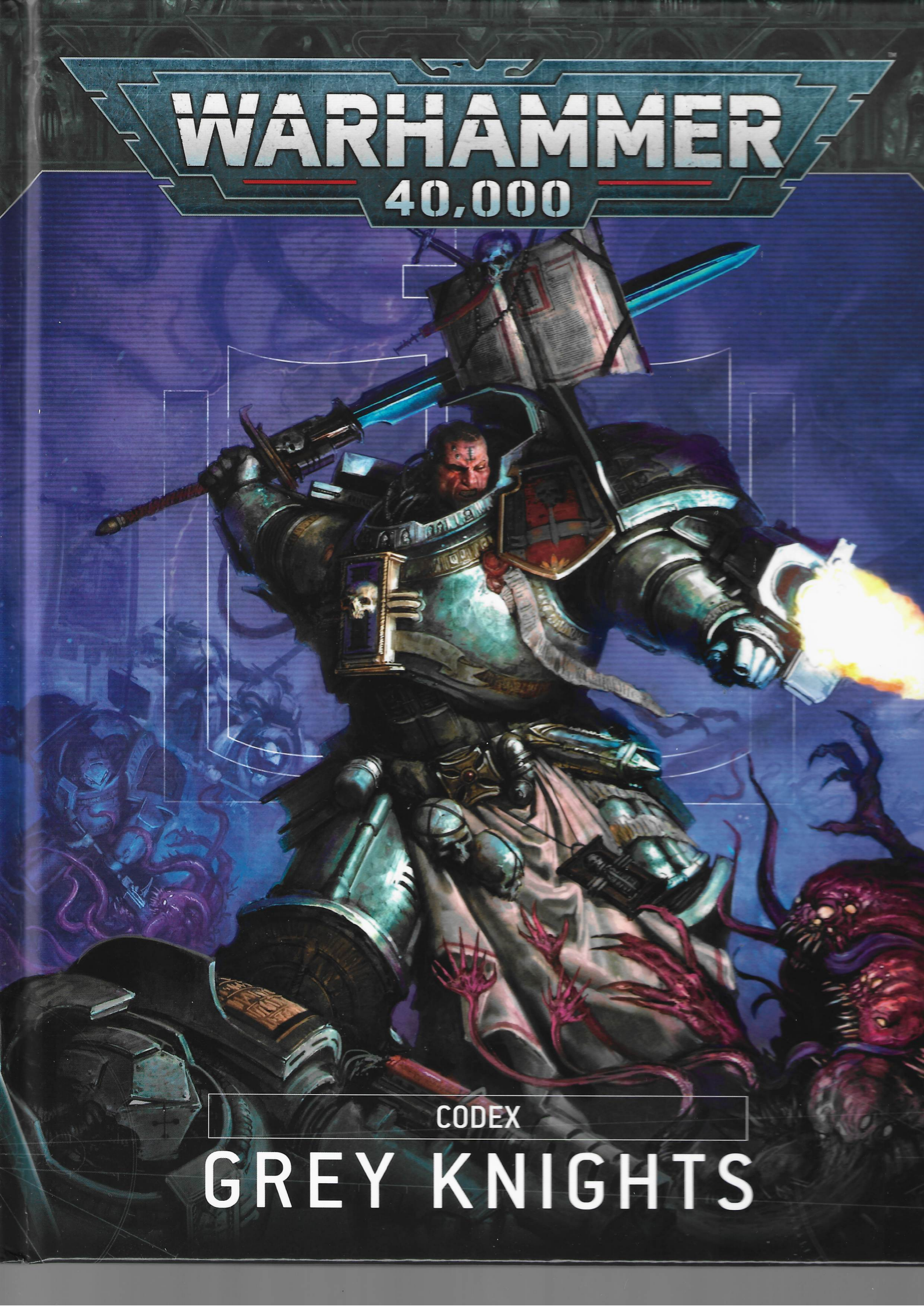
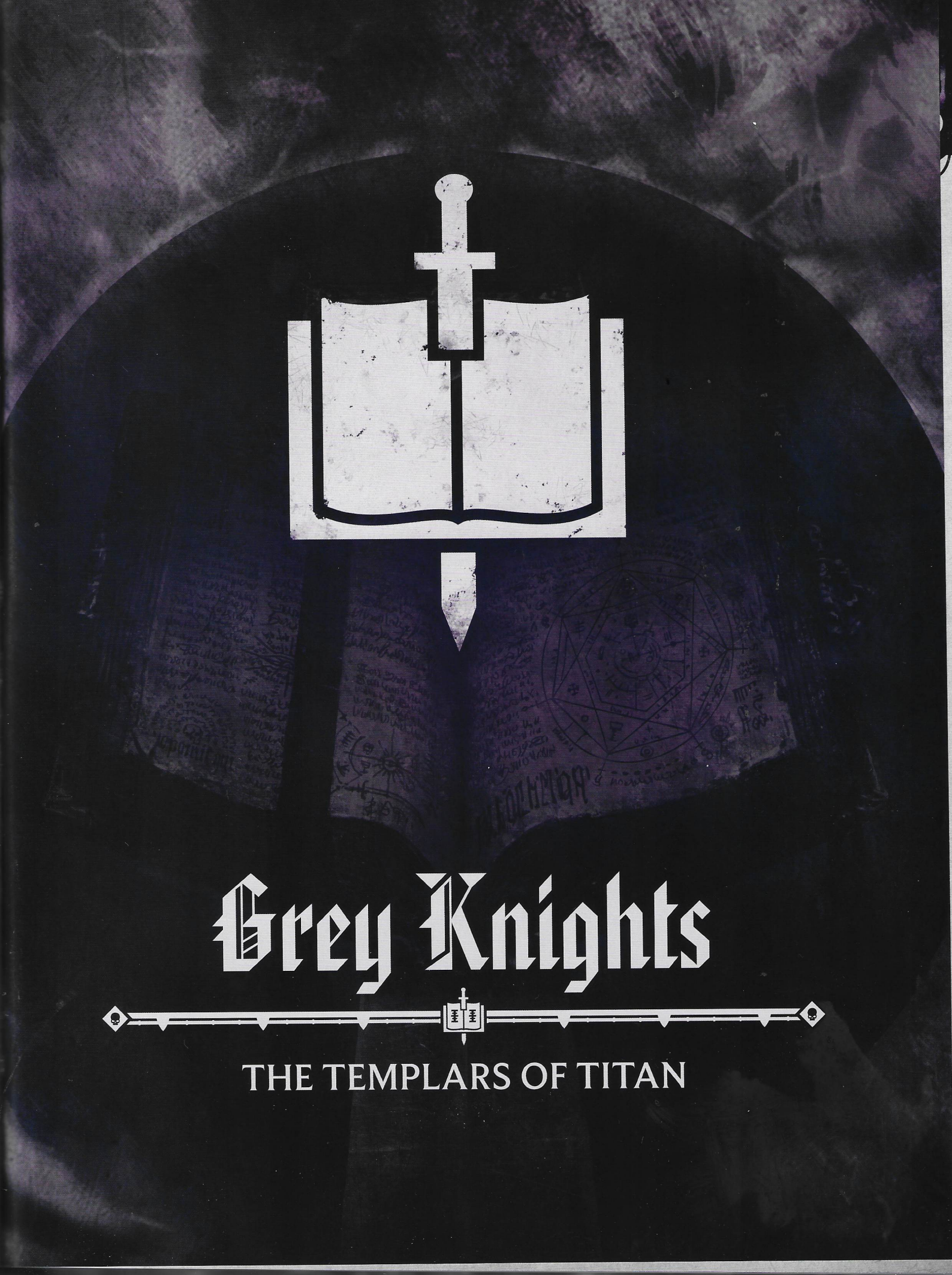
WARHAMMER 40,000



CODEX

GREY KNIGHTS



Grey Knights

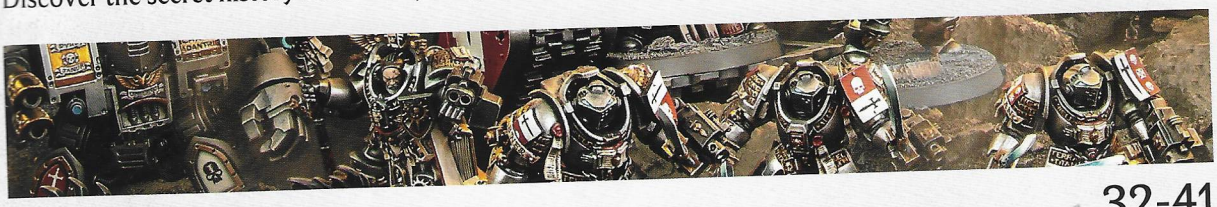
THE TEMPLARS OF TITAN

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Bane of Chaos

REALITY WRITHES AS THE WARP BREAKS ITS BOUNDS, FILLING SKIES WITH HELLISH FIRE AND TORMENTING HUMANITY WITH UNNUMBERED HORRORS. DARK CULTS SCREAM PRAISE TO MONSTROUS GODS AS ARMIES OF DAEMONS AND HERETICS ADVANCE ON EVERY FRONT. AGAINST THIS DAMNED TIDE STAND THE GREY KNIGHTS.

FEW IN NUMBER, YET MIGHTY, THEIR WARDED TRUESILVER ARMOUR GLIMMERS IN THE GLOOM. THEIR NEMESIS FORCE BLADES CRACKLE PHOSPHOR BRIGHT, THE PSYCHIC MIGHT OF THEIR WIELDERS ECLIPSING THE GLARE OF FELL MAGICKS. COLD EYES GLINT WITH THE MURDEROUS CERTAINTY OF ZEALOTS WHO BELIEVE THEIR CAUSE IS RIGHTEOUS. THEY ARE THE EMPEROR'S GIFT TO HUMANITY, THE KNIGHTS WHO DO ENDLESS BATTLE WITH THE DENIZENS OF THE WARP, AND THERE IS NO PRICE THEY WILL NOT PAY OR DEED THEY WILL SHY FROM TO CLAIM VICTORY.

EXPLODING FROM MASSED TELEPORTATION FLARES OR STORMS OF ARCING ENERGY, THE GREY KNIGHTS STRIKE AT RITUAL SITES AND BURGEONING EMPYRIC RIFTS ACROSS THE GALAXY. THEY DUEL WITH FOES WHOSE MERE EXISTENCE WOULD DRIVE MOST MORTALS MAD, FIGHTING SEEMINGLY IMPOSSIBLE ODDS UPON BATTLEFIELDS THAT HEAVE WITH APOCALYPTIC NIGHTMARES. NEVER DO THEY WAVER. NEVER DO THEY RECOIL. NEVER DO THEY ABANDON THEIR DUTY. FOR THEY KNOW ALL TOO WELL THE COST OF FAILURE. THEY ARE THE GREY KNIGHTS, THE TEMPLARS OF TITAN, AND THEY WILL NEVER ACCEPT DEFEAT.



