



## COMBAT PATROL: GREY KNIGHTS

# AURELLIOS' BANISHERS

The very nature of the wars fought by the Grey Knights often sees them vastly outnumbered by their foes, but rarely outclassed. Librarian Aurellios' strike force is no exception, for while its warriors may seem few in number, the focused martial and spiritual might they bring to the battlefield is more than enough to see the greatest alien or daemonic abominations laid low.

This Combat Patrol includes the units shown below. Before the battle, in the Select Combat Patrol and Enhancement step, you must select either the Brotherhood Terminator Squad unit or the Nemesis Dreadknight unit to include in your Combat Patrol for the battle.

### A Librarian Aurellios (1 model)

- This model is equipped with: Purge Soul; Nemesis force weapon.

### B Strike Squad (5 models)

- 1 Justicar is equipped with: storm bolter; Nemesis force weapon.
- 3 Grey Knights are equipped with: storm bolter; Nemesis force weapon.
- 1 Grey Knight is equipped with: psilencer; close combat weapon.

THEN EITHER

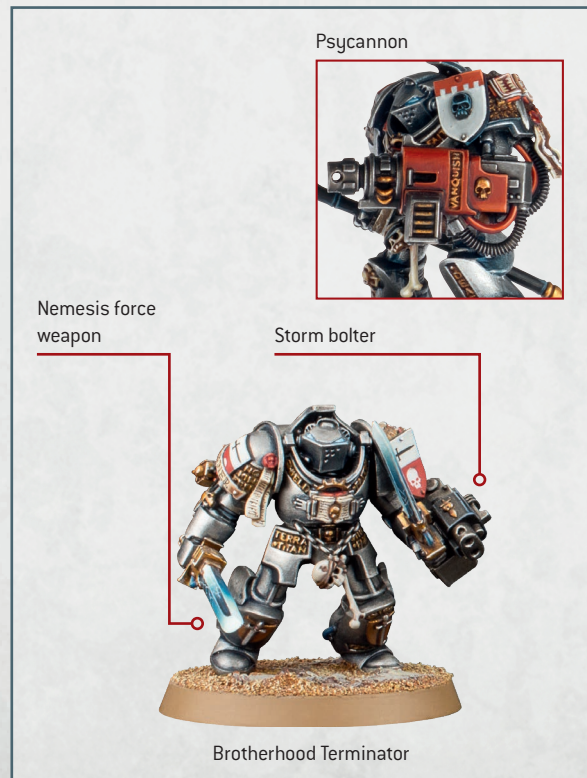
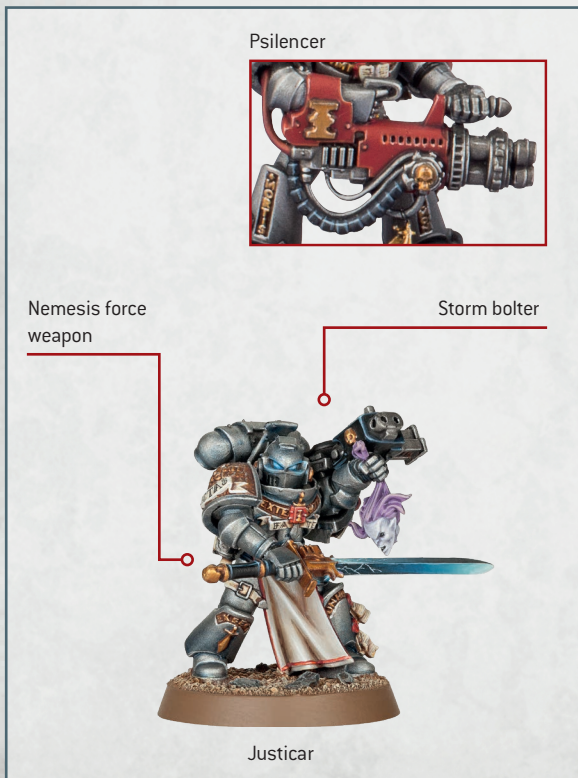
### C Brotherhood Terminator Squad (5 models)

- 1 Terminator Justicar is equipped with: storm bolter; Nemesis force weapon.
- 3 Brotherhood Terminators are equipped with: storm bolter; Nemesis force weapon.
- 1 Brotherhood Terminator is equipped with: psycannon; Nemesis force weapon.

OR

### D Nemesis Dreadknight (1 model)

- This model is equipped with: heavy psycannon; Nemesis greatsword.







