy they can get to grips with. Where they fare less well is in a ranged battle with enemy vehicles, so you might want to consider some vehicles of your own to act as fire support. Purgation Squads carry large numbers of heavy weapons, making them potent fire support units. A Dreadnought is always a good bet as it has access to a wide range of weaponry – a multimelta/missile launcher combination is particularly effective. For overwhelming firepower, you can't go wrong with a Stormraven Gunship – what this nimble vehicle lacks in weapon options it more than makes up for in manoeuvrability. Alternatively, consider a Land Raider – these mighty tanks combine impenetrable armour with fearsome firepower. Taking a Land Raider or a Stormraven has additional extra benefits as they can each transport one of your units. If you field a lot of vehicles, then it's well worth investing in a Techmarine to help you keep them up and running.

IMPERIAL AGENTS

Your Grey Knights can be accompanied to battle by some of the Imperium's foremost agents. The obvious choice is to include an Inquisitor, but which kind? The three types of Inquisitors have plenty of overlapping equipment options but also have their own specialisations. Ordo Malleus Inquisitors excel against Daemons, Ordo Hereticus Inquisitors specialise in anti-psyker wargear and Ordo Xenos Inquisitors draw upon formidable alien weaponry. Fielding an Inquisitor also allows you to include a Henchmen Warband. These units are very flexible in their composition and can fulfil almost any battlefield role. Unlike Grey Knight squads, where a variety of wargear makes the unit stronger, a Henchmen Warband is most formidable when its members have a common strength.

As well as Inquisitors, a Grey Knights army can also draw upon the special skills of Imperial Assassins. You can only include one of each Assassin in your army, and each has its own area of expertise. Vindicare and Culexus Assassins are deadly at range, whilst the Eversor and Callidus are geared to close combat. Whichever Assassin you choose, you'll find that their psychological impact on your opponent is as important as their skills on the battlefield. Assassins have a notorious reputation, and they're sure to distract your foe while you prepare a hammer blow with your steel-clad Grey Knights.



With the heroes of the Chapter at the fore, the Grey Knights launch their assault.



Lord Kaldor Draigo, Supreme Grand Master.



Librarian.



Castellan Crowe.



Brother-Captain Arvann Stern.



Brother-Captain.



A bodyguard of Paladins accompanies Lord Kaldor Draigo to battle.



Paladin.



Paladin Apothecary.



Paladin with incinerator.



Paladin with Brotherhood Banner.



Paladin.



Grey Knights heraldry can be displayed on a variety of locations.

Paladin with Nemesis falchions.



◀ One of the 1st Brotherhood's many banners, commemorating the Chapter's great victory on the Daemon World of Archaenologos.



A Banner of the 2nd Brotherhood "The Blades of Victory".



Grey Knight Terminator with Nemesis Daemon hammer.



Grey Knight Terminator with Nemesis force halberd.

A Grey Knight's right shoulder often bears their name and personal heraldry.



Grey Knight Terminator Justicar.



Grey Knight Terminator.



Grey Knight Justicar.



Grey Knight Terminator with psilencer.



Left shoulder detail featuring Chapter symbol.



Grey Knight Terminators with Nemesis falchions.



Grey Knight Terminator with psilencer.



Grey Knight Terminator with psycannon.



Grey Knight Terminator with Nemesis warding stave.



Detail of force blade.



Grey Knight Terminator with Nemesis force halberd.



Each Grey Knight bears his own personal heraldry.



A strike force of Grey Knight Terminators holds the line against the Daemon onslaught.



Purifier with Nemesis warding stave.



Purifier with Nemesis Daemon hammer.



Purifiers with Nemesis falchions.



Purifiers with Nemesis force halberds.



Knight of the Flame.



Purifier with incinerator.



Interceptor Squad Justicar with Nemesis Daemon hammer.



Interceptor Squad Grey Knight with incinerator.



Purifier heraldry always features a flame motif.

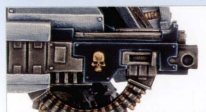
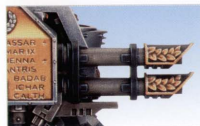
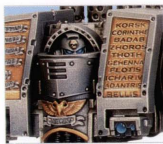


Interceptor Squad Grey Knights.





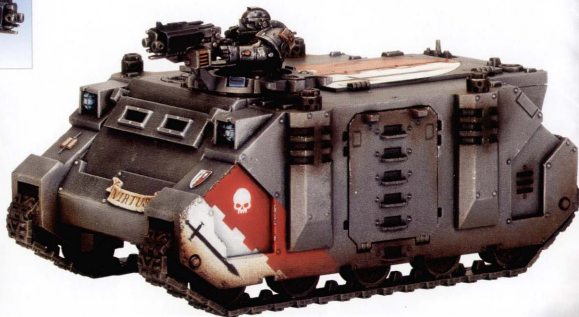
Venerable Dreadnought.



Forge World Dreadnought with twin-linked heavy bolter.



Top hatch showing Justicar heraldry.



Rhino armoured transport.

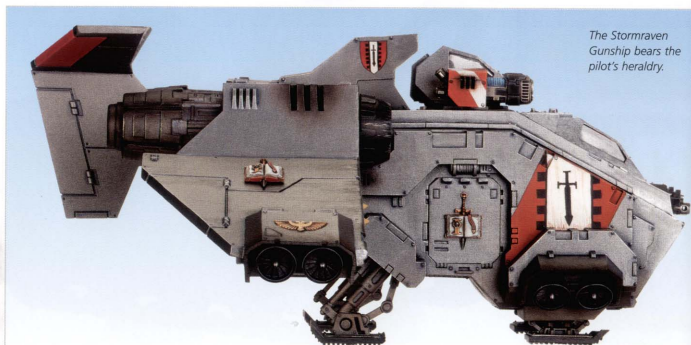


The Stormraven can be equipped with a nose mounted multi-melta for destroying tanks.



The turret-mounted assault cannons option is best deployed against infantry.

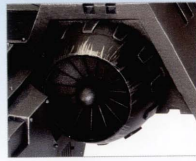
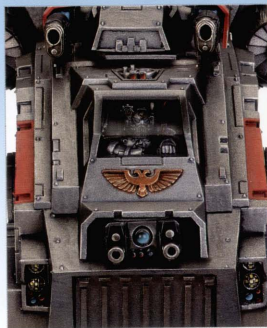
Stormraven Gunship.

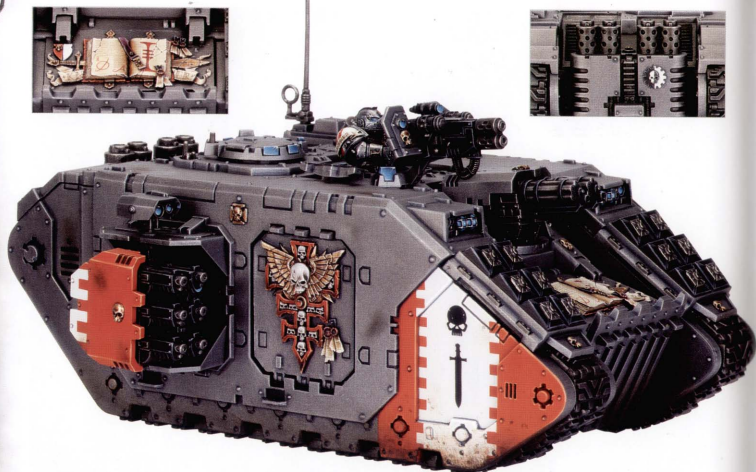


The Stormraven Gunship bears the pilot's heraldry.