THE 666TH CHAPTER

The Grey Knights are a secret Chapter of Space Marines, charged with fighting an endless hidden war against daemons and their mortal worshippers. Their duty is no less than preventing the malevolent energies of the Warp from bringing about the downfall of Humanity. So vital is this mission that the Grey Knights are resourced beyond almost any other Imperial military force and accountable to none save their own Grand Masters.

According to Chapter legend, the Emperor himself ordered the creation of the Grey Knights during the last desperate days of the Horus Heresy. Foreseeing that he could not continue the never-ending war against Chaos alone, the Master of Mankind is said to have fashioned this highly specialised Chapter to wage it in his stead. The Grey Knights believe their gene-seed derives from the Emperor's own biology rather than that of any Primarch; this priceless resource – along with Saturn's moon of Titan from which they operate, all the varied equipment at their disposal, and, of course, the Grey Knights themselves – is collectively known as the Emperor's Gift. It is one of the last he was able to give to Humanity before the disastrous conclusion of the Horus Heresy saw him interred within the Golden Throne. It is a legacy the Grey Knights have striven to uphold ever since.





Deep within their fortress monastery, the Citadel of Titan, the truth of the Grey Knights' inception as the 666th Chapter of the Adeptus Astartes is recorded in the Iron Grimoire, and is only permitted to be read by the Chapter's Supreme Grand Masters. The threat of the daemonic is so insidious that it must be battled in secret lest the mass of Humanity be fatally corrupted. So it is that, even as the Grey Knights have fought some of the most vital and spectacular battles of the last ten millennia, their triumphs have gone unremarked and unrecorded save within their own fathomless archives. Any unsanctioned records that are made of their actions are ruthlessly purged along with the luckless documentarians themselves. Other Imperial forces unfortunate enough to fight alongside the Grey Knights are mercilessly liquidated or mind-scrubbed in the wake of victory. Only the shadowy agents of the Inquisition are permitted to know of the Grey Knights, and with their aid, the secret of these elite templars is so brutally kept.

TO WAGE A SECRET WAR

All traces of the Grey Knights' efforts may have been kept from Humanity's historical records, but their true impact on Mankind's survival has been profound. They annihilated the corrupted Astral Blades Chapter before they could complete their fall into heresy. They were pivotal in banishing the Daemon Primarch Angron during the First Armageddon War. They purged the daemon-haunted craftworld of Malan'tai before it could stray into Imperial space. It was the Grey Knights, too, who ended the Plague of Madness on doomed Decimalus, and ensured the sealing of the Damnation Cache on Pandorax. These and countless other victories have been the Grey Knights' over the centuries. Every triumph has prevented the damnation of trillions, even if they often came at the cost of millions of innocent lives.

To fight such battles requires warriors and wargear that cause even the conventional Adeptus Astartes to pale in comparison. So punishing is the selection process to become a Grey Knight that only a vanishingly small percentage of aspirants succeed. Yet every last warrior who does endure to take up the knightly mantle is a psychically empowered daemon-hunting champion with an incorruptible soul and the fortitude to wield an incredible arsenal of technological and sorcerous weapons. These are war savants with such control of the Warp that they can even use its energies to execute swift strategic manoeuvres, opening momentary gateways to perform rapid redeployments and bring their full might to bear wherever on the battlefield it is needed most. It is with killers of this calibre that the war against the Dark Gods of Chaos is waged, each costly victory helping ensure that the inevitable damnation of Humanity is staved off for another day.

THE AEGIS

The battle armour and vehicle hulls employed by the Grey Knights are enhanced with psycho-active circuitry and painstakingly inscribed warding sigils. Every Grey Knight is trained to channel a portion of their psychic might through these contra-empyric defences. So disciplined are the minds of these battle-brothers that they never waver in this task, no matter how hard-pressed or badly wounded they are. The result is a veritable fortress of defensive energies that shimmer in a luminiferous nimbus about the Grey Knights as they make war; this phenomenon is known as the Aegis and is a powerful tool. Heretical sorceries dissipate amidst its overlaying lattices of protective wards. Supernatural creatures recoil from its touch or find their corporeal forms discorporating violently. Protected by the Aegis, the Grey Knights can even battle within the shuddering fringes of the Warp and remain uncorrupted.





THE CUSP OF MIDNIGHT

The manifestation of the Great Rift has ushered in a new age of nightmares for Humanity. Warp storms rage across swathes of the galaxy. Infernal entities and their realspace servants assail the worlds of the Imperium, their numbers legion. The Grey Knights are spread painfully thin across an ever-increasing number of crisis zones. Such desperate times give rise to dark and desperate measures.

Even at full strength, the Grey Knights have always possessed a relatively small number of warriors when set against the colossal scale of the reality-spanning war they must fight. Since the appearance of the Great Rift, those numbers have only grown smaller and their dispersal more sparse.

Newly emergent Warp storms vomit hordes of heretics and daemons across already-beleaguered sub-sectors of Imperial space, each invasion triggering another chorus of distress calls that only the Grey Knights are adequately equipped to answer. Rising tides of Warp energy leaking through the tattered veil of reality trigger proliferating psychic mutation amongst the heaving masses of Humanity, and each divergent mind presents another gateway by which the daemonic may burst through into realspace. Malevolent artefacts tainted by the Warp awaken to hellish sentience and ensnare the unwary on countless worlds, while entities concealing themselves amongst the massed ranks of the Imperium's armies force the Grey Knights to exterminate hosts that might otherwise have fought Humanity's myriad foes. Worst of all, half of the Imperium has vanished behind the churning veil of the Cicatrix Maledictum. Many Grey Knights strike forces and several of their storied Grand Masters are believed to have been lost in the resultant maelstrom.

Such losses would be disastrous enough, yet they have been exacerbated by fresh challenges to the Grey Knights' already exacting recruitment process. The infamous Black Ships that harvest psykers throughout the Emperor's realm have been sorely impacted by the coming of the Great Rift and the attacks of heretic forces, leaving the Grey Knights with fewer raw recruits to draw from. Hundreds of worlds from which the Grey Knights would

previously have gathered aspirants have been swallowed by Warp storms, further lessening their recruitment pool. In the face of such adversity, the templars of Titan have resorted to attacks on other Imperial institutions – even Chapters of the Adeptus Astartes – to seize viable recruits before hiding all evidence of their murderous deeds.

BY ANY MEANS

The Grey Knights do not face the perils of this grim age entirely unsupported. Their allies in the Ordo Malleus are able to lend some aid, as – however unwittingly – do the conventional and expendable military assets they requisition. Several carefully vetted Space Marine Chapters, such as the Exorcists, the Red Hunters and the self-righteous Black Inculpators, are permitted to fight for the Grey Knights in supporting roles, albeit rarely with full knowledge of the foes they face or the apocalyptic stakes of the wars they wage. Then there are the titanic and highly classified weapons of war that wait, concealed upon several of Saturn's lesser moons, and which even the Grey Knights hesitate to deploy in any but the most desperate of circumstances.

For all this, the Grey Knights cannot possibly counter all the Warp-spawned threats to the Emperor's realm. They must prioritise with callous detachment. In choosing to seal the Warp breach over Magnata Priertium, Grand Master Covan Leorac left the Mendicant Worlds in the neighbouring Vashval Sub-sector to suffer beneath the blades of the heretic World Eaters. By refusing to allow even a single refugee ship to pass through the defence cordon over Maskori, meanwhile, Brother-Captain Ionan Grud ensured the threat of possessed pilgrims hidden amongst the herd never reached the shrine world's surface. In the process, however, his warriors left hundreds of Imperial voidships to the mercies of Ork pirates and starvation in deep space. Moreover, warships under the command of the Grey Knights shot down more than a score of the refugee vessels when their desperate crews attempted to run the blockade.

Such ruthless brutality seems the work of anonymous monsters to many Imperial citizens, and it truly is. Yet by these choices and methods do the Grey Knights prevent yet more terrible dangers from arising that might threaten the collapse of realspace itself. Moreover, their battles often see them risking fates far more drawn out and horrible than those of the innocents they so coldly offer up on the altar of pragmatism.

Thinned as their ranks have become, Grey Knights strike forces must rely more than ever on speed, shock and weapons forbidden to all others. Never do these forces number even a single warrior or weapon more than is necessary for there is no surplus to be had.

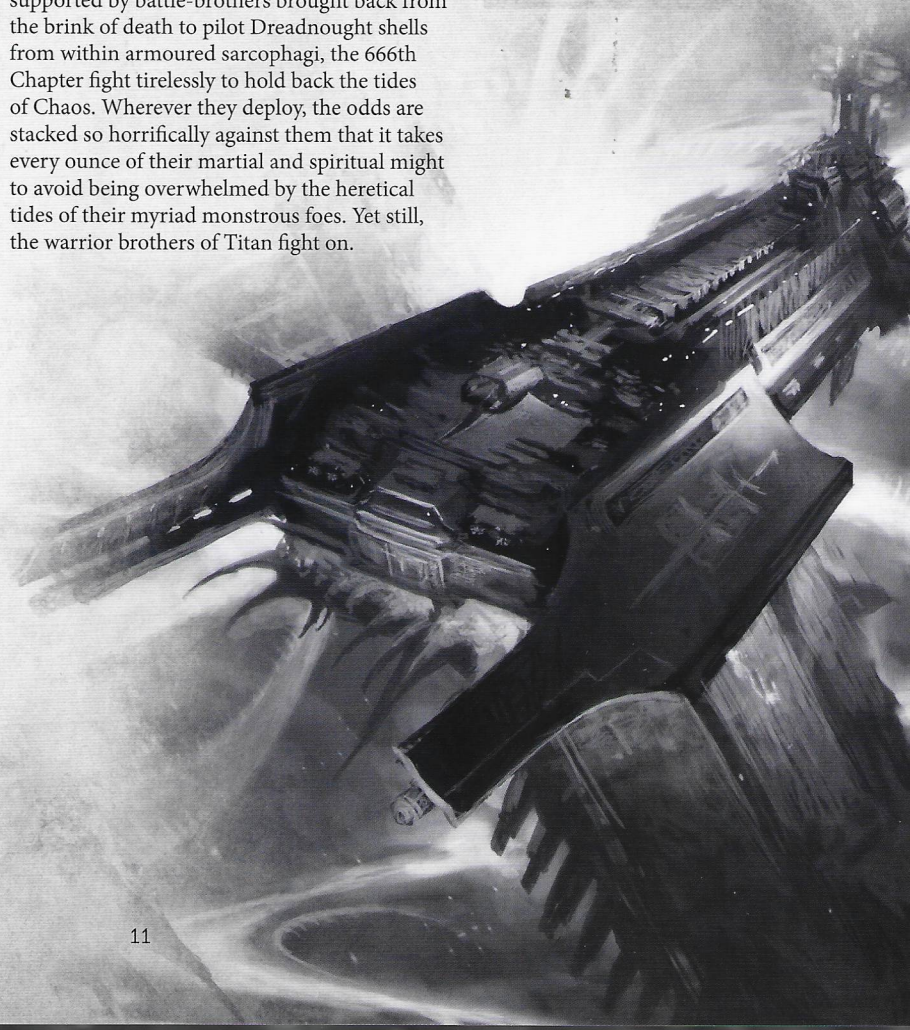
Riding the tides of the Warp from one crisis point to the next aboard their swift and heavily warded voidships, the Grey Knights extensively use ancient and esoteric teleportation technologies to deploy directly from orbit into battle. Such strikes are supported by the heaviest armoured gunships and battle tanks available. These mighty war engines are best suited to surviving amidst the unnatural cauldrons of war into which the Grey Knights must plunge.