D

B

A

C



# COMBAT PATROL: GREY KNIGHTS

## AURELLIOS' BANISHERS

### ABILITIES

The datasheets required to use Aurelios' Banishers can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Teleport Assault – that is referenced on many units' datasheets, and is described below.

#### TELEPORT ASSAULT

*The soul of the Grey Knights is sacrosanct, and their purity is incorruptible. The silvered armour of this Chapter's warriors is bound with incantations, engraved with sigils of warding. Their blades shine with the inner light of their sanctity, for each of these Space Marines is a psychic warrior, in empyric communion with his battle-brothers. Empowered by minds constantly on guard, they can cut steel with bare hands, their eyes blaze with fire and even the power of their words flays the otherworldly skin of daemons. They are the Imperium's foremost sword and shield against the daemoniac. Guided by the foresight and prophecies of the Chapter's Prognosticators, a Grey Knight can adapt to the most irrational of foes and, in a flare of teleportation energies, emerge at exactly the right location to unleash their devastating power.*

At the end of your opponent's turn, you can select one **GREY KNIGHTS** unit from your army with this ability (excluding units that are within Engagement Range of one or more enemy units). Remove that unit from the battlefield.

In the Reinforcements step of your next Movement phase, set that unit up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. Any units that are not on the battlefield at the end of the battle count as destroyed.

### ENHANCEMENTS

Your **LIBRARIAN** model is your **WARLORD** and has the Banishment Stone Enhancement. You can replace this with Dominating Aura.

#### DEFAULT ENHANCEMENT

##### BANISHMENT STONE (PSYCHIC)

*This rare psychoreactive crystal sits within a theldrite housing wired into the base of the bearer's skull. When the bearer strikes down an enemy war leader, in the moment of their death the foe's despairing psyche is amplified through the crystal into a shock wave of dismay that paralyses the minds and souls of their followers. The Grey Knights are more than capable of capitalising upon such disarray amongst their foes.*

Each time the bearer destroys an enemy **CHARACTER** model, roll one D6: on a 2+, you gain 1CP.

OR

#### OPTIONAL ENHANCEMENT

##### DOMINATING AURA (PSYCHIC)

*The sheer psychic presence of this warrior is like a brooding thunderhead that blazes with silver lightning and scourges the cringing minds of his foes. Even the staunchest enemies give back before his advance, surrendering hard won ground in their terror.*

The bearer has an Objective Control characteristic of 3.

## SECONDARY OBJECTIVES

You will use the Champion of Titan secondary objective. You can replace this with No Escape.

### DEFAULT SECONDARY OBJECTIVE

#### CHAMPION OF TITAN

*Striding out across the stars from the Grey Knights' hidden fortress monastery, this warrior seeks out the most terrible and monstrous of heretic champions and strikes them down in the Emperor's name.*

You score 6VP each time your **WARLORD** destroys an enemy **CHARACTER** model.

OR

### OPTIONAL SECONDARY OBJECTIVE

#### NO ESCAPE

*Not lightly are the Grey Knights sent into battle. When they strike, they do so against foes whose very existence risks the sanity of Humanity and the fabric of reality. Whether the enemy are themselves the manifestation of heresy or will, by their unwitting actions, unleash it, the remedy remains the same. They must be outmanoeuvred, their every avenue of escape cut off, and then slain.*

At the end of any of your opponent's turns, you score 10VP if you control the objective marker closest to your opponent's battlefield edge and you control the objective marker closest to your own battlefield edge.

You can only score VP from this objective once per battle.

## STRATAGEMS

You can use the following Stratagems:

### WARDED PLATE

AURELLIOS' BANISHERS – BATTLE TACTIC STRATAGEM

*Ancient and powerful warding sigils render the masterwork armour of the Grey Knights unbelievably resilient.*

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **GREY KNIGHTS INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than your unit's Toughness characteristic, subtract 1 from the Wound roll.

### UNYIELDING TO THE LAST

AURELLIOS' BANISHERS – BATTLE TACTIC STRATAGEM

*The mission of the Grey Knights is so crucial that often even mortal wounds will not prevent them from fighting on to achieve it.*

**WHEN:** Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **GREY KNIGHTS INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

### EMERGENCY TELEPORT

AURELLIOS' BANISHERS – STRATEGIC PLOY STRATAGEM

*So highly trained are the Grey Knights and so heavily warded their teleportation technology that they will risk close-proximity localised teleportation should the situation demand it.*

**WHEN:** Your opponent's Fight phase.

**TARGET:** One **GREY KNIGHTS INFANTRY** unit from your army that is within Engagement Range of one or more enemy units.