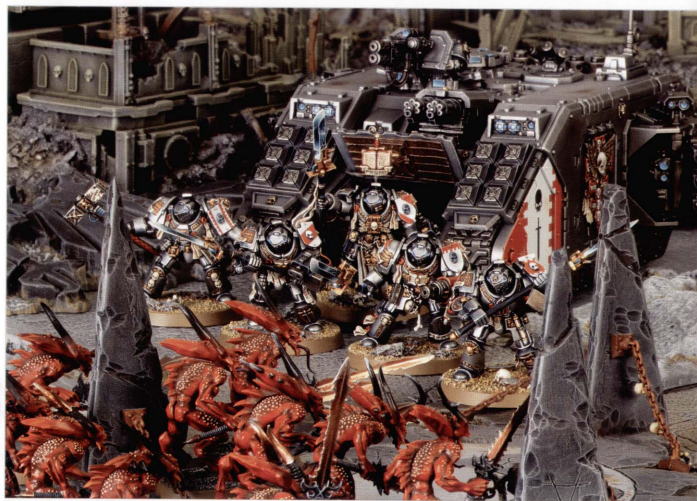


The Stormraven Gunship deploys a squad of Terminators to the battlefield.





Land Raider Crusader shown with Forge World door accessories.





Grey Knight with psilencer.



Grey Knight Justicar.



Grey Knight.



Grey Knight with psycannon.



Grey Knight.



Grey Knight with psilencer.



Grey Knight.



Grey Knight with psycannon.



Tank Commander's heraldry.



Land Raider.



Ordo Malleus Inquisitors.



Ordo Hereticus Inquisitors.



Inquisitor Fyodor Karamazov.



*Inquisitor Torquemada Coteaz,
Protector of the Formosa Sector.*





Callidus Assassin.



Vindicare Assassin.



Eversor Assassin.



Culexus Assassin.



This Acolyte fulfils the role of Mystic in a Henchmen Warband.



Daemonhost.



Death Cult Assassins.



Arco-flagellant.



This Preacher is a typical Inquisitorial Banisher.



Crusader.



Imperial Guard Storm Troopers make ideal Warrior Acolytes.



Inquisitorial Servitor.

Inquisitorial Servitor with multi-melta.



Detail of Jokaero fabricator array.



Jokaero Weaponsmith.



Sanctioned Psyker.



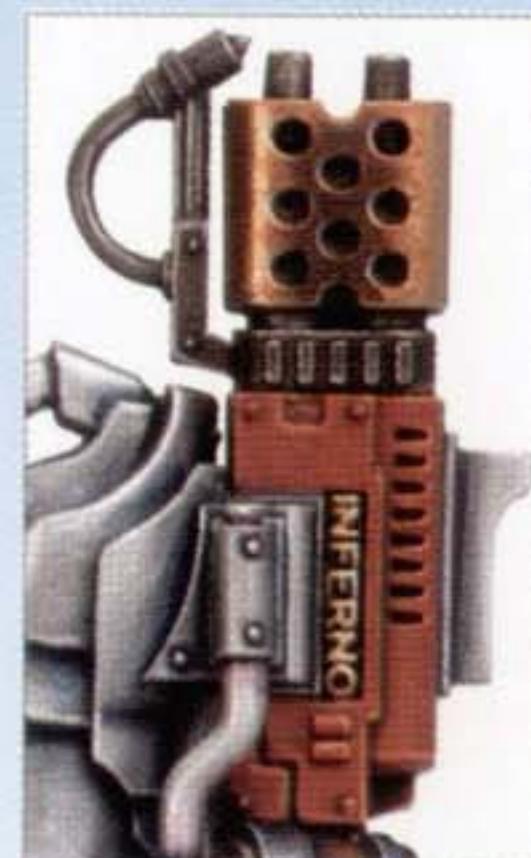




Nemesis Dreadknight.



Gatling psilencer.



Heavy incinerator.



Nemesis greatsword.



Heavy psychocannon.



Nemesis Dreadknight with Nemesis Daemon hammer.

GREY KNIGHTS ARMY LIST

The following army list enables you to field a Grey Knights army and fight battles using the scenarios included in the *Warhammer 40,000* rulebook.

USING THE ARMY LIST

The Grey Knights army list is split into five sections: HQ, Elites, Troops, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army.

USING A FORCE ORGANISATION CHART

The army list is used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each grey-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection.

STANDARD MISSIONS



COMPULSORY

1 HQ
2 Troops

OPTIONAL

1 HQ
4 Troops
3 Elites
3 Fast Attack
3 Heavy Support

ARMY LIST ENTRIES

Each entry in the army list represents a different unit. More information about the background and rules for the Grey Knights and their options can be found in the Army of Titan section, while examples of the Citadel miniatures you will need to represent them can be found in the Mustering the Knights section.

Each unit entry in the Grey Knights army list contains the following information:

Unit Name

At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

Unit Profile

This section will show the profile of any models the unit can include.

Unit Composition

Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

Unit Type

This refers to the Unit Type rules in the *Warhammer 40,000* rulebook. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding movement, shooting, assault, etc.