Along with more conventional weaponry, Grey Knights strike forces use every scrap of sorcerous and daemonic lore their Chapter has amassed over the millennia. Trusting in their strength of will, they employ devices of the enemy that would destroy lesser wielders and, if deployed by any other Imperial institution, would draw the ire of the Grey Knights themselves. Pushing their psychic abilities to the limits, these strike forces unleash scourging waves of sorcery as powerful as any orbital strike or tear open shimmering constellations to the Warp through which they swiftly redeploy to outflank their foes.

Wielding weapons that fire blasts of psychic flame and hails of psy-infused projectiles, and supported by battle-brothers brought back from the brink of death to pilot Dreadnought shells from within armoured sarcophagi, the 666th Chapter fight tirelessly to hold back the tides of Chaos. Wherever they deploy, the odds are stacked so horrifically against them that it takes every ounce of their martial and spiritual might to avoid being overwhelmed by the heretical tides of their myriad monstrous foes. Yet still, the warrior brothers of Titan fight on.

TRUE NAMES

Daemons take pains to hide their true names, for there is power in such arrangements of sound and meaning. Armed with a daemon's true name, a Grey Knight may stun or bind an entity, or even banish it altogether. Armies of scribes labour in the Citadel of Titan to divine fragments of true names. These they pass to the savants of the Librarius. Only warriors of such mental fortitude can risk gathering all the elements of a daemon's true name lest the knowledge cause madness or physical corruption. Equally, Grey Knights aspirants are shorn of their own true names upon induction, lest their enemies turn their tactics against them. They only earn their new name upon ascension to the rank of knight. Each is a carefully chosen fragment of sorcery, the very sound of which is anathema to a specific daemon of the Warp. So it is that even the names by which the Grey Knights are known are weaponised against the infernal.





THE TERMINUS DECREE

Held in a simple wooden box that only the Supreme Grand Master may open, the Terminus Decree details the Emperor's final command to the Grey Knights Chapter. The Master of Mankind can never be allowed to leave the Golden Throne – either returned to life, reborn in another's body or ascend as some kind of Warp entity – and if he does, the Grey Knights must return him to his terrible duty. Indeed, they were created with the possibility of this event in mind, a task beyond the abilities of any other force in the Imperium. The Decree offers no guidance on how such feats might be achieved, for it is neither a weapon nor a magic formula. Rather, the Grey Knights would themselves be the weapon on such a desperate day, one that would likely have to cut a path through the ranks of the Custodian Guard and many others to see its duty done.

THE CITADEL OF TITAN

The Grey Knights' fortress monastery rises over the frozen wastes and black crags of Titan, one of several moons orbiting the gas giant Saturn that have long been given over to the rule of the Chapter or their Inquisitorial allies. The mysteries it harbours are amongst the most highly classified in the Imperium.

Layers of hidden defences and secretive countermeasures fill the void around Titan. Sleek and terrible warships lurk behind rippling falsehoods. Veiled fields of gravmines guard swathes of its local space. Deep-void fortifications hang in the darkness, their weapons batteries supplemented by astropathic choirs able to sing the thoughts from their victims' minds across the gulfs of space. Esoteric wards of incalculable power, malevolent entities bound to eternal vigils, sentient datacurses and even stranger technologies prevent any but those with explicit clearance from ever drawing close to the moon.

For those permitted to enter Titan's orbit, the first sign of the Grey Knights' dominion is Broadsword Station. Hanging in geostationary orbit over the Citadel of Titan, this fortified complex of void docks plays host to the Grey Knights' depleted fleet. Though many of its vessels are scattered or believed lost, the remaining craft are still powerful warships whose capabilities, crews and skilled navigators would be the envy of any other Imperial institution. Every vessel is augmented with spells of safe passage and sigils of pathfinding worked into its hull. Many incorporate fragments of arcana dating from Old Night or proscribed alien technologies, stolen or bartered at terrible cost. Such adaptations lend the Grey Knights' warships the speed and precision required to respond to daemonic incursions with incomparable efficiency.

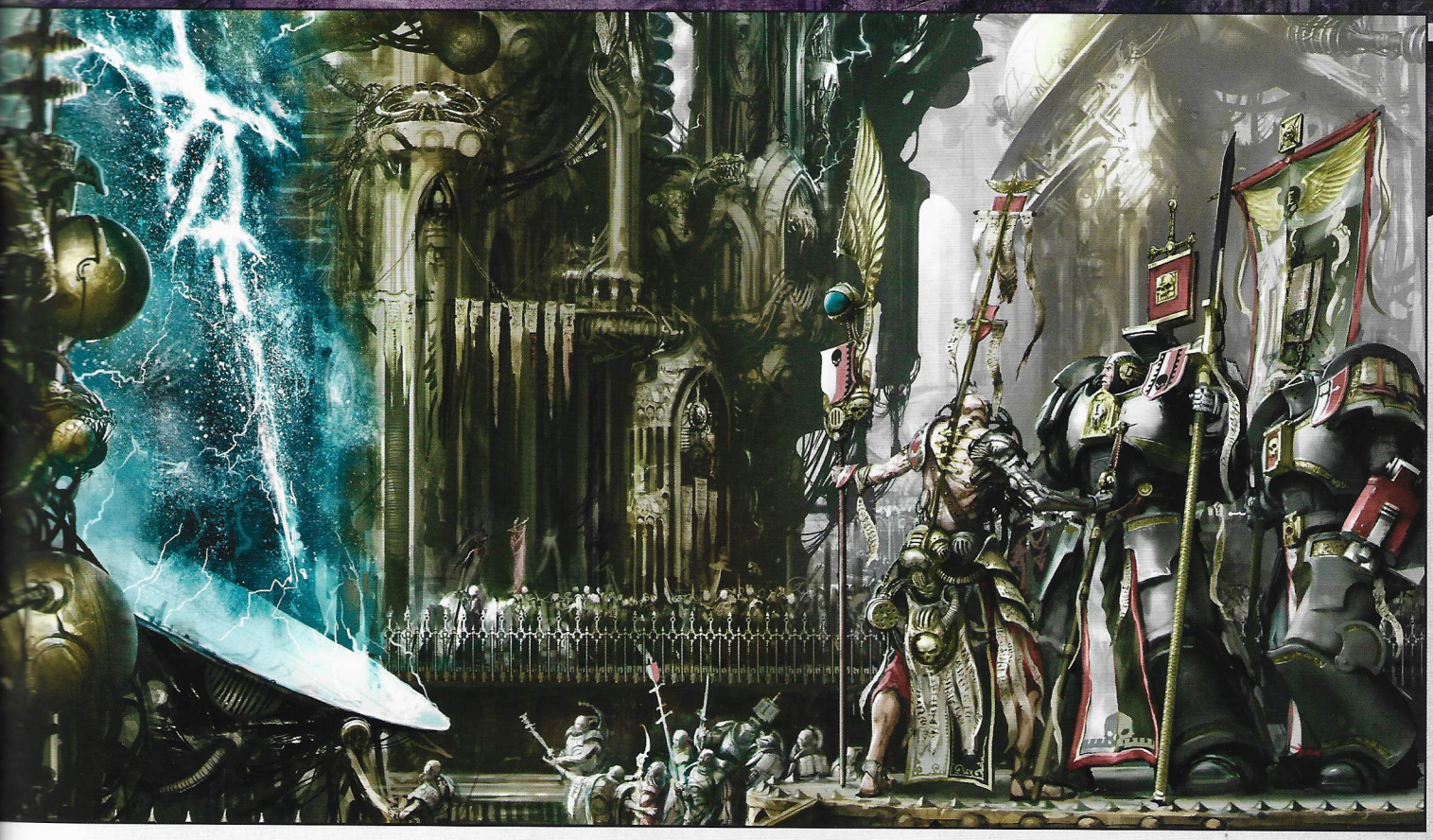
THE SECRET STRONGHOLD

The Citadel of Titan rises from the moon's surface in the shadow of the ominous Mount Anarch. Bristling with weapons of tremendous power and fortified against physical and supernatural besiegement, the fortress monastery is a hollow and echoing place that rarely knows the tread of more than a handful of battle-brothers. With most of the Chapter missing or engaged in never-ending campaigns, the Citadel is primarily maintained by Human scribes and mind-wiped servants, conditioned servitors, and those few warriors whose specialisms or duties are so vital as to keep them from the battlefield.

The Citadel might be sparsely populated, yet it is crowded with arcane secrets and supernatural artefacts. The Chambers of Purity – located in the fortress monastery's bowels – house the most dangerous of these; this system of ancient catacombs imprisons some of the darkest infernal relics ever seized by the Grey Knights. Worse than all is the mysterious and malevolent entity against which the sombre Order of Purifiers stands eternal vigil and is said to lurk in the darkest depths beneath the roots of Mount Anarch. Even the Grand Masters do not know the whole truth of this presence. Chapter rumour has it that an Aeldari Webway gate lurks in the stygian gloom, the straining wards bound about it barely holding back some primordial evil of unimaginable power. What is certain is that sometimes the mountain and Citadel alike shudder in the grip of ferocious subterranean convulsions that only subside after the Purifiers descend, grim-faced, into the depths. The reason is unknown, but the phenomenon has recurred with greater frequency since the emergence of the Great Rift, forcing more Purifiers to remain upon Titan, pulling their strength from wider galactic conflicts.

