

# LORD KALDOR DRAIGO



12



Lord Kaldor Draigo is a unit that contains 1 model. It is equipped with: The Titansword. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Lord Kaldor Draigo	5"	2+	2+	1	1	7	3+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Titansword	Melee	Melee	User	6+	6+	Destroyer

## ABILITIES

Deep Strike

**Chapter Master:** You can re-roll hit rolls for attacks made by friendly **GREY KNIGHTS** units whilst they are within 6" of this unit.

**Bane of Evil:** Whilst they are within 6" of this unit, you can re-roll wound rolls for attacks made by friendly **GREY KNIGHTS** units that target **DAEMON** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, GRAND MASTER, TERMINATOR, LORD KALDOR DRAIGO

# GRAND MASTER VOLDUS



8



Grand Master Voldus is a unit that contains 1 model. It is equipped with: Malleus Argyrum. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Grand Master Voldus	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Malleus Argyrum	Melee	Melee	User	7+	7+	-

## ABILITIES

### Deep Strike

**Master Psyker:** Once per battle, at the end of the Orders phase, you can look through your Command Asset deck and draw either one Adeptus Astartes Command Asset of your choice that is a psychic power, or the Deny the Witch or Adamantium Will card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by friendly **GREY KNIGHTS** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, GRAND MASTER, TERMINATOR, VOLDUS

# GRAND MASTER



A Grand Master is a unit that contains 1 model. It is equipped with: Close Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Grand Master</b>	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Incinerator	Heavy	8"	1	5+	8+	Inferno
Psilencer	Heavy	24"	2	7+	10+	-
Psycannon	Heavy	24"	1	5+	7+	-
Close Combat Weapon	Melee	Melee	User	7+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1** per weapon):  
1 Incinerator; 1 Psilencer; 1 Psycannon.

## ABILITIES

### Deep Strike

**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by friendly **GREY KNIGHTS** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, TERMINATOR, GRAND MASTER

# GRAND MASTER IN NEMESIS DREADKNIGHT



A Grand Master in Nemesis Dreadknight is a unit that contains 1 model. It is equipped with: 2 Nemesis Dreadfists.

	M	WS	BS	A	W	Ld	Sv
<b>Grand Master in Nemesis Dreadknight</b>	8"	2+	2+	2	2	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gatling Psilencer	Heavy	24"	4	7+	10+	-
Heavy Incinerator	Heavy	12"	2	5+	8+	Inferno
Heavy Pscannon	Heavy	24"	1	4+	5+	-
Nemesis Dreadfist	Melee	Melee	User	7+	5+	-
Nemesis Force Weapon	Melee	Melee	User	5+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +2** per weapon): 1 Gatling Psilencer; 1 Heavy Incinerator; 1 Heavy Pscannon.
- Instead of 1 Nemesis Dreadfist, this unit can be equipped with 1 Nemesis Force Weapon.
- This unit can have a Dreadknight Teleporter (**Power Rating +1**). If this unit has a Dreadknight Teleporter, it:
  - Has the following additional abilities: **Deep Strike**.

## ABILITIES

**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by friendly **GREY KNIGHTS** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, PSYKER, CHARACTER, NEMESIS DREADKNIGHT, GRAND MASTER

# CASTELLAN CROWE



Castellan Crowe is a unit that contains 1 model. It is equipped with: The Black Blade of Antwyr. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Castellan Crowe	6"	2+	2+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Black Blade of Antwyr	Melee	Melee	User	7+	7+	-

## ABILITIES

**Heroic Sacrifice:** If this unit is destroyed whilst it is in base contact with any enemy units, place one blast marker next to one enemy unit in base contact with this unit before removing it from the battlefield.

**Master Swordsman:** You can re-roll hit rolls and wound rolls for attacks made by this unit with melee weapons.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, BROTHERHOOD CHAMPION, CASTELLAN CROWE

# BROTHER-CAPTAIN STERN



8



Brother-Captain Stern is a unit that contains 1 model. It is equipped with: Close Combat Weapon. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Brother-Captain Stern	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapon	Melee	Melee	User	7+	7+	-

## ABILITIES

### Deep Strike

**The Strands of Fate:** Once per turn, after you have made a saving throw for this unit, you can re-roll that saving throw.