Wargear

This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

Special Rules

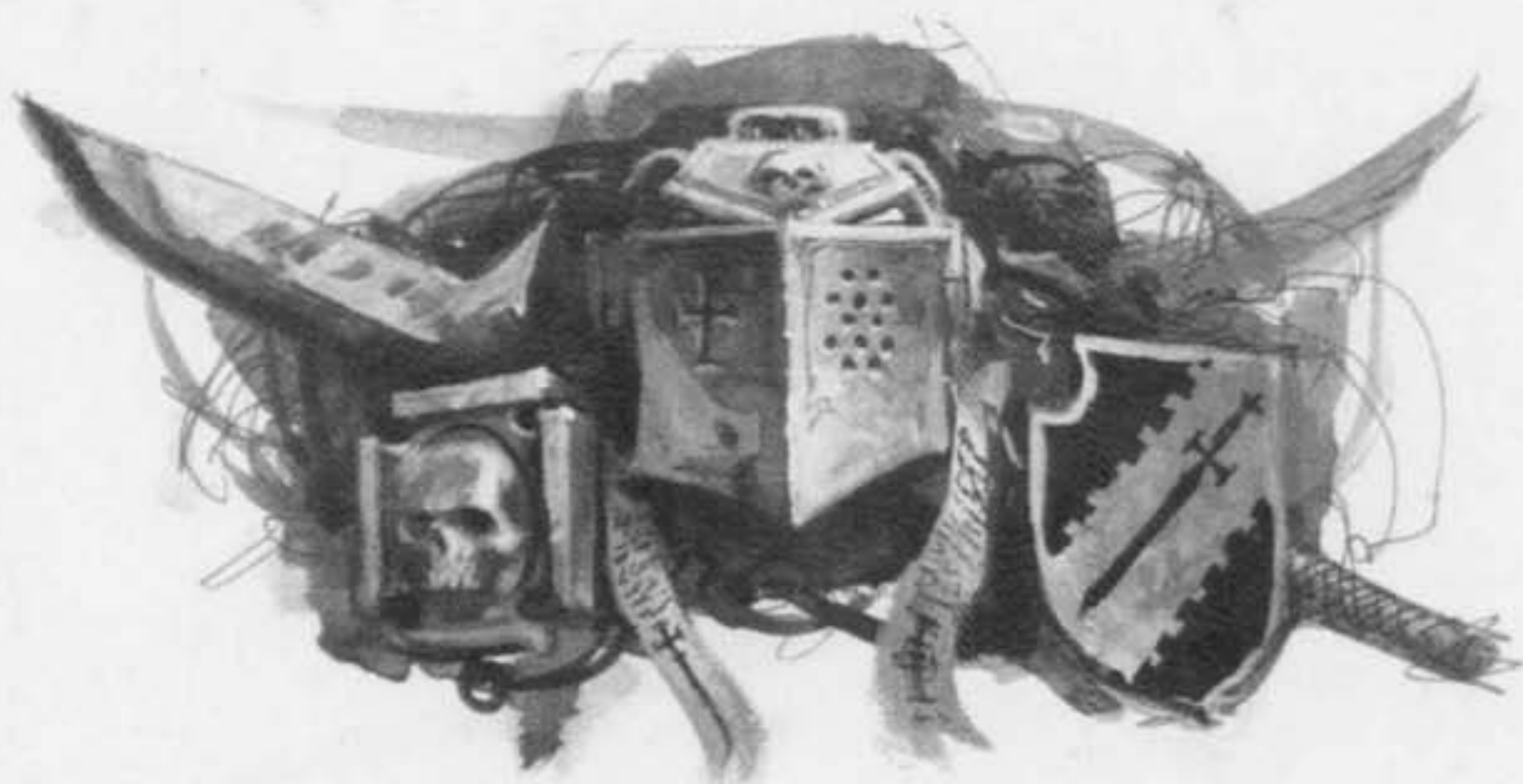
Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Army of Titan section or the Universal Special Rules section of the *Warhammer 40,000* rulebook.

Dedicated Transport

Where applicable, this section refers to any transport vehicles the unit may take. These have their own army list entry on page 92. Dedicated Transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transport Vehicles section of the *Warhammer 40,000* rulebook explains how these dedicated transport vehicles work.

Options

This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either, neither or both provided you pay the points cost.



HQ

LORD KALDOR DRAIGO275 Points

Page 38

	WS	BS	S	T	W	I	A	Ld	Sv
Lord Kaldor Draigo	7	6	5	5	4	5	4	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Terminator armour
- Storm bolter
- The Titansword
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Storm shield

Special Rules:

- The Aegis
- Eternal Warrior
- Fearless
- Grand Strategy
- Independent Character
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 2)

Psychic Powers:

- Hammerhand
- Psychic Communion
- Sanctified Flame

Lord of Titan

In an army that includes Lord Kaldor Draigo, Paladin Squads are Troops choices.

GRAND MASTER MORDRAK200 Points

Page 40

	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master Mordrak	6	6	4	4	4	5	4	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Terminator armour
- Storm bolter
- Master-crafted Nemesis Daemon hammer
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron Halo

Special Rules:

- The Aegis
- And They Shall Know No Fear
- First to the Fray
- Ghostly Bodyguard
- Grand Strategy
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)

Psychic Powers:

- Hammerhand
- Psychic Communion

GHOST KNIGHTS40 Points per model

Page 40

	WS	BS	S	T	W	I	A	Ld	Sv
Ghost Knight	4	4	4	4	1	4	2	10	2+

Unit Composition:

- 1-5 Ghost Knights

Unit Type:

- Infantry

Wargear:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades

Special Rules:

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

Options:

- Any model may replace his Nemesis force sword with one of the following:
 - Nemesis force halberd or Daemon hammer free
 - Pair of Nemesis falchions 5 points
- One model may replace his Nemesis force sword with a Brotherhood Banner 25 points



HQ

BROTHER-CAPTAIN STERN 200 Points

Page 41

	WS	BS	S	T	W	I	A	Ld	Sv
Brother-Captain Stern	6	5	4	4	3	5	3	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron Halo

Special Rules:

- The Aegis
- And They Shall Know No Fear
- Independent Character
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 2)
- The Strands of Fate

Psychic Powers:

- Hammerhand
- Psychic Communion
- Zone of Banishment

CASTELLAN CROWE 150 Points

Page 42

	WS	BS	S	T	W	I	A	Ld	Sv
Castellan Crowe	8	4	4	4	2	6	*	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Artificer armour
- Storm bolter
- The Blade of Antwyr
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron Halo

Special Rules:

- The Aegis
- Fearless
- Master Swordsman
- The Perfect Warrior
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Titan's Herald

Psychic Powers:

- Cleansing Flame
- Hammerhand
- Heroic Sacrifice

Keeper of Anarch

In an army that includes Castellan Garran, Purifier Squads are Troops choices.



HQ

GREY KNIGHT GRAND MASTER.....175 Points

Page 22

	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	6	6	4	4	3	5	3	10	2+

Unit Composition:

- 1 Grand Master

Unit Type:

- Infantry (character)

Wargear:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron Halo

Special Rules:

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

Psychic Powers:

- Hammerhand
- Psychic Communion

Options:

- May upgrade to Mastery Level 2 35 points
- May replace storm bolter with one of the following:
 - Incinerator 5 points
 - Psilencer 35 points
 - Psycannon 45 points
- May replace Nemesis force sword with one of the following:
 - Nemesis force halberd or Daemon hammer 5 points
 - Pair of Nemesis falchions 10 points
 - Nemesis warding stave 35 points
- May take up to three servo-skulls 5 points each
- May take any of the following:
 - Blind grenades, meltabombs, digital weapons, psybolt ammunition 5 points each
 - Empyrean brain mines 10 points
 - Psychotroke grenades, rad grenades 15 points each
 - Orbital strike relay 50 points
- May make any of his weapons master-crafted: 5 points per weapon

GREY KNIGHT BROTHER-CAPTAIN150 Points

Page 23

	WS	BS	S	T	W	I	A	Ld	Sv
Brother-Captain	6	5	4	4	3	5	3	10	2+

Unit Composition:

- 1 Brother-Captain

Unit Type:

- Infantry (character)

Wargear:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron Halo

Special Rules:

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

Psychic Powers:

- Hammerhand
- Psychic Communion

Options:

- May replace storm bolter with one of the following:
 - Incinerator 5 points
 - Psilencer 30 points
 - Psycannon 40 points
- May replace Nemesis force sword with one of the following:
 - Nemesis force halberd or Daemon hammer 5 points
 - Pair of Nemesis falchions 10 points
 - Nemesis warding stave 35 points
- May take up to three servo-skulls 5 points each
- May take any of the following:
 - Blind grenades, meltabombs, digital weapons, psybolt ammunition 5 points each
 - Empyrean brain mines 10 points
 - Psychotroke grenades, rad grenades 15 points each
 - Orbital strike relay 50 points
- May make any of his weapons master-crafted: 5 points per weapon



HQ

BROTHERHOOD CHAMPION

100 Points

Page 26

	WS	BS	S	T	W	I	A	Ld	Sv
Brotherhood Champion	7	4	4	4	1	5	*	10	2+

Unit Composition:

- 1 Brotherhood Champion

Unit Type:

- Infantry (character)

Wargear:

- Artificer armour
- Storm bolter
- Anointed blade
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron Halo

Special Rules:

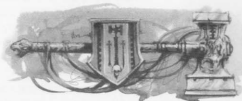
- The Aegis
- And They Shall Know No Fear
- Independent Character
- *The Perfect Warrior
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Titan's Herald

Psychic Powers:

- Hammerhand
- Heroic Sacrifice

Options:

- May take any of the following:
 - Digital weapons 5 points
 - Empyrean brain mines 10 points
 - Psybolt ammunition 5 points



LIBRARIAN

150 Points

Page 24

	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	4	4	4	2	4	2	10	2+

Unit Composition:

- 1 Librarian

Unit Type:

- Infantry (character)

Wargear:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Psychic hood

Special Rules:

- The Aegis
- And They Shall Know No Fear
- Independent Character
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 2)

Psychic Powers:

- Hammerhand

Options:

- May upgrade to Mastery Level 3 50 points
- May replace Nemesis force sword with one of the following:
 - Nemesis force halberd or Daemon hammer 5 points
 - Pair of Nemesis falchions 10 points
 - Nemesis warding stave 35 points
- May take any of the following:
 - Psybolt ammunition, digital weapons 5 points each
 - Empyrean brain mines 10 points
 - Teleport homer 15 points
- May take up to three Servo-skulls 5 points each
- May take any of the following psychic powers:
 - Dark Excommunication, Quicksilver, Might of Titan, Sanctuary, Smite, The Shrouding, The Summoning, Vortex of Doom, Warp Rift: 5 points each
- May make any of his weapons master-crafted:
 - 5 points per weapon



HQ

INQUISITOR COTEAZ100 Points

Page 45

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Coteaz	4	4	3	3	3	4	3	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Artificer armour
- Bolt pistol
- Master-crafted Nemesis Daemon hammer
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Psyber-eagle

Special Rules:

- Independent Character
- I've Been Expecting You
- Psyker (Mastery Level 2)
- Spy Network
- Stubborn

Psychic Powers:

- Dark Excommunication
- Hammerhand
- Sanctuary

Lord of Formosa

Inquisitorial Henchmen warbands are Troops choices in an army that includes Inquisitor Torquemada Coteaz, and are not limited by the number of Inquisitors in your army.

INQUISITOR KARAMAZOV200 Points

Page 46

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Karamazov	4	4	5	5	4	4	3	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Master-crafted multi-melta
- Master-crafted power sword
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Rad grenades
- Orbital strike relay
- Throne of Judgement

Special Rules:

- By Any Means Necessary
- Dread Reputation
- Independent Character
- Relentless

INQUISITOR VALERIA140 Points

Page 47

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Valeria	4	4	3	3	3	4	3(5)	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Power armour
- Laspistol
- Graviton beamer
- The Dagger of Midnight
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Forceshield
- Hyperstone Maze
- Runes of Destiny

Special Rules:

- Independent Character
- Stubborn



ORDO MALLEUS INQUISITOR 25 Points

Page 44

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor	4	4	3	3	3	4	3	10	4+

Unit Composition:

- 1 Inquisitor

Unit Type:

- Infantry (character)

Wargear:

- Carapace armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Psyk-out grenades

Special Rules:

- Independent Character
- Stubborn

Options:

- May replace bolt pistol and/or chainsword with:
 - Power sword, plasma pistol, combi-flamer, combi-melta or combi-plasma 10 points each
 - Power fist, incinerator, Nemesis Daemon hammer, Daemonblade, or hellrifle 15 points each
- May replace carapace armour with power armour 8 points
- May take up to three servo-skulls 3 points each
- May take any of the following:
 - Psybolt ammunition 5 points
 - Emphyrean brain mines 10 points
- May replace carapace armour, bolt pistol, chainsword, frag and krak grenades with Terminator armour, storm bolter and Nemesis Daemon hammer: 40 points
- May replace Terminator armour's Storm bolter with:
 - Combi-flamer, combi-melta or combi-plasma 10 points
 - Psycannon 15 points
- May upgrade to a Psyker (Mastery Level 1), with either the Hammerhand or Psychic Communion psychic power, exchanging any one weapon for a force sword 30 points

ORDO HERETICUS INQUISITOR 25 Points

Page 44

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor	4	4	3	3	3	4	3	10	4+

Unit Composition:

- 1 Inquisitor

Unit Type:

- Infantry (character)

Wargear:

- Carapace armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Psyk-out grenades

Special Rules:

- Independent Character
- Stubborn

Options:

- May replace bolt pistol and/or chainsword with:
 - Power sword, plasma pistol, inferno pistol, combi-flamer, combi-melta or combi-plasma 10 points each
 - Power fist or condemnor boltgun 15 points
 - Thunder hammer 20 points
 - Null rod 25 points
- May replace carapace armour with power armour 8 points
- May take up to three servo-skulls 3 points each
- May take psyculum 25 points
- May upgrade to a Psyker (Mastery Level 1), with either the Hammerhand or Psychic Communion psychic power, exchanging any one weapon for a force sword 30 points

ORDO XENOS INQUISITOR 25 Points

Page 44

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor	4	4	3	3	3	4	3	10	4+

Unit Composition:

- 1 Inquisitor

Unit Type:

- Infantry (character)

Wargear:

- Carapace armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Psyk-out grenades

Special Rules:

- Independent Character
- Stubborn

Options:

- May replace bolt pistol and/or chainsword with:
 - Power sword, plasma pistol, combi-flamer, combi-melta or combi-plasma 10 points each
 - Needle pistol or Scythian venom talon 15 points each
 - Conversion beamer 45 points
- May replace carapace armour with power armour 8 points
- May take up to three servo-skulls 3 points each
- May take any of the following:
 - Digital weapons 5 points
 - Ulumathi Plasma Syphon 10 points
 - Rad grenades, psychotroke grenades 15 points each
- May upgrade to a Psyker (Mastery Level 1), with either the Hammerhand or Psychic Communion psychic power, exchanging any one weapon for a force sword 30 points

ELITES

TECHMARINE90 Points

Page 32

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

Unit Composition:

- 1 Techmarine

Unit Type:

- Infantry (character)

Wargear:

- Artificer armour
- Boltgun
- Power weapon
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Servo-harness

Special Rules:

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

Psychic Powers:

- Hammerhand
- Reconstruction

Options:

- May replace boltgun with storm bolter3 points
- May replace boltgun and servo-harness with conversion beamer20 points
- May replace power weapon with one of the following:
 - Nemesis force sword5 points
 - Nemesis force halberd or Daemon hammer10 points
 - Pair of Nemesis falchions15 points
 - Nemesis warding stave25 points
- May take up to three servo-skulls3 points each
- May take any of the following:
 - Blind grenades, meltabombs, psybolt ammunition5 points each
 - Rad grenades, Empyrean brain mines10 points each
 - Digital weapons, psychotroke grenades15 points each
 - Orbital strike relay50 points

PURIFIER SQUAD120 Points

Page 31

	WS	BS	S	T	W	I	A	Ld	Sv
Purifier	4	4	4	4	1	4	2	9	3+
Knight of the Flame	4	4	4	4	1	4	2	9	3+

Composition:

- 4 Purifiers
- 1 Knight of the Flame

Unit Type:

- Infantry

Wargear:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades

Special Rules:

- The Aegis
- Brotherhood of Psykers
- Combat Squads
- Fearless
- Preferred Enemy (Daemons)

Psychic Powers:

- Cleansing Flame
- Hammerhand

Dedicated Transport:

- May select a Rhino or Razorback as a dedicated transport (see page 92).