For those Grey Knights who are free to battle across the stars, the Augurium is a vital source of strategic forewarning, a glimmering silver pinnacle that rises from amongst the fortress monastery's basalt spires and houses the Chapter's Prognosticars within its mirror-walled chambers. Incredibly skilled psykers, the Prognosticars endlessly sift vision, dream and augury for warnings of emergent threats. Their art is not true foresight but a species of advanced psychic tracking that allows them to tease out the slightest signs of the daemonic from amongst empyric vibration and astro-immaterial disturbance. By these means, they determine where the worst threats will emerge, often providing their battle-brothers with so much warning that a strike force can reach the site before any threat manifests; this skill is vital for the Grey Knights' effectiveness in battle. If they were forced to rely upon conventional distress calls, they would rarely – if ever – arrive in time to prevent mass corruption and catastrophe.

There are many more vital locations and facilities throughout the Citadel of Titan, many of which are unique to the Grey Knights and their military needs. The Hall of Champions, for instance, acts as the beating heart of the Chapter, its vaulted immensity hung with ancient banners that – in many cases – serve as the only record of the Grey Knights' victories. The many sublevels and chambers that spread from the main hall play host to the Chapter Council on those rare times it can convene. They also provide cells for training and meditation, and incorporate ritual spaces where oaths are sworn and wisdom sought.



The Sanctum Sanctorum, meanwhile, is the Chapter's repository of accumulated arcane knowledge and daemonic lore. It can be likened to an arsenal of the mind and spirit, for the rows of parchment, data-crystals and warded grimoires crowding its chained shelves reveal infernal secrets bought with blood over millennia of war. Within the Vault of Labyrinths, the Grey Knights even keep a small reserve of tesseract labyrinths into which daemons may – with great struggle – be permanently trapped. Yet the Sanctum is a dangerous intellectual armoury. Were the wrong beings to gain entry, it could spell disaster not just for the Grey Knights but perhaps for the entire galaxy. Its defences – both material and sorcerous – are accordingly impregnable, while the keeping of its secrets is entrusted only to the eldest and wisest living Grey Knights and the Chapter's most puissant Librarians.

The Warp Nexus is another grand technological secret, hidden near the Citadel's core. During the Chapter's earliest days, it is believed that Titan was moved entirely out of phase with realspace for a time and anchored instead within the churning tides of the Warp; the cryptic machineries housed within this apparatus are said to have facilitated this. While the secrets to full Warp translocation are lost – or else carefully sequestered – the Warp Nexus is forever patrolled by a choir of thralls who chant endless incantations to the spirits of the strange machines. It is hoped that were the Citadel ever sufficiently imperilled for it to be risked, the Warp Nexus might be coaxed to life to hide Titan within the Warp once again.

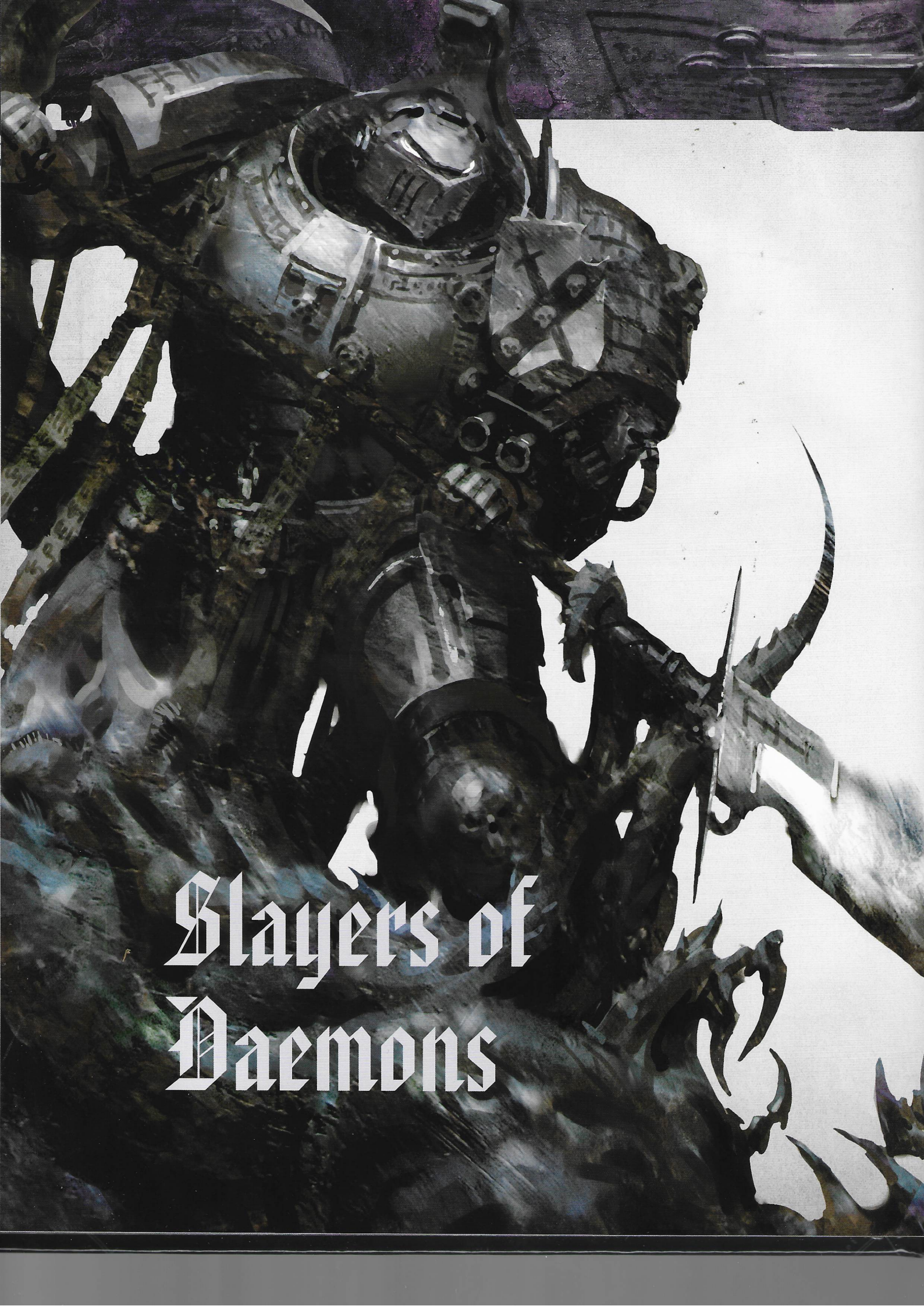
The Grey Knights' rarefied weapons of war are cared for within the Citadel's Armoury, which echoes with the sounds of mechanical industry night and day. Equally, the Chapter's medical needs are seen to within the deep chambers of their Apothecarion, where their precious gene-seed reserves are housed, and recruits undergo the punishing surgeries that transform unaugmented mortals into transhuman aspirants.

The Chamber of Trials provides the stage for the arduous training undergone by those prospective Grey Knights, while – should they prevail long enough to fight and die in the Emperor's service – the torch-lit catacombs of the Dead Fields wait to receive their carefully cleansed and warded remains. So it has been for millennia, yet in the wake of the Noctis Aeterna, a strange phenomenon struck that has left the Grey Knights deeply disquieted. In a single night, entirely unobserved, all remains held within the Dead Fields vanished without a trace. Where they went, or what power could have been responsible for such a supernatural theft within the heart of the Citadel, remains thus far a tragic mystery the Chapter has not yet been able to unpick.



DEIMOS

Legend has it that Deimos once orbited Mars, not Titan and in turn Saturn. Whatever the truth of such outlandish claims, it has long served as a densely industrialised forge moon of the Adeptus Mechanicus. Its inhabitants are sworn to produce the materiel required for the Grey Knights' endless wars. Thanks to the covert nature of both the templars of Titan and the Omnissiah's clergy, mind-wiped thralls and servitors hand over these arms and armour, the better to ensure that neither party learns more than is healthy for them of the other's secrets.



Slayers of Daemons

CHAPTER ORGANISATION

Most Space Marine Chapters are organised according to Roboute Guilliman's Codex Astartes, but this is not so for the Grey Knights. Founded around eight self-contained brotherhoods supported by powerful and highly specialised officers and war engines, they operate according to their own doctrines.

The Grey Knights comprises – at full strength – approximately one thousand battle-brothers, supported by specialist personnel, officers and a host of carefully conditioned thralls and servitors. The main body of the Grey Knights is broken into eight brotherhoods, each a self-contained army whose strength is supplemented by such organisations as the Armoury and Librarius, and each led by a Grand Master and his attendant Brother-Captain.

The Grand Masters form a Chapter Council under their elected Supreme Grand Master, who combine their wisdom to guide the Chapter's course. However, with entire brotherhoods and their Grand Masters believed lost amidst the Warp storms of the Great Rift, the Chapter's true strength in the Era Indomitus appears considerably lessened, and its cohesion is strained to breaking point.

THE PATH TO KNIGHTHOOD

Recruitment of potential aspirants is overseen by the Company of Gatherers, who set out from the Chapter's Chamber of Trials to search from one end of the Imperium to the other. No source of recruits is off-limits to them. Gatherers have drawn potential Grey Knights from amongst the inmates of the sinister Black Ships, from untithed populations beyond current Imperial rule, from barbarous worlds considered off limits to all Imperial citizens, and even from the recruiting pools of other Space Marine Chapters, often without their permission. The only criteria they adhere to are that all recruits must possess latent or manifesting psychic power alongside youth, and fortitude both physical and mental.

Not many recruits survive to become a knight. Many die during the brutal surgeries and psy-purification rituals that transform them from unaugmented Human youth into Space Marine warrior. Such a transition is punishing enough for recruits into more conventional Adeptus Astartes Chapters. For those becoming Grey Knights, additional organ implantations and ritual procedures of a profoundly secret and supernatural nature are to be endured before their training begins.

Those who prevail in resculpting their bodies, minds and souls undergo martial and psychic tutelage over years or even decades beneath the auspices of some of their Chapter's most skilled duellists and Librarians. They are put through otherworldly challenges such as the pilgrimage across the haunted plains of Xanadu Regio, the trek through the pitch-black, glyphite-stalked caverns of Ganesa Macula, the ascent of the Howling Stair and the Rituals of Detestation. They learn to wield every weapon in their Chapter's arsenal. By the time an aspirant takes on the mantle of knight, they are prepared to battle the nightmarish servants of Chaos and to take whatever monstrous decisions they must to preserve Humanity.