**Psychic Locus:** When a friendly **GREY KNIGHTS** unit is selected to manifest a psychic power whilst it is within 6" of any friendly units with this ability, after it is resolved roll one D12; on a 7+ return that Command Asset to your hand instead of discarding it. That Command Asset cannot be played again this turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, BROTHER-CAPTAIN, TERMINATOR, STERN

# BROTHER-CAPTAIN



6



A Brother-Captain is a unit that contains 1 model. It is equipped with: Close Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Brother-Captain</b>	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Incinerator	Heavy	8"	1	5+	8+	Inferno
Psilencer	Heavy	24"	2	7+	10+	-
Psycannon	Heavy	24"	1	5+	7+	-
Close Combat Weapon	Melee	Melee	User	7+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Incinerator; 1 Psilencer; 1 Psycannon.

## ABILITIES

### Deep Strike

**Psychic Locus:** When a friendly **GREY KNIGHTS** unit is selected to manifest a psychic power whilst it is within 6" of any friendly units with this ability, after it is resolved roll one D12; on a 7+ return that Command Asset to your hand instead of discarding it. That Command Asset cannot be played again this turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, TERMINATOR, BROTHER-CAPTAIN

# LIBRARIAN



A Librarian is a unit that contains 1 model. It is equipped with: Close Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
Librarian	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapon	Melee	Melee	User	8+	8+	-

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, TERMINATOR, LIBRARIAN

# TECHMARINE



A Techmarine is a unit that contains 1 model. It is equipped with: Servo-arm & Power Weapon.

	M	WS	BS	A	W	Ld	Sv
Techmarine	6"	3+	2+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamer & Plasma Cutter	Heavy	12"	1	8+	9+	Inferno
Servo-arm & Power Weapon	Melee	Melee	User	9+	9+	-

## WARGEAR OPTIONS

- This unit can have a Servo-harness (**Power Rating +1**). If this unit has a Servo-harness, it:
  - Has an Attacks characteristic of 2.
  - Is also equipped with 1 Flamer & Plasma Cutter.

## ABILITIES

**Blessing of the Omnissiah:** At the end of the Action phase, this unit can attempt to repair one friendly **GREY KNIGHTS VEHICLE** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **VEHICLE** unit. Only one attempt to repair each unit can be made each turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS  
**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, TECHMARINE

# CHAPLAIN



A Chaplain is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

	M	WS	BS	A	W	Ld	Sv
Chaplain	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arcanum	Melee	Melee	User	8+	8+	-

## ABILITIES

### Deep Strike

**Litanies of Hate:** You can re-roll hit rolls for attacks made with melee weapons by friendly **GREY KNIGHTS** units whilst they are within 6" of this unit.

**Spiritual Leader:** Friendly **GREY KNIGHTS** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, TERMINATOR, CHAPLAIN

# BROTHERHOOD CHAMPION



A Brotherhood Champion is a unit that contains 1 model. It is equipped with: Close Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Brotherhood Champion</b>	6"	2+	2+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapon	Melee	Melee	User	7+	8+	-

## ABILITIES

**Heroic Sacrifice:** If this unit is destroyed whilst it is in base contact with any enemy units, place one blast marker next to one enemy unit in base contact with this unit before removing it from the battlefield.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, BROTHERHOOD CHAMPION

# TERMINATOR SQUAD



11



A Terminator Squad is a unit that contains 5 models. It can contain 10 models (Power Rating 21). It is equipped with: Storm Bolters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Terminator Squad (5 models)	5"	3+	3+	1	2	7	4+
Terminator Squad (10 models)	5"	3+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Incinerator	Heavy	8"	1	5+	8+	Inferno
Psilencer	Heavy	24"	2	7+	10+	-
Psycannon	Heavy	24"	1	5+	7+	-
Storm Bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	x2	5+	7+	-

## WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (Power Rating +1 per weapon): 1 Incinerator; 1 Psilencer; 1 Psycannon.