Options:

- Include up to five additional Purifiers:24 points per model
- For every five models in the squad, two Purifiers may replace their Nemesis force swords and storm bolters with one of the following:
 - Incineratorfree
 - Psilencerfree
 - Psycannon10 points per model
- Any model may replace his Nemesis force sword with one of the following:
 - Nemesis force halberd2 points
 - Nemesis Daemon hammer5 points
 - Pair of Nemesis falchions5 points
- One model may replace his Nemesis force sword with a Nemesis warding stave25 points
- The entire squad can have psybolt ammunition20 points
- The Knight of the Flame may:
 - Make his weapons master-crafted:5 points per weapon
 - Take digital weapons5 points

VENERABLE DREADNOUGHT175 Points

Page 35

	WS	BS	S	F	S	R	I	A
Venerable Dreadnought	5	5	6	12	12	10	4	2

Composition:

- 1 Venerable Dreadnought

Unit Type:

- Vehicle, Walker

Wargear:

- Multi-melta
- Smoke launchers
- Nemesis doomfist with built-in storm bolter

Special Rules:

- The Aegis
- Preferred Enemy (Daemons)
- Psychic Pilot
- Reinforced Aegis
- Venerable

Psychic Powers:

- Fortitude

Options:

- May replace multi-melta with:
 - Twin-linked heavy flamerfree
 - Twin-linked heavy bolter5 points
 - Twin-linked autocannon10 points
 - Plasma cannon or assault cannon10 points
 - Twin-linked lascannon30 points
- May replace Nemesis doomfist with twin-linked autocannon or missile launcher5 points
- May replace storm bolter with heavy flamer10 points
- May take any of the following:
 - Searchlight1 point
 - Psybolt ammunition, Psyflame ammunition5 points each
 - Warp stabilisation field5 points
 - Truesilver armour10 points
 - Extra armour15 points

ELITES

PALADIN SQUAD55 Points

Page 30

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

Unit Composition:

- 1 Paladin

Unit Type:

- Infantry

Wargear:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades

Special Rules:

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

Psychic Powers:

- Hammerhand
- Holocaust

Options:

- Include up to nine additional Paladins:
.....55 points per model
- May upgrade one model to an Apothecary, replacing storm bolter with narthecium75 points
- For every five models in the squad, two Paladins may replace their storm bolters with one of the following:
- Incinerator5 points per model
- Psilencer10 points per model
- Psycannon20 points per model
- Any model may replace his Nemesis force sword with one of the following:
- Nemesis force halberd or Daemon hammerfree
- Pair of Nemesis falchions5 points
- One model may replace his Nemesis force sword with a Nemesis warding stave20 points
- One model may replace his Nemesis force sword with a Brotherhood Banner25 points
- The entire squad can have psybolt ammunition20 points
- Any model may make any of his weapons master-crafted:
.....5 points per weapon

CALLIDUS ASSASSIN145 Points Page 52

	WS	BS	S	T	W	I	A	Ld	Sv
Callidus Assassin	8	8	4	4	2	7	4	10	4+

Unit Composition:

- 1 (Unique)

Wargear:

- Synskin
- Neural shredder
- C'tan phase sword
- Frag grenades
- Polymorphine

Unit Type:

- Infantry (character)

Special Rules:

- Fearless
- Fleet
- Hit and Run
- Move Through Cover
- Stealth
- Lightning Reflexes

EVERSOR ASSASSIN130 Points Page 52

	WS	BS	S	T	W	I	A	Ld	Sv
Eversor Assassin	8	8	4	4	2	7	4	10	4+

Unit Composition:

- 1 (Unique)

Wargear:

- Synskin
- Executioner pistol
- Neuro Gauntlet
- Frag grenades
- Melta bombs
- Frenzon

Unit Type:

- Infantry (character)

Special Rules:

- Fearless
- Fleet
- Furious Charge
- Move Through Cover
- Lightning Reflexes

CULEXUS ASSASSIN135 Points Page 52

	WS	BS	S	T	W	I	A	Ld	Sv
Culexus Assassin	8	8	4	4	2	7	4	10	4+

Unit Composition:

- 1 (Unique)

Wargear:

- Synskin
- Animus speculum
- Frag grenades
- Psyk-out grenades
- Etherium
- Psyoculum

Unit Type:

- Infantry (character)

Special Rules:

- Fearless
- Fleet
- Move Through Cover
- Lightning Reflexes

VINDICARE ASSASSIN145 Points Page 52

	WS	BS	S	T	W	I	A	Ld	Sv
Vindicare Assassin	8	8	4	4	2	7	4	10	4+

Unit Composition:

- 1 (Unique)

Wargear:

- Synskin
- Exitus pistol
- Exitus rifle
- Frag grenades
- Blind grenades

Unit Type:

- Infantry (character)

Special Rules:

- Deadshot
- Fearless
- Fleet
- Infiltrate
- Move Through Cover
- Stealth
- Lightning Reflexes

ELITES

INQUISITORIAL HENCHMEN WARBAND

Pages 48-51

For each Inquisitor in your army, you may also include a unit of 3-12 henchmen, chosen in any combination from those shown. This unit does not use up a force organisation slot.

	WS	BS	S	T	W	I	A	Ld	Sv
Arco-flagellant	5	1	5	3	1	3	4	8	-
Banisher	3	3	3	3	1	3	1	8	5+
Crusader	4	3	3	3	1	3	1	8	5+
Daemonhost	3	3	4	4	1	3	1	8	-
Death Cult Assassin	5	3	4	3	1	6	2	8	5+
Inquisitorial Servitor	3	3	3	3	1	3	1	8	4+
Jokaero Weaponsmith	1	3	2	3	1	3	1	8	-
Mystic	3	3	3	3	1	3	1	8	5+
Psyker	3	3	3	3	1	3	1	8	5+
Warrior Acolyte	3	3	3	3	1	3	1	8	5+

Unit Type:

- Infantry

Dedicated Transport:

- An Inquisitorial Henchmen Warband can select any dedicated transport (see page 92).