AN ORDER SUNDERED

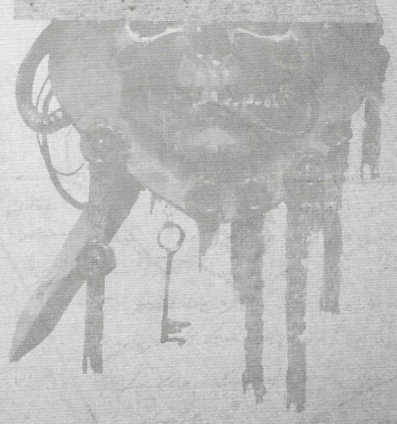
The Grey Knights' exacting methods have been borne out amidst the bloody maelstrom of the current age. Every warrior can serve in any role and make tactical and strategic decisions that would tax the authority of many more senior Imperial commanders. The Justicars that lead each squad of Grey Knights in battle exemplify this principle, further serving as martial champions and attuned psychic foci for the warriors under their command.

Leading forces of such zealous warriors, those scattered officers still in sporadic contact with the Citadel of Titan assemble strike forces from whatever battle-brothers and war machines are available. With the Supreme Grand Master effectively lost in the Warp and a good half of the Chapter Council dead or missing, those remaining officers bear a heavier command burden than ever. Following the guidance of the Prognosticars and – more often – the wisdom of their own counsels alone, the surviving Grand Masters, Brother-Captains, Librarians, Chaplains, and sometimes even Dreadnoughts or Justicars must make whatever decisions they believe best. The number of victories they continue to achieve speaks to the Grey Knights' wisdom and ruthlessness.

The desperation of the age has also encouraged those who rule Titan to consider the deployment of their most extreme and esoteric weapons. One such tool is the absolute annihilation resulting from planetary Exterminatus, typically unleashed via cyclonic torpedo barrages from orbit if a world is considered beyond redemption. Yet the depths of the Citadel of Titan – not to mention Saturn's other mystery-shrouded moons – host stranger assets still, be they ancient Psi-Titans preserved from Imperial pre-history, psychic blanks with insidious powers, or even warriors possessed by caged Warp entities and bound to the task of vengeance. In this age, such weapons of last resort may see their use in battle.

KALDOR DRAIGO

Though Kaldor Draigo is the Supreme Grand Master of the Grey Knights, he has been in no position to truly lead his Chapter for many years. Having earned the eternal hatred of the daemon M'kar by banishing the entity back to the Warp, Draigo was drawn into a trap and cursed by the creature when it next manifested in realspace. Though he once again succeeded in banishing the daemon's corporeal form, Draigo was also dragged into the Warp and bound within its currents. The raging energies of the realm would have torn apart any other mortal being, but Draigo endured. He survived through incomparable strength of will and purity of spirit, roaming the endless, ever-shifting hellscapes of the Warp and battling endless legions of daemons. In recent times, he has escaped his bonds – however briefly – to aid his Chapter during their most crucial battles. Summoning rituals and strange conjunctions have all allowed Draigo temporary freedom, though he is continually dragged back to the churning tides of Chaos. The Grey Knights have long hoped that his heroic efforts would return him entirely, but hope has become a luxury none can afford in this desperate age. If Kaldor Draigo cannot escape his curse soon, then a successor will have to be named and his mantle taken from him for the greater good of Mankind.





1st Brotherhood
The Swordbearers

The Grand Master of the 1st Brotherhood traditionally holds the title of Steward of the Armoury; this gives them responsibility for the Chapter Armoury and the Techmarines who tend its thrice-sanctified war engines. The current incumbent, Vardan Kai, has long emphasised his warriors fighting in perfect concert with these heavily armoured assets and upholding the 1st Brotherhood's proud tradition of hammer-blow mechanised assaults. Though recent attrition has seen both warriors and war engines lost in unprecedented numbers, these tactics have proven well suited to the fast-paced and climacteric wars of recent centuries. Indeed, with their Grand Master and Brother-Captain still in the field and much of their strength accounted for, the Swordbearers have found themselves shouldering martial burdens that their depleted fellow brotherhoods cannot. How long they can maintain this pace of battle and attrition remains to be seen.



2nd Brotherhood
The Blades of Victory

With their Grand Master possessing the title Admiral of the Fleet, the 2nd Brotherhood are often scattered across the expanse of the void, their rapid-strike operations supported by some of Broadsword Station's best warships. Such was the case while the Noctis Aeterna plunged Humanity into temporary darkness. When the shadows drew back, it was to reveal a badly scattered and depleted 2nd Brotherhood. Grand Master Vorth Mordrak was lost somewhere in the wilds of the Imperium Nihilus, along with several precious warships and almost half of his brotherhood. Left to assume command in his lord's absence, Brother-Captain Arno Trevan has rallied and reinforced the far-flung remains of the Blades of Victory. Those that endure launch their signature teleport strikes, bands of Interceptor and Strike Squads securing beachheads in the most hellish combat zones while gunships and voidcraft rain down devastation in support.



3rd Brotherhood
The Wardmakers

The 3rd Brotherhood boasts some of the Grey Knights' most formidable psykers. Their strike forces fight wreathed in sorcerous flame, unleashing bone-crushing psychic attacks upon their foes and working banishment rituals to hurl supernatural enemies screaming back into the Warp. It is said the mantle of Warden of the Librarius – awarded to the Grand Master of the 3rd Brotherhood – is cursed. Ill fortune has befallen many who have borne it in the past, but Aldrik Voldus has excelled in the role so far. Aided by Brother-Captain Arvann Stern, Grand Master Voldus has held his brotherhood together through the darkening days with remarkable success. For all this, necessity has still strung the Wardmakers out across multiple galactic conflicts. It has also forced many of the Librarians who typically fight alongside them to remain instead on Titan, labouring to train recruits and guard forbidden secrets. Yet the 3rd Brotherhood remains hale and determined.



4th Brotherhood
The Prescient Brethren

The whereabouts of the 4th Brotherhood are unknown. Their Grand Master, Drystann Cromm, was slain by Angron during the Battle of Malak. Many of his most veteran knights also fell during that defeat, yet the Prescient Brethren retained formidable strength. Rather than rebuild, however, Brother-Captain Ionan Grud assembled all those of his brotherhood that could be rallied to Titan. They then took ship into the Warp without a word of explanation to the surviving members of the Chapter Council. The 4th Brotherhood has long been the main recruiting ground for new Prognosticars – their Grand Master being the Keeper of the Augurium – and their absence leaves an alarming shortfall. Should the Grey Knights lose their martial foresight, their mission would surely be doomed to failure. Yet the Prognosticars themselves remain sanguine. They will say that they alone know the cause of Grud's actions and that there could be no other way.



5th Brotherhood
The Preservers

The Grand Master of the 5th Brotherhood bears the title Protector of the Sanctum Sanctorum. To him falls the duty of safeguarding the Chapter's amassed knowledge and its ancient Dreadnought brethren. He is also responsible for the continuity of the Grey Knights' gene-seed reserves and, by extension, the training and provision of Apothecaries. The 5th Brotherhood frequently include Dreadnoughts amongst their strike forces, relying upon their armoured might and ancient wisdom. Thanks to the mounting losses suffered by the Chapter in recent years, demand for these armoured sarcophagi has become unsustainably high. The Chapter's entire complement of Dreadnought chassis is currently in service, and urgent missives have been sent to Deimos requesting the component elements needed to construct more. In the interim, more than one storied veteran has slipped into death when they might have been saved through Dreadnought interment.



6th Brotherhood
The Rapiers

Of all the brotherhoods, none have suffered worse since the manifestation of the Great Rift than the 6th. Their Brother-Captain, Kerda Tannasek, was slain by the Great Wyrm of Shenari during the fall of the Ulex Gate. Over two-thirds of their brotherhood's strength was lost during the Belladonyk Purges and the secret wars through the Ivox Deeps. With tragedy piled on tragedy, Grand Master Caddon Varn was forced to pull the remnants of his brotherhood back to Titan lest it be annihilated. Ever resourceful, Varn has found ways to turn this situation to his Chapter's advantage, however. As High Seneschal of the Fortress, the Grand Master has declared that his Terminator-armoured elites will defend the Citadel of Titan and respond to Warp threats within the Sol System while the work continues to replenish their ranks. It is a testament to the perils of this bloody age that his surviving warriors have fought myriad battles during their garrison duties.



7th Brotherhood
The Exactors

The Exactors work closely with the Inquisitors of the Ordo Malleus, both Puritan and Radical alike. Thanks to their Grand Master's role as Representative to the Inquisition, they are ideally placed to bolster their ranks with requisitioned Inquisitorial soldiery. From Exterminatus payloads to the sinister weapons of the mysterious Saturnine Installation, the 7th Brotherhood facilitate access for their Chapter to some of the most terrifying military assets in the Imperium. The Exactors understand the importance of maintaining solid alliances with powerfully placed Ordo Malleus Inquisitors and provide squads of knights to support daemon-hunting operations. It was on such a quest that Grand Master Covan Leorac and his Paladins went missing while in the company of Lord Inquisitor Caleux. No answer about Covan's fate has been forthcoming, and tensions between the Grey Knights and the Ordo Malleus worsen the longer this silence persists.



8th Brotherhood
The Silver Blades

The demands of the Era Indomitus have stretched the 8th Brotherhood thin. Their Grand Master, Aidan Perdron, bears the mantle of Knight Commander of the Recruits and directs not only his brotherhood but also the Company of Gatherers. Seeking to secure the future of his depleted and hard-pressed Chapter, Perdron has assigned most of his surviving warriors to supporting the Gatherers' efforts; this does not excuse the Silver Blades their duties battling the incursions of the Warp. Instead, it adds another burden, striving to protect the Company of Gatherers as they seek recruits for the Chapter. Tradition dictates that all new Grey Knights fight in the ranks of the 8th Brotherhood until they find their place amongst one of the others; this has seen the Silver Blades' ranks replenished – to some small degree – as aspirants rise to join them in battle. Yet there is a danger that the losses suffered by this brotherhood may outstrip the turnover of the very recruits they bleed to find.

ARCANE ARMOURY



The wargear of the Grey Knights is amongst the most esoterically powerful used by any fighting force in the Imperium. Expertly master-crafted and sanctified through painstaking rites of sorcery and prayer, it incorporates elements of arcana that no other Human faction would be trusted to wield.

THE LIBER DAEMONICA

Within a ceramite case on their chest plate, every Grey Knights battle-brother bears a copy of the *Liber Daemonica*. In part, this is done for symbolic purposes. Ritual and intent are tangible weapons in the war against the supernatural, and by carrying their Chapter's fundamental rites and prayers so close to their hearts, the knights of Titan enhance the shield of sorcerous protection offered to them by the Aegis. Beyond its symbolic value, the *Liber Daemonica* is also a precious repository of battlefield abjurations and incantations of banishment that can be selected and deployed by the warriors of Titan as another warrior might load specialist ammunition into their gun. No matter that the battle-brothers know all these words by heart, the efficacy of the rites is magnified by reading their inscribed words from such hallowed pages.