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, TERMINATOR, TERMINATOR SQUAD

# STRIKE SQUAD



8



A Strike Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 16**). It is equipped with: Storm Bolters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Strike Squad (5 models)	6"	3+	3+	1	1	6	6+
Strike Squad (10 models)	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Incinerator	Heavy	8"	1	5+	8+	Inferno
Psilencer	Heavy	24"	2	7+	10+	-
Psycannon	Heavy	24"	1	5+	7+	-
Storm Bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	6+	8+	-

## WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (**Power Rating +1** per weapon): 1 Incinerator; 1 Psilencer; 1 Psycannon.

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, STRIKE SQUAD

# APOTHECARY



5



An Apothecary is a unit that contains 1 model. It is equipped with: Close Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Apothecary</b>	5"	2+	3+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapon	Melee	Melee	User	8+	8+	-

## ABILITIES

Deep Strike

**Narthecium:** At the end of the Action phase, this unit can attempt to heal one friendly **GREY KNIGHTS LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, TERMINATOR, APOTHECARY

# BROTHERHOOD ANCIENT



6



A Brotherhood Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Brotherhood Ancient</b>	5"	3+	3+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapon	Melee	Melee	User	8+	8+	-

## ABILITIES

Deep Strike

**Sacred Banner:** Morale tests taken for friendly **GREY KNIGHTS** units are automatically passed whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, ANCIENT, TERMINATOR, BROTHERHOOD ANCIENT

# PALADIN SQUAD



12



A Paladin Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 24**). It is equipped with: Storm Bolters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Paladin Squad (5 models)</b>	5"	3+	3+	1	2	7	4+
<b>Paladin Squad (10 models)</b>	5"	3+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Incinerator	Heavy	8"	1	5+	8+	Inferno
Psilencer	Heavy	24"	2	7+	10+	-
Psycannon	Heavy	24"	1	5+	7+	-
Storm Bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	x3	5+	7+	-

## WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Incinerator; 1 Psilencer; 1 Psycannon.

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, PALADIN, TERMINATOR, PALADIN SQUAD

# PALADIN ANCIENT



6



A Paladin Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Paladin Ancient</b>	5"	2+	3+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Incinerator	Heavy	8"	1	5+	8+	Inferno
Psilencer	Heavy	24"	2	7+	10+	-
Psycannon	Heavy	24"	1	5+	7+	-
Close Combat Weapon	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Incinerator; 1 Psilencer; 1 Psycannon.

## ABILITIES

### Deep Strike

**Sacred Banner:** Morale tests taken for friendly **GREY KNIGHTS** units are automatically passed whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, PALADIN, TERMINATOR, ANCIENT

# PURIFIER SQUAD



6



A Purifier Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 12**). It is equipped with: Storm Bolters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Purifier Squad (5 models)</b>	6"	3+	3+	1	1	7	6+
<b>Purifier Squad (10 models)</b>	6"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Incinerator	Heavy	8"	1	5+	8+	Inferno
Psilencer	Heavy	24"	2	7+	10+	-
Psycannon	Heavy	24"	1	5+	7+	-
Storm Bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	6+	8+	-

## WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Incinerator; 1 Psilencer; 1 Psycannon.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, PURIFIER SQUAD

# DREADNOUGHT



7



A Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
<b>Dreadnought</b>	<b>6"</b>	<b>3+</b>	<b>3+</b>	<b>2</b>	<b>2</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Feet	Melee	Melee	User	9+	10+	-
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

## WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Heavy Flamer; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and one of the following: 1 Missile Launcher; 1 Twin Autocannon.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, PSYKER, DREADNOUGHT

# VENERABLE DREADNOUGHT



8



A Venerable Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
Venerable Dreadnought	6"	2+	2+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Feet	Melee	Melee	User	9+	10+	-
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

## WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Heavy Flamer; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and one of the following: 1 Missile Launcher; 1 Twin Autocannon.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.

## ABILITIES

Ignore Damage (6+)

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, PSYKER, DREADNOUGHT, VENERABLE DREADNOUGHT

# SERVITORS



2



Servitors are a unit that contains 4 models. It is equipped with: Servo-arms.

	M	WS	BS	A	W	Ld	Sv
<b>Servitors (4 models)</b>	5"	5+	5+	1	1	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Servo-arms	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Heavy Bolter; 1 Multi-melta; 1 Plasma Cannon.