**EFFECT:** Until the end of the turn, your unit is eligible to be selected for the Teleport Assault ability, even though it is within Engagement Range of enemy units.



# LIBRARIAN AURELIOS

M T SV W LD OC

5" 5 2+ 5 6+ 1

4+ INVULNERABLE SAVE



## Combat Patrol Datasheet

Librarian Aurelios has turned the endless hunger of the inimical warp into a weapon he can wield against his foes, for he is able to unleash its empyric currents on his enemies and send them tumbling away into the infernal void. A peerless warrior and masterful strategist, Aurelios truly is the bane of any who face him.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Purge Soul – witchfire [PSYCHIC]	24"	1	3+	6	-2	3
Purge Soul – focused witchfire [PRECISION, PSYCHIC, HAZARDOUS]	24"	1	3+	6	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Nemesis force weapon [PSYCHIC]	Melee	4	2+	6	-1	2

### ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Teleport Assault**

**Sanctic Hood:** While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

### LEADER

This model can be attached to the following unit: **BROTHERHOOD TERMINATOR SQUAD.**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, TERMINATOR, PSYKER, IMPERIUM, LIBRARIAN, AURELIOS

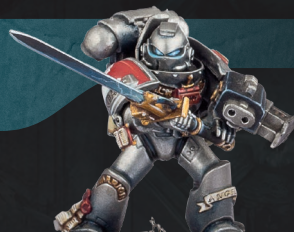


FACTION KEYWORDS: **GREY KNIGHTS**

# STRIKE SQUAD

M T SV W LD OC

6" 4 2+ 2 6+ 2



## Combat Patrol Datasheet

Strike Squads often form a vanguard, striking swiftly and slipping through gaps in daemonic lines to seal warp portals or prevent summoners escaping. Frequently attacking from fixed teleportariums or rapid transports, they conduct vital reconnaissance, disrupt flanks and blunt incursions with surgical strikes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Psilencer [PSYCHIC, SUSTAINED HITS 1]	24"	6	3+	5	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Nemesis force weapon [PSYCHIC]	Melee	3	3+	6	-2	2

### ABILITIES

CORE: **Deep Strike**

FACTION: **Teleport Assault**

KEYWORDS: INFANTRY, BATTLELINE, PSYKER, IMPERIUM, STRIKE SQUAD

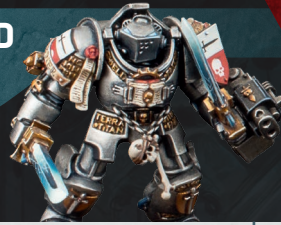


FACTION KEYWORDS: **GREY KNIGHTS**



# BROTHERHOOD TERMINATOR SQUAD

M T SV W LD OC  
**5"** **5** **2+** **3** **6+** **2**  
**4+** INVULNERABLE SAVE



## Combat Patrol Datasheet

Brotherhood Terminators form the steel heart of many Grey Knights strikes. Shielded by thick armour plates, each is a warrior of immense physical and mental fortitude. They often teleport directly into battle, unleashing sanctified bolts before cleaving apart the spawn of the warp with blazing Nemesis force weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Psycannon [PSYCHIC]	24"	3	3+	8	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Nemesis force weapon [PSYCHIC]	Melee	4	3+	6	-2	2

### ABILITIES

CORE: **Deep Strike**

FACTION: **Teleport Assault**

**Hammerhand (Psychic):** Each time a model in this unit makes a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

KEYWORDS: INFANTRY, BATTLELINE, PSYKER, TERMINATOR, IMPERIUM, BROTHERHOOD TERMINATOR SQUAD

FACTION KEYWORDS: GREY KNIGHTS

# NEMESIS DREADKNIGHT

M T SV W LD OC  
**8"** **8** **2+** **13** **6+** **4**  
**4+** INVULNERABLE SAVE



## Combat Patrol Datasheet

The pilot of a Nemesis Dreadknight commands a towering exoskeleton armoured in thrice-blessed bonded ceramite. Powered by his psychic might, its heavy weapons scythe through warp-spawned hordes, while with enlarged force weapons it smashes daemon-infused vehicles and titanic horrors to ruin.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy psycannon [PSYCHIC]	24"	6	3+	10	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Nemesis greatsword – strike [PSYCHIC]	Melee	5	3+	10	-2	D6
Nemesis greatsword – sweep [PSYCHIC]	Melee	10	3+	5	-1	1

### ABILITIES

CORE: **Deadly Demise D3**

### DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, PSYKER, IMPERIUM, NEMESIS DREADKNIGHT

FACTION KEYWORDS: GREY KNIGHTS