Though most of the Chapter's weapons and war engines are wrought on Deimos, many are further enhanced in secret once within the Citadel of Titan. Other weapons are not entrusted to any beyond the Chapter and must be hand-crafted by the Grey Knights Techmarines; this work presents a conflict of faith and duty to the Techmarines, inducted as they have been into the sacred mysteries of the Machine God's creed. These teachings forbid mechanical innovation and iteration, yet both are crucial to their labours on Titan. They must make proscribed alterations to equipment, inlaying psycho-circuitry and warding sigils into armour and vehicle hulls. Worst and most heretical, they must incorporate xenos technologies and – occasionally – forbidden arcana from the Dark Age of Technology. All this the Chapter's Techmarines do, though they wrestle with spiritual disquiet in the prosecution of their duties. There is no other option; the war against the Warp must take precedence over all.

ARMOUR, BOLT AND BLADE

So well-resourced are the Grey Knights that they possess sufficient suits of Terminator armour to outfit their entire Chapter. Even the greatest and most storied Chapters struggle to maintain enough Terminator plate to equip the one hundred warriors of their 1st Companies. That the templars of Titan own so many suits of Terminator armour speaks volumes about the importance of their mission; this is not to say the Chapter does not deploy power-armoured warriors. It is simply that these suits are worn by warriors assigned to duties such as scouting and hit-and-run raids, where mobility takes precedence over resilience.

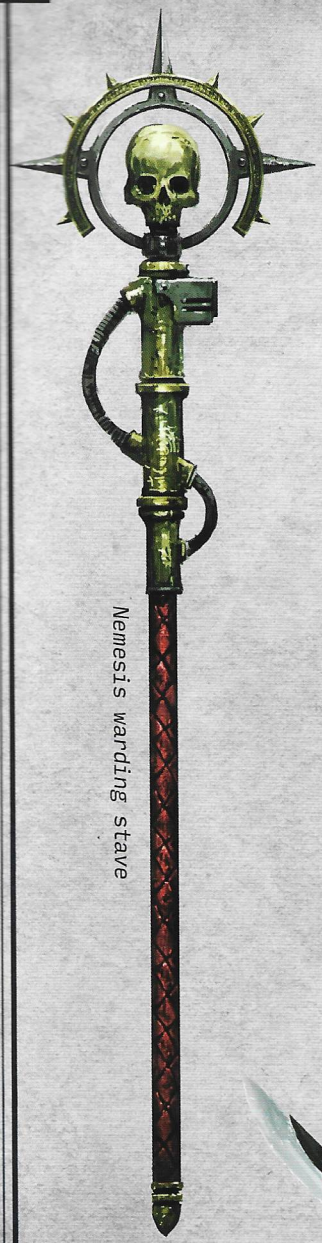
Almost always outnumbered, and often pitted against bestial abominations whose very touch is corruption incarnate, the brotherhoods require prodigious firepower to complement their warriors' formidable armours; this they possess in many forms. The standard armament of the Chapter is the storm bolter, whose ferocious rate of fire and explosive, armour-piercing bolts can devastate enemy infantry in moments. Where even this storm of shells is insufficient, incinerators are deployed. Fuelled by reservoirs of blessed and psychically charged promethium, these variant heavy flamers unleash ferocious jets of white-hot flame that burn body and soul alike.

Psycannons and psilencers lay down still-heavier firepower in extremis. The former share their roots with the storm bolter. When fired – a process triggered as much by the wielder's psychic compulsion as by technology – they spit silver-tipped shells at a ferocious rate, each round burning with a psychic charge. Psilencers, meanwhile, have no trigger mechanism but the wielder's mind. Believed to have their origins in proscribed xenos technology, these weapons focus and amplify the psychic might of the wielder before unleashing it in hails of soul-seeking psi-blasts.

For all the Chapter's ferocious firepower, it is a rare battle that does not come down to bladework for them by the end. Fortunately, the templars of Titan also possess melee armaments of supreme lethality and craftsmanship. Fashioned by their Techmarines from truesilver and iron, and wreathed in the channelled psychic fury of their wielders, Nemesis force weapons are tools of banishment as much as physical combat. They excel in both roles for each Nemesis weapon is bonded to its wielder in a ritual of dedication that allows him to send his full psychic and sorcerous power surging through blade, hammer, mace or stave.

The warriors of Titan will employ even stranger and darker weaponry when they must. Their psyk-out grenades detonate in clouds of psi-charged particles said to be a by-product of the processes of the Golden Throne itself. Fiend-eater bolts, meanwhile, contain reservoirs of powdered null bone and extracts from several rare xenos species, all suspended in a solution of quicksilver and saints' tears. Rare and valuable in the extreme, a single round can drive a possessor daemon from a mortal body and hurl the entity back into the Warp.

Recently, some of the Chapter's Librarians have even ritually bartered the souls of luckless Humans with daemonic entities in exchange for true names, only to take the vacated mortal shell and bind it about with warding runes. In doing so, they create cages of flesh and blood to be used as weapons in battle. Into these prisons of meat and bone, the practitioners hope that daemons may be permanently bound and entrapped. Once such a host body is placed into temporal stasis, the entity trapped within should – in theory – be incarcerated indefinitely.



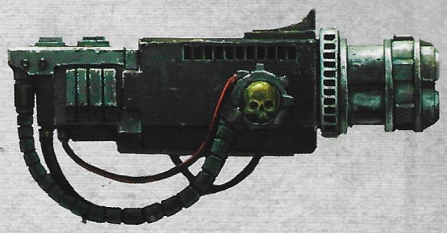
Nemesis warding stave



Nemesis daemon hammer



Nemesis force halberd



Psilencer



Incinerator



Psycannon



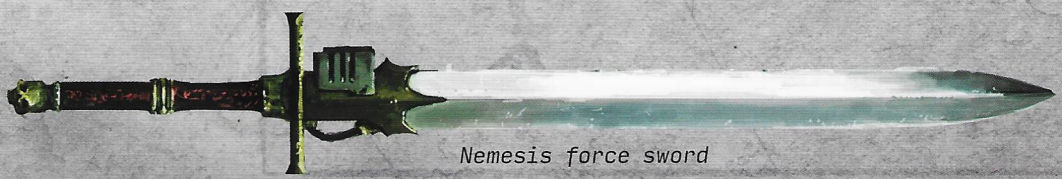
Psyk-out grenade



Nemesis falchions



Frag grenade



Nemesis force sword

SECRET SIGILS OF DEEDS UNTOLD

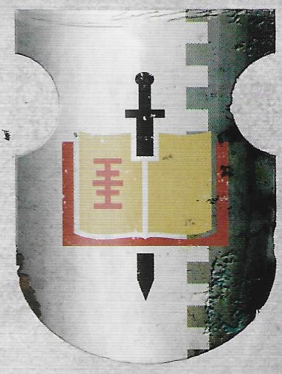
Every Grey Knights battle-brother has unique heraldry, usually displayed on his armour's tilting shield. Each detail of the design is carefully chosen and signifies a wealth of information to his comrades at a glance. Red, white and black are most often used in these designs, echoing the colours that the original Grand Masters are said to have adopted upon the inception of the Chapter. These heraldic insignia serve as records of each warrior's most extraordinary deeds. After his death, the shield is removed and mounted in the Hall of Champions as a lasting testament to the value of his life.



The Grey Knights are sometimes called upon to battle on daemon worlds or within liminal zones where the Warp has spilt into realspace. A battle-brother who has survived such an ordeal has the right to signify their resilience and might by displaying a curving flame on their heraldry.



The stylised Imperial aquila is sacred to the warriors of Titan, borne only by their most proven heroes. It represents a great deed of service to the Emperor, something so significant as to eclipse all the bearer's other glories and take the dominant position upon his coat of arms.



Those warriors who belong to the command structure have the right to carry their Chapter's symbol in place of their own heraldry; this is viewed as a tacit statement that they place their duty to the Chapter's battle-brothers above all personal achievements or glories.



Skull designs indicate the quelling of powerful daemonic entities. Swords, meanwhile, signify battlefield honours. Crenellated lines, divisions of colour and which colour is ascendant all communicate nuance about a battle-brother's position within his brotherhood.



Symbols can be overlaid onto heraldry to indicate a combination of meaning and deeds. The white sword driven through the horned skull signifies the act of slaying an innocent host to a powerful daemon, thus freeing the hapless victim from bondage and destroying the invading presence.



Swords have many meanings in Grey Knights heraldry. A white sword on a field of red is a symbol of the Emperor's mercy, a deed seen as inspired by the Master of Mankind's benevolence. A black sword on red signifies vengeance, while a red sword on black tells of righteous rage and extreme trial.



Radomen Kyr,
Sword of Dusk



Osryck Valderon,
Silverbrand



Colodus Thorne,
Saviour of Hyperosa



Iryan Farros,
Redeemed



Keldan Cyffe,
Torchbearer



Gaheron Tyval,
Griefbreaker



Nathanian Mord,
Slayer of Fiends



Valric Scaythe,
Starlit Scourge



Palatus Urthyde,
Champion of Hatreds



Kayl Telleremond,
Herald of the Verses



Ghardren Voctus,
Clenched Fist



Mordat Dhask,
Hand of Judgement



Admar Scythus,
Bane of the Faithless



Ignatius Trau,
Hammer of Reason



Arvall Dyrus,
Knight of the Silver Path



Wilthar Hluss,
Emancipator of Trilox



Hardrim Hahl,
Scribe of the 12th Canticle



Vortigan Pryed,
Rekindler



Kaspar Darkan,
Chainbinder



Brunagar Lokam,
Sword of Titan



Betrevere Sonal,
Absolution's End



Streygar Mormund,
Headsman of Ulrad



Doryk Trethaine,
Wardsmith



Alrik Rhayl,
Banisher of Shadows



Tarvus Solonius,
Castellan Primus



ALDRIK VOLDUS

GRAND MASTER OF THE 3RD BROTHERHOOD

Grand Master Voldus is the most gifted psyker that his Chapter has produced in centuries. Combined with his indefatigable will, martial might and talents as an inspirational leader, it is no surprise that he is a candidate to become the next Supreme Grand Master.

As Warden of the Librarius, Voldus is steeped in the darkest of esoteric lore and possesses knowledge and perspective beyond that of even some High Lords of Terra. Yet he is no scrivener or distant high strategist. Haloed by psychic fire and wielding the Nemesis daemon hammer Malleus Argyrum, Grand Master Voldus leads his brotherhood in battle after battle with a ruthless and relentless drive that borders on the obsessive.