## ABILITIES

**Mindlock:** Change this unit's Weapon Skill and Ballistic Skill characteristics to 4+ whilst it is within 6" of at least one friendly **GREY KNIGHTS TECHMARINE**.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, SERVITORS

# INTERCEPTOR SQUAD



10



An Interceptor Squad is a unit that contains 5 models. It can contain 10 models (Power Rating 20). It is equipped with: Storm Bolters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Interceptor Squad (5 models)	12"	3+	3+	1	1	6	6+
Interceptor Squad (10 models)	12"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Incinerator	Heavy	8"	1	5+	8+	Inferno
Psilencer	Heavy	24"	2	7+	10+	-
Psycannon	Heavy	24"	1	5+	7+	-
Storm Bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	6+	8+	-

## WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (Power Rating +1 per weapon): 1 Incinerator; 1 Psilencer; 1 Psycannon.

## ABILITIES

### Deep Strike

**Personal Teleporters:** This unit can move across models and terrain as if they were not there. When this unit makes a Move action, it can make a teleport shunt instead of moving. If it does, it is removed from the battlefield and placed into Tactical Reserves. When this unit arrives as reinforcements, set it up anywhere on the battlefield that is more than 9" away from any enemy units. A unit cannot make a teleport shunt if it was set up on the battlefield this turn, if there are any enemy units in base contact with it, or if there are any blast markers next to it.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, INTERCEPTOR SQUAD

# PURGATION SQUAD



A Purgation Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 14**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Purgation Squad (5 models)</b>	6"	3+	3+	1	1	6	6+
<b>Purgation Squad (10 models)</b>	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Incinerator	Heavy	8"	1	5+	8+	Inferno
Psilencer	Heavy	24"	2	7+	10+	-
Psycannon	Heavy	24"	1	5+	7+	-
Storm Bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	6+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with up to four of the following in any combination (**Power Rating +1** per weapon): 1 Incinerator; 1 Psilencer; 1 Psycannon.
- If this unit contains 10 models or is not equipped with any Heavy weapons, it is also equipped with Storm Bolters.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, PURGATION SQUAD

# NEMESIS DREADKNIGHT



A Nemesis Dreadknight is a unit that contains 1 model. It is equipped with: 2 Nemesis Dreadfists.

	M	WS	BS	A	W	Ld	Sv
<b>Nemesis Dreadknight</b>	8"	3+	3+	2	2	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gatling Psilencer	Heavy	24"	4	7+	10+	-
Heavy Incinerator	Heavy	12"	2	5+	8+	Inferno
Heavy Psycannon	Heavy	24"	1	4+	5+	-
Nemesis Dreadfist	Melee	Melee	User	7+	5+	-
Nemesis Force Weapon	Melee	Melee	User	5+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +2** per weapon): 1 Gatling Psilencer; 1 Heavy Incinerator; 1 Heavy Psycannon.
- Instead of 1 Nemesis Dreadfist, this unit can be equipped with 1 Nemesis Force Weapon.
- This unit can have a Dreadknight Teleporter (**Power Rating +1**). If this unit has a Dreadknight Teleporter, it:
  - Has the following additional abilities: **Deep Strike**.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, PSYKER, NEMESIS DREADKNIGHT

# LAND RAIDER



13



A Land Raider is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; 2 Twin Lascannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Land Raider	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

## TRANSPORT

This unit can transport up to 10 friendly **GREY KNIGHTS INFANTRY** models. Each **TERMINATOR** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, LAND RAIDER

# LAND RAIDER CRUSADER



19



A Land Raider Crusader is a unit that contains 1 model. It is equipped with: 2 Hurricane Bolters; Twin Assault Cannon; Frag Assault Launchers.

	M	WS	BS	A	W	Ld	Sv
Land Raider Crusader	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hurricane Bolter	Heavy	24"	2	7+	9+	Rapid Fire
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Frag Assault Launchers	Melee	Melee	User	7+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

## TRANSPORT

This unit can transport up to 16 friendly **GREY KNIGHTS INFANTRY** models. Each **TERMINATOR** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER

# LAND RAIDER REDEEMER



19



A Land Raider Redeemer is a unit that contains 1 model. It is equipped with: 2 Flamestorm Cannons; Twin Assault Cannon; Frag Assault Launchers.