ARCO-FLAGELLANT 15 Points per model

Special Rules:

- Feel No Pain

Wargear:

- Arco-flails (close combat weapon)

BANISHER 15 Points per model

Special Rules:

- Aura of Faith
- Preferred Enemy (Daemons)

Wargear:

- Flak armour
- Laspistol
- Chainsword

Options:

- Any Banisher can exchange his chainsword for an eviscerator 15 points per model

CRUSADER 15 Points per model

Wargear:

- Flak armour
- Power weapon
- Storm shield

DAEMONHOST 10 Points per model

Special Rules:

- Warp Shield
- Daemonic Power

Wargear:

- Fearsome claws & runic chains (single close combat weapon)

DEATH CULT ASSASSIN 15 Points per model

Special Rules:

- Uncanny Reflexes

Wargear:

- Flak armour
- Two power weapons

INQUISITORIAL SERVITOR 10 Points per model

Special Rules:

- Mindlock

Wargear:

- Carapace armour
- Servo-arm

Options:

- Up to three Servitors may replace servo-arm with:
 - Heavy bolter or multi-melta free
 - Plasma cannon 10 points per model

JOKAERO WEAPONSMITH 35 Points per model

Special Rules:

- Inconceivable Customisation
- Jokaero Ingenuity

Wargear:

- Defence orbs
- Digital weapons

MYSTIC 10 Points per model

Special Rules:

- Psychic Beacon

Wargear:

- Flak armour
- Laspistol

PSYKER 10 Points per model

Psychic Power:

- Psychic Barrage

Wargear:

- Flak armour
- Laspistol

WARRIOR ACOLYTE 4 Points per model

Wargear:

- Flak Armour
- Laspistol
- Chainsword

Options:

- Any Warrior Acolyte may replace his laspistol and/or chainsword with:
 - Boltgun 1 point
 - Storm bolter 3 points
 - Hot-shot lasgun 5 points
- Up to three Warrior Acolytes may replace their laspistol and/or chainsword with:
 - Combi-flamer, combi-melta or combi-plasma 10 points
 - Plasma gun, meltagun or flamer 10 points
 - Power sword or plasma pistol 15 points
 - Storm shield 20 points
 - Power fist 25 points
- Any Warrior Acolyte may replace his flak armour with:
 - Carapace armour 4 points per model
 - Power armour 10 points per model
- May take melta bombs 5 points per model

TROOPS

GREY KNIGHT TERMINATOR SQUAD 200 Points

Page 27

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

Composition:

- 4 Terminators
- 1 Terminator Justicar

Unit Type:

- Infantry

Wargear:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades

Special Rules:

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

Psychic Powers:

- Hammerhand

Options:

- May include up to five additional Terminators:
 - Incinerator 40 points per model
 - Silencer 5 points per model
 - Psycannon 15 points per model
 - Psycannon 25 points per model
- Any model may replace his Nemesis force sword with one of the following:
 - Nemesis force halberd or Daemon hammer free
 - Pair of Nemesis falchions 5 points
- One model may replace his Nemesis force sword with a Nemesis warding stave 20 points
- One model may replace his Nemesis force sword with a Brotherhood Banner 25 points
- The entire squad can have psybolt ammunition 20 points
- The Terminator Justicar may make any of his weapons master-crafted: 5 points per weapon

JUSTICAR THAWN 75 Points

Page 43

One Grey Knight Terminator squad can upgrade their Justicar to Anval Thawn

	WS	BS	S	T	W	I	A	Ld	Sv
Justicar Thawn	5	4	4	4	1	4	2	9	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Terminator armour
- Storm bolter
- Nemesis force halberd
- Frag and krak grenades
- Psyk-out grenades

Special Rules:

- The Aegis
- Fearless
- I Shall Not Yield
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 2)

Psychic Powers:

- Hammerhand

GREY KNIGHT STRIKE SQUAD 100 Points

Page 28

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	4	4	4	4	1	4	1	8	3+
Justicar	4	4	4	4	1	4	2	9	3+

Unit Composition:

- 4 Grey Knights
- 1 Justicar

Unit Type:

- Infantry

Wargear:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades

Special Rules:

- The Aegis
- And They Shall Know No Fear
- Brotherhood of Psykers
- Combat Squads
- Deep Strike
- Preferred Enemy (Daemons)

Psychic Powers:

- Hammerhand
- Warp Quake

Dedicated Transport:

- The squad can select a Rhino or Razorback dedicated transport (page 92).

Options:

- Include up to five additional Grey Knights: 20 points per model
- For every five models in the squad, one Grey Knight may replace his storm bolter and Nemesis force sword with one of the following:
 - Psilencer free
 - Psycannon 10 points per model
 - Incinerator 20 points per model
- Any model may replace his Nemesis force sword with one of the following:
 - Nemesis force halberd 5 points
 - Nemesis Daemon hammer 10 points
 - Pair of Nemesis falchions 10 points
- One model may replace his Nemesis force sword with a Nemesis warding stave 25 points
- The entire squad may take psybolt ammunition 20 points
- The Justicar may make any of his weapons master-crafted: 5 points per weapon

DEDICATED TRANSPORTS

RHINO 40 POINTS

Page 33

	[Armour]			
	BS	F	S	R
Rhino	4	11	11	10

Unit Composition:

- 1 Rhino

Unit Type:

- Vehicle (Tank)

Wargear:

- Storm bolter
- Smoke launchers

Transport Capacity:

- Ten models

Special Rules:

- The Aegis
- Psychic Pilot
- Repair

Psychic Powers:

- Fortitude

Options:

- May take any of the following:

- Searchlight	1 point
- Dozer blade	5 points
- Psybolt ammunition	5 points
- Warp stabilisation field	5 points
- Hunter-killer missile	10 points
- Storm bolter	10 points
- Truesilver armour	10 points
- Extra armour	15 points

RAZORBACK 45 Points

Page 33

	[Armour]			
	BS	F	S	R
Razorback	4	11	11	10

Unit Composition:

- 1 Razorback

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked heavy bolter
- Smoke launchers

Transport Capacity:

- Six models

Special Rules:

- The Aegis
- Psychic Pilot

Psychic Powers:

- Fortitude

Options:

- May replace twin-linked heavy bolters with:

- Twin-linked heavy flamer	25 points
- Twin-linked assault cannon	35 points
- Twin-linked lascannon	35 points
- Lascannon and twin-linked plasma gun:	35 points

- May take any of the following:

- Searchlight	1 point
- Dozer blade	5 points
- Psybolt ammunition	5 points
- Psyflame ammunition	5 points
- Warp stabilisation field	5 points
- Hunter-killer missile	10 points
- Storm bolter	10 points
- Truesilver armour	10 points
- Extra armour	15 points

INQUISITORIAL CHIMERA 55 POINTS

Page 51

	[Armour]			
	BS	F	S	R
Inquisitorial Chimera	3	12	10	10

Unit Composition:

- 1 Inquisitorial Chimera

Unit Type:

- Vehicle (Tank)

Wargear:

- Heavy bolter
- Multi-laser
- Smoke launchers

Transport Capacity:

- Twelve models

Special Rules:

- Amphibious

Options:

- May replace multi-laser with:

- Heavy flamer or heavy bolter	free
• May replace heavy bolter with heavy flamer	free

- May take any of the following:

- Searchlight	1 point
- Dozer blade	5 points
- Warp stabilisation field	5 points
- Hunter-killer missile	10 points
- Storm bolter	10 points
- Truesilver armour	10 points
- Extra armour	15 points

FAST ATTACK

STORMRAVEN GUNSHIP 205 Points

Page 37

	Armour				
	BS	F	S	R	
Stormraven Gunship	4	12	12	12	

Unit Composition:

- 1 Stormraven

Unit Type:

- Vehicle (Fast, Skimmer)

Wargear:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Four mindstrike missiles
- Ceramite plating

Transport Capacity

- Twelve models and one Dreadnought

Special Rules:

- The Aegis
- Assault Vehicle
- Deep Strike
- Power of the Machine Spirit
- Psychic Pilot
- Shadow Skies

Psychic Powers:

- Fortitude

Options:

- May replace twin-linked heavy bolter with:
 - Twin-linked multi-melta *free*
 - Typhoon missile launcher *25 points*
- May replace twin-linked assault cannon with:
 - Twin-linked lascannons *free*
 - Twin-linked plasma cannon *free*
- May take side sponsons with hurricane bolters *30 points*
- May take any of the following:
 - Searchlight *1 point*
 - Warp stabilisation field *5 points*
 - Truesilver armour *10 points*
 - Extra armour *15 points*
 - Teleport homer *15 points*
 - Psybolt ammunition *20 points*

GREY KNIGHT INTERCEPTOR SQUAD 130 Points

Page 28

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	4	4	4	4	1	4	1	8	3+
Justicar	4	4	4	4	1	4	2	9	3+

Unit Composition:

- 4 Grey Knights
- 1 Justicar

Unit Type:

- Infantry

Wargear:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Personal teleporter

Special Rules:

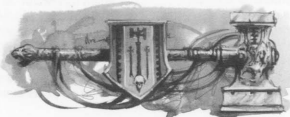
- The Aegis
- And They Shall Know No Fear
- Brotherhood of Psykers
- Combat Squads
- Deep Strike
- Preferred Enemy (Daemons)

Psychic Powers:

- Hammerhand
- Warp Quake

Options:

- Include up to five additional Grey Knights: *26 points per model*
- For every five models in the squad, one Grey Knight may replace his storm bolter and Nemesis force sword with one of the following:
 - Psilencer *free*
 - Psycannon *10 points per model*
 - Incinerator *20 points per model*
- Any model may replace his Nemesis force sword with one of the following:
 - Nemesis force halberd *5 points*
 - Nemesis Daemon hammer *10 points*
 - Pair of Nemesis falchions *10 points*
- One model may replace his Nemesis force sword with a Nemesis warding stave *25 points*
- The entire squad may take psybolt ammunition *20 points*
- The Justicar may make any of his weapons master-crafted: *5 points per weapon*



HEAVY SUPPORT

PURGATION SQUAD100 Points

Page 29

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	4	4	4	4	1	4	1	8	3+
Justicar	4	4	4	4	1	4	2	9	3+

Composition:

- 4 Grey Knights
- 1 Justicar

Unit Type:

- Infantry

Wargear:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades

Special Rules:

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

Psychic Powers:

- Astral Aim
- Hammerhand

Dedicated Transport:

- The squad can select a Rhino or Razorback as a dedicated transport (see page 92).

Options:

- May include up to five additional Grey Knights: 20 points per model
- Up to four Grey Knights may replace their storm bolter and Nemesis force sword with one of the following:
 - Incinerator free
 - Psilencer 10 points per model
 - Psycannon 20 points per model
- Any model may replace his Nemesis force sword with one of the following:
 - Nemesis force halberd 3 points
 - Nemesis Daemon hammer 5 points
 - Pair of Nemesis falchions 10 points
- One model may replace his Nemesis force sword with a Nemesis warding stave 25 points
- The entire squad can have psybolt ammunition 20 points
- The Justicar may make any of his weapons master-crafted: 5 points per weapon
- The Justicar may take a teleport homer 5 points

DREADNOUGHT115 Points

Page 35

	WS	BS	S	[Armour]				I	A
				F	S	R	I		
Dreadnought	4	4	6	12	12	10	4	2	

Composition:

- 1 Dreadnought

Unit Type:

- Vehicle, Walker

Wargear:

- Multi-melta
- Nemesis doomfist with built-in storm bolter
- Smoke launchers

Special Rules:

- The Aegis
- Preferred Enemy (Daemons)
- Psychic Pilot
- Reinforced Aegis

Psychic Powers:

- Fortitude

Options:

- May replace multi-melta with:
 - Twin-linked heavy flamer free
 - Twin-linked heavy bolter 5 points
 - Twin-linked autocannon 10 points
 - Plasma cannon or assault cannon 10 points
 - Twin-linked lascannon 30 points
- May replace Nemesis doomfist with:
 - Twin-linked autocannon or missile launcher 5 points
- May replace storm bolter with heavy flamer 10 points
- May take any of the following:
 - Searchlight 1 point
 - Psybolt ammunition 5 points
 - Psyflame ammunition 5 points
 - Warp stabilisation field 5 points
 - Truesilver armour 10 points
 - Extra armour 15 points

NEMESIS DREADKNIGHT130 Points

Page 34

	WS	BS	S	T	W	I	A	Ld	Sv
Nemesis Dreadknight	5	4	6	6	4	4	3	10	2+

Composition:

- 1 Nemesis Dreadknight

Unit Type:

- Monstrous Creature

Wargear:

- Dreadknight Armour
- Two Nemesis Doomfists

Special Rules:

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

Psychic Powers:

- Dark Excommunication
- Hammerhand

Options:

- May take up to two weapons from the following list (each weapon can be selected only once):
 - Heavy incinerator 30 points
 - Gatling psilencer 35 points
 - Heavy psycannon 40 points
- May replace one Nemesis Doomfist with one of the following:
 - Nemesis Daemon hammer 10 points
 - Nemesis greatsword 25 points
- May take a personal teleporter* 75 points

* This works just like the Interceptor Squad personal teleporter (page 28).

HEAVY SUPPORT

LAND RAIDER255 Points

Page 36

	[Armour]				
	BS	F	S	R	
Land Raider	4	14	14	14	

Unit Composition:

- 1 Land Raider

Transport Capacity

- Ten models

Unit Type:

- Vehicle (Tank)

Special Rules:

- The Aegis
- Assault Vehicle
- Power of the Machine Spirit
- Psychic Pilot

Wargear:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Smoke launchers

Psychic Powers:

- Fortitude

Options:

- May take any of the following:
 - Searchlight1 point
 - Psybolt ammunition5 points
 - Warp stabilisation field5 points
 - Hunter-killer missile10 points
 - Multi-melta10 points
 - Storm bolter10 points
 - Truesilver armour10 points
 - Extra armour15 points

LAND RAIDER CRUSADER255 Points

Page 36

	[Armour]				
	BS	F	S	R	
Land Raider Crusader	4	14	14	14	

Unit Composition:

- 1 Land Raider

Transport Capacity

- Sixteen models

Unit Type:

- Vehicle (Tank)

Special Rules:

- The Aegis
- Assault Vehicle
- Power of the Machine Spirit
- Psychic Pilot

Wargear:

- Twin-linked assault cannon
- Two hurricane bolters
- Frag assault launchers
- Smoke launchers

Psychic Powers:

- Fortitude

Options:

- May take any of the following:
 - Searchlight1 point
 - Psybolt ammunition5 points
 - Warp stabilisation field5 points
 - Hunter-killer missile10 points
 - Multi-melta10 points
 - Storm bolter10 points
 - Truesilver armour10 points
 - Extra armour15 points

LAND RAIDER REDEEMER245 Points

Page 36

	[Armour]				
	BS	F	S	R	
Land Raider Redeemer	4	14	14	14	

Unit Composition:

- 1 Land Raider

Transport Capacity

- Twelve models

Unit Type:

- Vehicle (Tank)

Special Rules:

- The Aegis
- Assault Vehicle
- Power of the Machine Spirit
- Psychic Pilot

Wargear:

- Twin-linked assault cannon
- Two flamethrower cannons
- Frag assault launchers
- Smoke launchers