During countless wars, Voldus has fought on daemon worlds against tides of unspeakable entities. He has battled infernal servants of every Dark God and shattered marauding warbands of Heretic Astartes. The Grand Master of the 3rd has put deep-rooted heretic cults to the torch and has even crushed armies of xenos and loyalist Imperial warriors alike whose unwitting actions risked unleashing the fury of the Warp upon realspace. It was Voldus who faced the odious Lord of Change M'kachen on Longhallow after the daemon slew Narthem, the previous Grand Master of the 3rd Brotherhood. Voldus was joined in that apocalyptic clash by no less than Kaldor Draigo himself, the Supreme Grand Master bursting from the Warp to aid in the banishment of M'kachen. Draigo lingered in realspace long enough to bestow upon Voldus the rank of Grand Master before being dragged back into the Warp again.

Perhaps it is this personal endorsement by the Supreme Grand Master that drives Voldus to strive as tirelessly as he does. Yet some amongst the 3rd Brotherhood believe instead that their Grand Master has read something during his arcane studies, some dreadful secret that now drives him on with a fervour rarely seen even amongst the templars of Titan.



ARVANN STERN

BROTHER-CAPTAIN OF THE 3RD BROTHERHOOD

An accomplished veteran of many campaigns against the servants of Chaos, Brother-Captain Stern is also a warrior cursed. Harried and hunted by a daemon lord, Stern is doomed to battle the entity time and time again, always seeking a way to end its malign vendetta.

It is not only Grand Master Voldus who has faced the greater daemon M'kachen. The Lord of Change has long dogged the steps of Arvann Stern, who would rise to become the Brother-Captain of the same brotherhood that Voldus now leads. None are fool enough to believe this is a coincidence.

It was on the world of Antraxes that Stern – then a Justicar – led a mission to shatter the heretic Cult of the Red Talon. In doing so, he also banished M'kachen. The greater daemon appeared furious at its defeat, vowing to devour Stern's mortal soul even as it was torn from the material plane. It has made many attempts to fulfil its oath over the centuries since then. From the obsidian pyramids of Sargotha to the bridge over the Gnawing Chasm, M'kachen has assailed Stern and his battle-brothers. Each time, the daemon has slain the Brother-Captain's companions, fleeing before the vengeful Stern can strike back. If M'kachen seeks to isolate Stern, the ploy is not working, for his brothers are too loyal and fearless to abandon even a seemingly cursed commander.

Yet the Lord of Change's actions have goaded Brother-Captain Stern, leading him down dark and more labyrinthine paths in his quest to finally best his nemesis. Stern knows that simple banishment cannot be enough. The daemon would bide its time in the Warp before emerging again to continue its spiteful vendetta. Instead, Stern must find some way to imprison the greater daemon for all time, somewhere it may never again escape to bedevil realspace. With the Vault of Labyrinths' store of tesseract prisons small and their workings dimly understood, Stern looks instead to more extreme and borderline heretical solutions. His guilt at losing his battle-brothers and his hatred for M'kachen will not permit him to relinquish his quest. Yet there are some lines that even a knight of the grey should not cross.

NEMESIS DREADKNIGHTS

To link with and pilot a Nemesis Dreadknight is to become a slayer of demigods and dark nightmares. Singing with psychic and technological power, these indomitable exoframes magnify the might of their pilot until he is equal in battle to a greater daemon.

Each Nemesis Dreadknight boasts an adamantine-alloy skeleton, ceramite armour and a compact-yet-ferociously powerful plasma reactor. Strapped into the exosuit's command harness and bonded via synaptic linkage, a pilot can control the Dreadknight as though it were his own body.

Not all the Chapter's battle-brothers are equal to this feat. It is a rare warrior with the psychic strength and control to succeed. The pilot must not only channel their power and will into the Dreadknight to compel it to action, but they must also maintain the Aegis. The Nemesis Dreadknight will not respond at all to an unworthy pilot. So the bulk of their comrades watch with respect bordering on awe as their Dreadknight pilots stride to war.

Even a single Nemesis Dreadknight can turn the tide of a battle by its presence. Some mount heavier versions of the psycannon and incinerator or gatling psilencers capable of laying down murderous storms of psi-bolts. Some wield Nemesis greatswords, hammers or mauls, which are themselves taller than most battle-brothers, with as much skill as he would a regular blade. So equipped, Nemesis Dreadknight pilots can duel the largest daemon lords and xenos horrors on an equal footing. On those occasions when brotherhoods can deploy entire spearheads of Nemesis Dreadknights to the battlefield, the devastation they unleash is cataclysmic; the deeds they can achieve are nothing short of magnificent. Of course, for the Grey Knights to deploy such a force, the threat they face is likely so apocalyptic that nothing short of the Dreadknight pilots' finest efforts stands any chance of defeating it.

The most formidable combination of Space Marine and Dreadknight possible is when a Grand Master pilots one of these exoframes into battle. Each Grand Master capable of this feat has their own dedicated Dreadknight exosuit, kept in the Hall of Giants in the Citadel of Titan, and each is treated as a hallowed relic.

If other Imperial factions were to discover the true provenance of the Nemesis Dreadknights, they would likely prove less respectful. Few know the truth, even in the Chapter itself. Instead, they accept the old wisdom that the exosuits derive from Dark Age technologies that cannot be shared with the Adeptus Mechanicus for their own good; this is not inaccurate, at least in regards to some of the Dreadknight's systems, but it is not the entire story. Only those on the Chapter Council and the highest-ranking Techmarines of the Armoury know of the profoundly alien and unutterably ancient techno-sorcerous secrets that lend the Nemesis Dreadknights their animus or of the sinister captives that have languished for millennia within the Sanctum Sanctorum, unwillingly lending their heretical arts to the fashioning of these precious war machines.



HALLOWED REMAINS

Deep within the Citadel of Titan lies a silent chamber guarded by 1st Brotherhood Terminators that contains the Tomb of Malcador the Sigillite. Within are the last ashen remains of one of the Emperor's greatest servants. Fragments of Chapter legend hint at the Sigillite's great sacrifices for the Imperium and his hand in the creation of the 666th Chapter and the preservation of Titan itself. They also place great store in the sacred properties of the Sigillite's ashes; this belief has gained such weight that – amidst the ominous darkness of the Noctis Aeterna – a portion of those ashes was removed from the tomb with grand ceremony, mixed with powdered silver and brimstone, and used to mark out an incredibly powerful protective ward around the machineries of the Warp Nexus. The design remains there still, emitting a sharp tang of ozone and a faint lambent glow.

BROTHERHOOD WARRIORS

The mainstay of most Grey Knights strike forces are warriors drawn from one or more of the Chapter's brotherhoods. Whether operating as squads of Terminators or clad in power armour and equipped to serve a specialist battlefield role, these battle-brothers represent the heart and soul of their Chapter.

So elite are the warriors of Titan and so desperate the odds ranged against them that their compact armies are often built around a core of Terminator-armoured warriors. Yet there are also numerous roles for battle-brothers clad in power armour, whether striking ahead of the main force, responding rapidly to new threats or laying down ferocious covering fire.

TERMINATOR SQUADS

Striding from the blaze of teleport flares or thumping down the assault ramps of Land Raiders, Terminators drawn from the brotherhoods carve a path through all who stand in their way. These warriors hold the line even as tides of daemonic horrors beat against them. It is the Terminators that form the adamantine backbone of almost all Grey Knights battle lines, withstanding the most furious onslaughts by hordes of attacking enemies or cutting a bloody path through the foe's lines as part of a concerted shock offensive.

The suits of armour worn by Grey Knights Terminators are fundamentally similar to those employed by other Chapters, but with notable improvements. They boast the same adamantine skeleton, servo-muscular actuator bundles and layers of bonded ceramite that give all armour of this kind its immense durability and strength. For the templars of Titan, though, these physical defences are reinforced by intricate layers of warding sigils wrought in silver and anointed with blessed unguents; this mark of Terminator armour also boasts a Crusader-pattern helm, incorporating the best design elements of the ancient Mk III power armour. This variation affords the wearer even more protection than a typical Indomitus-pattern Terminator helm, especially when coupled with the sorcerous wards worked into its mechanisms.

Required to wage dynamic and reactive battles, Grey Knights Terminators are incredibly well equipped for mid- to close-range firefights that almost always culminate in devastating



close-quarters onslaughts. Storm bolters, psilencers, psycannons and incinerators all lend the Terminators the firepower to cut their enemies down at range. Yet their greatest strength is displayed in melee. Here, armed with a range of Nemesis force weapons and driven by duty and detestation, the templars of Titan reap a bloody tally indeed.

STRIKE SQUADS

Strike Squads serve their brotherhoods as forward operatives. Often, they are issued specific sites that they must secure, such as shield-generator shrines, communication hubs, ritual circles or ammo dumps. On other occasions, they may perform reconnaissance in force, combining power-armoured strength and speed with formidable martial and psychic might to scout out enemy positions and strike against vital infrastructure.

Typically, each warrior in a Strike Squad wields a two-handed Nemesis force sword, supplemented by a vambrace-mounted storm bolter that can be fired by mental command. Some warriors may exchange these weapons for heavier firearms such as psycannons, or bear Nemesis falchions or force hammers into battle to deal with especially monstrous opponents.

INTERCEPTOR SQUADS

These courageous warriors act as rapid-response troops. Each has a rare and precious personal teleporter built into their power armour, allowing them to perform localised Warp shunts that carry them instantly from one point to another, erupting back into realspace amidst storms of supernatural energies; this is a tremendously dangerous tactic, for even such split-second immersions in the Warp require tremendous mental and spiritual strength to survive. Yet the benefits outweigh the risks. Many are the battles where the Grey Knights cannot allow their enemies to reach some accursed locus of power or have even a single witness escape their truesilver cordon. The speed at which Interceptor Squads interdict such enemies or close gaps in the Chapter's beleaguered battle line makes them tremendously valuable. Moreover, when these warriors explode into reality with guns blazing and blades flashing, the shock of their onslaught alone is enough to break most foes.

PURGATION SQUADS

The role of Purgation Squads is to provide mobile heavy-fire support, keeping pace with the main strike force while laying down relentless and deadly volleys. To this end, these power-armoured squads boast high numbers of psycannons, psilencers and incinerators, with the Purgation Squad's loadout typically determined based on the nature of their targets' armour and the strategic role they will have to play.