	M	WS	BS	A	W	Ld	Sv
Land Raider Redeemer	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamestorm Cannon	Heavy	8"	2	5+	8+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Frag Assault Launchers	Melee	Melee	User	7+	8+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (Power Rating +1).

## TRANSPORT

This unit can transport up to 12 friendly **GREY KNIGHTS INFANTRY** models. Each **TERMINATOR** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER

# RAZORBACK



6



A Razorback is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Razorback	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Assault Cannon (**Power Rating +1**); 1 Twin Lascannon.

## TRANSPORT

This unit can transport up to 6 friendly **GREY KNIGHTS INFANTRY** models. It cannot transport **TERMINATOR** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, RAZORBACK

# RHINO



A Rhino is a unit that contains 1 model. It is equipped with: Storm Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Rhino	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## TRANSPORT

This unit can transport up to 10 friendly **GREY KNIGHTS INFANTRY** models. It cannot transport **TERMINATOR** units.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, RHINO

# STORMHAWK INTERCEPTOR



16



A Stormhawk Interceptor is a unit that contains 1 model. It is equipped with: 2 Assault Cannons; 2 Heavy Bolters; Icarus Stormcannon; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
<b>Stormhawk Interceptor</b>	<b>20-60"</b>	<b>6+</b>	<b>3+</b>	<b>1</b>	<b>2</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Icarus Stormcannon	Heavy	48"	1	8+	8+	Anti-air
Las-talon	Heavy	24"	2	10+	5+	-
Skyhammer Missile Launcher	Heavy	60"	1	8+	6+	Anti-air
Typhoon Missile Launcher	Heavy	48"	2	7+	7+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

## WARGEAR OPTIONS

- Instead of 2 Heavy Bolters, this unit can be equipped with one of the following: 1 Skyhammer Missile Launcher; 1 Typhoon Missile Launcher.
- Instead of 1 Icarus Stormcannon, this unit can be equipped with 1 Las-talon.

## ABILITIES

Supersonic

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, FLY, AIRCRAFT, STORMHAWK INTERCEPTOR

# STORMRAVEN GUNSHIP



20



A Stormraven Gunship is a unit that contains 1 model. It is equipped with: 2 Stormstrike Missile Launchers; Twin Assault Cannon; Twin Heavy Bolter; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Stormraven Gunship	20-45"	6+	3+	1	3	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hurricane Bolter	Heavy	24"	2	7+	9+	Rapid Fire
Stormstrike Missile Launcher	Heavy	72"	1	10+	6+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Plasma Cannon	Heavy	36"	2	7+	7+	Supercharge
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Multi-Melta	Heavy	24"	2	10+	4+	-
Typhoon Missile Launcher	Heavy	48"	2	7+	7+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

## WARGEAR OPTIONS

- Instead of 1 Twin Assault Cannon, this unit can be equipped with one of the following: 1 Twin Heavy Plasma Cannon; 1 Twin Lascannon.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Multi-melta; 1 Typhoon Missile Launcher.
- This unit can also be equipped with 2 Hurricane Bolters (**Power Rating +4**).

## ABILITIES

### Supersonic

**Hover Jet:** At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

## TRANSPORT

This unit can transport up to 12 friendly **GREY KNIGHTS INFANTRY** models and 1 **GREY KNIGHTS DREADNOUGHT**. Each **TERMINATOR** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, FLY, TRANSPORT, AIRCRAFT, STORMRAVEN GUNSHIP

# STORMTALON GUNSHIP



9



A Stormtalon Gunship is a unit that contains 1 model. The unit is equipped with: Twin Assault Cannon; 2 Heavy Bolters; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
<b>Stormtalon Gunship</b>	20-50"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Skyhammer Missile Launcher	Heavy	60"	1	8+	6+	Anti-air
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Typhoon Missile Launcher	Heavy	48"	2	7+	7+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

## WARGEAR OPTIONS

- Instead of 2 Heavy Bolters, this unit can be equipped with one of the following: 2 Lascannons; 1 Skyhammer Missile Launcher; 1 Typhoon Missile Launcher.

## ABILITIES

### Supersonic

**Hover Jet:** At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS:** HEAVY, VEHICLE, FLY, AIRCRAFT, STORMTALON GUNSHIP