Psychic Powers:

- Fortitude

Options:

- May take any of the following:
 - Searchlight1 point
 - Psybolt ammunition5 points
 - Warp stabilisation field5 points
 - Hunter-killer missile10 points
 - Multi-melta10 points
 - Storm bolter10 points
 - Truesilver armour10 points
 - Extra armour15 points
 - Psyflame ammunition15 points

SUMMARY

MODEL

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Apothecary	5	4	4	4	2	4	2	9	2+	30
Assassin	8	8	4	4	2	7	4	10	4+	52
Brotherhood Champion	7	4	4	4	1	5	*	10	2+	26
Brother-Captain Stern	6	5	4	4	3	5	3	10	2+	41
Brother-Captain	6	5	4	4	3	5	3	10	2+	23
Castellan Crowe	8	4	4	4	2	6	*	10	2+	42
Ghost Knight	4	4	4	4	1	4	2	10	2+	40
Grand Master Mordrak	6	6	4	4	4	5	4	10	2+	40
Grand Master	6	6	4	4	3	5	3	10	2+	22
Grey Knight	4	4	4	4	1	4	1	8	3+	var.
Inquisitor Coteaz	4	4	3	3	3	4	3	10	2+	45
Inquisitor Karamazov	4	4	5	5	4	4	3	10	2+	46
Inquisitor Valeria	4	4	3	3	3	4	3(5)	10	3+	47
Inquisitor	4	4	3	3	3	4	3	10	4+	44
Inquisitorial Henchmen										
Arco-flagellant	5	1	5	3	1	3	4	8	-	48
Banisher	3	3	3	3	1	3	1	8	5+	48
Crusader	4	3	3	3	1	3	1	8	5+	48
Daemonhost	3	3	4	4	1	3	1	8	-	49
Death Cult Assassin	5	3	4	3	1	6	2	8	5+	49
Inquisitorial Servitor	3	3	3	3	1	3	1	8	4+	49
Jokaero	1	3	2	3	1	3	1	8	-	50
Weaponsmith										
Mystic	3	3	3	3	1	3	1	8	5+	50
Psyker	3	3	3	3	1	3	1	8	5+	51
Warrior Acolyte	3	3	3	3	1	3	1	8	5+	51
Justicar Thawn	5	4	4	4	1	4	2	9	2+	43
Justicar	4	4	4	4	1	4	2	9	3+	var.
Knight of the Flame	4	4	4	4	1	4	2	9	3+	31
Librarian	5	4	4	4	2	4	2	10	2+	24
Lord Kaldor Draigo	7	6	5	5	4	5	4	10	2+	38
Nemesis Dreadknight	5	4	6	6	4	4	3	10	2+	34
Paladin	5	4	4	4	2	4	2	9	2+	30
Purifier	4	4	4	4	1	4	2	9	3+	31
Techmarine	4	4	4	4	1	4	1	8	2+	32
Terminator Justicar	4	4	4	4	1	4	2	9	2+	27
Terminator	4	4	4	4	1	4	2	9	2+	27



VEHICLES

	BS	Armour			Page
		Front	Side	Rear	
Land Raiders	4	14	14	14	36
Razorback	4	11	11	10	33
Rhino	4	11	11	10	33
Stormraven Gunship	4	12	12	12	37
Inquisitorial Chimera	3	12	10	10	51

	WS	BS	S	Armour			I	A	Page
				Front	Side	Rear			
Dreadnought	4	4	6	12	12	10	4	2	35
Venerable	5	5	6	12	12	10	4	2	35
Dreadnought									

* These weapons have additional rules (see the relevant entry).

WEAPON

Weapon	Range	Str.	AP	Type	Page
Animus Speculum	12"	5	1	Assault 2*	53
Assault cannon	24"	6	4	Heavy 4, Rending	55
Autocannon	48"	7	4	Heavy 2	55
Boltgun	24"	4	5	Rapid Fire	55
Bolt pistol	12"	4	5	Pistol	55
Condemnor boltgun	24"	5	-	Assault 1, Psi-shock*	55
Conversion beamer					55
	up to 18"	6	-	Heavy 1, Blast	
	18" to 42"	8	4	Heavy 1, Blast	
	42" to 72"	10	1	Heavy 1, Blast	
	over 72"	Miss!	n/a	n/a	
Energy Torrent	24"	4	3	Assault 1, Blast	49
Executioner pistol	12"	4	2	Pistol, Poisoned (2+)	53
Exitus pistol*	12"	X	1	Pistol, Sniper	53
Exitus rifle*	36"	X	1	Heavy 1, Sniper	53
Flamer	Template	4	5	Assault 1	56
Flamestorm cannon	Template	6	3	Heavy 1	56
Gatling psilencer	24"	4*	-	Heavy 12	58
Graviton Beamer	12"	10	1	Pistol, One Shot	47
Heavy bolter	36"	5	4	Heavy 3	56
Heavy flamer	Template	5	4	Assault 1	56
Heavy incinerator	Template*	6	4	Heavy 1	57
Heavy pycannon	24"	7	4	Heavy 1, Large Blast, Rending	58
Hellrifle	36"	6	3	Heavy 1, Rending	56
Hot-shot lasgun	18"	3	3	Rapid Fire	56
Incinerator	Template	6	4	Assault 1	57
Inferno pistol	6"	8	1	Pistol, Melta	57
Lascannon	48"	9	2	Heavy 1	57
Laspistol	12"	3	-	Pistol	57
Meltagun	12"	8	1	Assault 1, Melta	57
Mindstrike missiles	72"	4	5	Heavy 1, Blast, One Shot, Psy-shock*	57
Missile launcher					57
Frag	48"	4	6	Heavy 1, Blast	
Krak	48"	8	3	Heavy 1	
Multi-melta	24"	8	1	Heavy 1, Melta	57
Needle pistol	12"	3*	2	Pistol	57
Neural Shredder	Template	8*	1	Pistol	53
Orbital Strike Relay					58
Barrage bomb	Unlimited	6	4	Ordnance D3, Large Blast*	
Lance strike	Unlimited	10	1	Heavy 1, Blast, Lance	
Psyk-out bomb	Unlimited	6	4	Ordnance 1, Large Blast, Psi-shock*	
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!	58
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!	58
Plasma pistol	12"	7	2	Pistol, Gets Hot!	58
Psilencer	24"	4*	-	Heavy 6	58
Psyber-eagle	24"	4	-	Assault D6	45
Psycannon	24"	7	4	Assault 2 or Heavy 4*, Rending	58
Storm bolter	24"	4	5	Assault 2	59
Typhoon missile launcher					59
Frag missiles	48"	4	6	Heavy 2, Blast	
Krak missiles	48"	8	3	Heavy 2	
Unholy Gaze	24"	8	-	Assault 1	49

PSYCHIC POWERS

Power	Range	Str.	AP	Type	Page
Holocaust	12"	5	-	Assault 1, Large Blast	30
Psychic Barrage	36"	3*	6*	Assault 1, Large Blast	51
Sanctified Flame	Template	5*	-	Assault 1	39
Smite	12"	4	2	Assault 4	25
Vortex of Doom	12"	10	1	Heavy 1, Blast	25
Warp Rift	Template	*	-	Assault 1	25



The Black Legion's defences crumble under the irresistible onslaught of the Grey Knights.

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