To maximise the efficacy of their firepower, battle-brothers who serve regularly in Purgation Squads train relentlessly until they are amongst the most accurate sharpshooters in the Imperium. They further augment this skill with carefully tailored psychic abilities. Many Purgation Squad battle-brothers can see through veils of deception and concealment, both sorcerous and technological. They can perceive their targets' very souls and auras, undoing the benefits of even the most cunning camouflage or fieldcraft while redirecting their weapons' projectiles in mid-flight to loop shots around concealing cover. In addition, the warriors of these squads employ momentary flashes of foresight to unerringly predict where fast-moving targets will be and where to place shots to intersect them perfectly. When coupled with their ability to rapidly redeploy through sorcerous gates, such talents ensure that there is nowhere an enemy can hide from the 666th Chapter's wrath.





PURIFIERS

The Purifiers form a small and cloistered order within the wider Chapter. They are renowned for their tremendous warrior skill, their psychic might and their solemn devotion to the dreadful vigil that is the responsibility of their order alone.

It is the duty of the Purifiers to stand watch over the Chambers of Purity, for within those vaulted caverns are imprisoned malevolent relics and entities captured by the Chapter over the millennia. None are permitted to enter the Purifiers' domain without their permission save the Grand Masters of the Chapter, and even they tread the ancient catacombs with sombre caution. The malign secrets of the Chambers of Purity can never be allowed to escape containment. Thus, the Purifiers stand their vigil with uncompromising intolerance. Those rare and arrogant agents of the Inquisition who thought to overstep their bounds and plumb the depths of the Chambers' forbidden knowledge have simply vanished, never to be seen again.

AN ORDER OF SACRED FIRE

For all the importance of their task, the Order of Purifiers rarely numbers more than fifty warriors. No formalised means by which a battle-brother can join their ranks exists. Instead, if a Grey Knight's soul is deemed utterly immaculate even by the exacting standards of the Chapter, they are inducted accordingly. The most accomplished among the Purifiers are the Knights of the Flame, who lead their squads in battle. Meanwhile, their champion commands the entire order. The current incumbent of this honour is the redoubtable – if cold and resolutely heartless – Castellan Crowe.

Due to their small numbers and the grave nature of their vigil, only the Grand Masters have the right to request even a portion of the Purifiers' strength in battle; this is an entreaty which has been made less frequently since the coming of the Great Rift, for with the tectonic stirring of the nameless evil that lies beneath Mount Anarch, the Purifiers find themselves required to stand near constant watch against that threat. Yet whenever squads of Purifiers join a strike force in battle, their aid is as valuable as it is spectacular.

The nature of these warriors' psychic powers and incorruptible souls causes a scourging white fire to blaze about them as they fight. Their very touch is anathema to the denizens of the Warp, daemonic entities and supernatural horrors melting away like ice before a burning brand. As the Purifiers storm deeper into the enemy lines, their flashing blades, thundering guns and immolating soul-fires wreak horrifying destruction amongst even the most resilient quarry. So can a single squad of these knightly destroyers turn the tide of the Imperium's most desperate secret wars.

CASTELLAN GARRAN CROWE

CHAMPION OF THE ORDER OF PURIFIERS

Garran Crowe is an eternally grim and sombre warrior whose spirit is a virtual fortress of intolerance. It is well that the Castellan's soul is so indomitable, for he bears a burden with the potential to corrupt even the battle-brothers of the Grey Knights.

Many despots and warlords wielded the Black Blade of Antwyr before the warriors of Titan seized the daemon weapon. All took up this evil blade, believing it would grant them incredible power; this it did, but at the cost of their utter enslavement to the entity that lurks within.

So insidious are the whispers of the Black Blade that the Grey Knights dared not simply lock it away. The danger would always remain that the daemon within the sword would find some chink in the spiritual armour of its guards. Instead, the weapon was entrusted to the keeping of Garran Crowe, the most inflexible and incorruptible member of the Chapter.

It is a burden the Castellan has borne stoically ever since, though the weapon has sometimes tested even his unyielding resolve. The Black Blade assails Crowe's soul every moment of every day. It whispers, cajoles, pleads and screams into his mind in a never-ending flow of vitriol and flattery that forces him to meditate in search of purity and calm when he is not in battle. The daemon exploits every chance for leverage, offering its might whenever Crowe faces seemingly impossible odds in battle, revealing tantalising glimpses of secrets that – if learned in full – might aid the entire Chapter. Yet for all this, Crowe still resists the Black Blade's temptations.

PALADINS

Paladins fight as retinues for their Chapter's war leaders, as the cutting-edge of Titan's strike forces, and as the ultimate exemplars of all it means to be a Grey Knight. They are an elite within an elite, and though their numbers might be few, their martial excellence is incomparable.

Amidst the light of hellish battlefields, the Paladins stand tall as shining exemplars of radiant wrath. Corruption can find no purchase upon the shimmering truesilver of their blessed Terminator war plate. No foe can stand before the incandescent psy-fires that wreathe their Nemesis force weapons or endure the deadly salvoes they lay down as they advance. Under standards held aloft by venerated Ancients, whose designs proclaim the eternal grandeur of the Emperor and the infallible might of the brotherhoods, and chanting rites of abjuration, the Paladins tear through the enemy like a firestorm through dry parchment.

SACRED QUESTS

The Paladins are an order apart within their Chapter, usually numbering around one hundred battle-brothers. Like the Purifiers, only at the direct request of a Grand Master can a portion of their strength be attached to a strike force. In these testing times, however, with so few Grand Masters to issue the command, the Paladins increasingly take it upon themselves to fight alongside their battle-brothers wherever their might seems most needed.

Any warrior of the brotherhoods can attempt to join the ranks of the Paladins. However, doing so involves completing eight demanding quests that would destroy all but the most exceptional warriors. There is terrible dishonour associated with abandoning these quests. Moreover, Grey Knights are painfully conscious of their value to the Imperium. Thus, only those battle-brothers who feel confident of their ability to succeed will embark upon the trials. Even then, not all succeed.

The first quest tests the postulant's mental and spiritual resilience as they endure a day and a night in the haunted depths beneath Mount Anarch. Those not broken by this ordeal must test the strength of their will against the Dread Tome of Abbialach in the Sanctum Sanctorum next. More quests follow – trials that see the battle-brother tread the surface of daemon worlds, immerse themselves in ritual flames that will consume any who show the slightest trace of uncertainty, and take up the burden of knowingly sacrificing thousands of innocent lives to prove their utter conviction. The final quest requires the warrior to hunt down and banish one of the six-hundred and sixty-six most powerful daemons documented by the Chapter; this entity the postulant must defeat with nothing more than its true name and their Nemesis force weapon. Only then may they call themselves a Paladin.

Once a battle-brother has become a Paladin, they are assigned to the personal guard of one of the Chapter's Grand Masters. In this posting, they are valued as much for the wisdom of their counsel and the strength of their will as for their martial puissance. They will often take to the field alongside their Grand Master or Brother-Captain, his strong left hand in battle and a wall of truesilver between him and peril.

APOTHECARIES

Paladins are also the favoured bodyguards of the Chapter's most valuable specialist personnel. In particular, these superlative warriors often accompany Apothecaries when they go to war. The warrior medicae fight in Terminator armour with as much dedication and skill as the Paladins who defend them. Indeed, more than one Apothecarion member has undertaken the Paladins' quests to ensure that they will not prove the weak link when fighting alongside their bodyguards.

Equipped with a narthecium and reductor, an Apothecary serves several vital functions during battle. Their narthecium dispenses blessed tinctures and psy-enhanced healing balms that can cure the hurts of injured battle-brothers and even purge the taint of Warp corruption if applied swiftly. Wounds seething with supernatural disease or squirming with mutagenic magic can be flushed and cauterised with these precious elixirs. Minds in danger of being overthrown by the unthinking fury of Khorne's baleful influence can be brought back to focus with a thrice-blessed infusion from their narthecium, while those lost in the blissful haze inflicted by the servants of the Dark Prince can be jolted back to clarity and wrath.

For those battle-brothers too wounded to save, the Apothecary's reductor allows him to crack open their armour, drill deep into their bodies, and extract the precious gene-seed that will ensure a new battle-brother can be created to replace them. The defence of this vital resource alone is reason enough for a full bodyguard of steely-eyed Paladins.



DREADNOUGHTS

Heavily armoured combat walkers bearing tank-busting weaponry, the Dreadnoughts used by the Grey Knights provide strike forces with heavy supporting fire, indomitable combat capabilities and the veteran wisdom of their cybernetically interred pilots.

It is said that only in death does duty end. This cessation is indefinitely suspended for those warriors wired into the armour-plated sarcophagi of Dreadnoughts. Only battle-brothers who are mortally wounded are considered for Dreadnought implantation. Even then, amidst the anarchy and horror of the battlefield, the Chapter's Apothecaries must perform a grim calculation by the fallen warrior's side. Is the dying battle-brother suitably mighty, learned and respected by their comrades that their loss would be too significant for the Chapter to bear? Are their body and mind capable of surviving the interment process? Though well-supplied, the templars of Titan still have a finite number of ancient and precious Dreadnought sarcophagi to preserve their greatest exemplars, so each must be bestowed with utmost care.

'No price is too high for victory.'

- Ancient Olric,
Dreadnought of the 5th Brotherhood

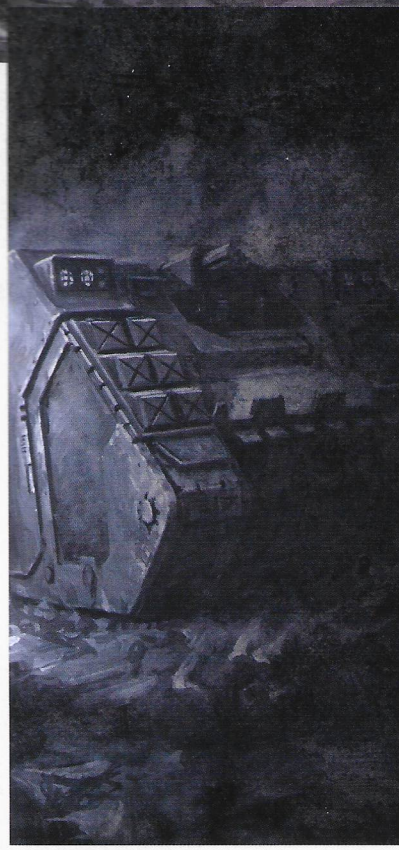
For those who survive the surgical process of implantation, what few organic components remain of them are bound forever within the Dreadnought sarcophagus. The machine's advanced senses become theirs. With thought impulses, they direct their limbs and stride into battle, pivoting their armoured torsos on whining gimbals and unleashing the fury of their heavy weapons. The psychocircuitry threaded through the Dreadnought's hull focuses the psychic gifts of the pilot while its complex layers of warding stave off sorcerous attacks and drive back the supernatural.

As walking tanks and infantry-support assets, the value of the 666th's Dreadnought battle-brothers is already considerable. Yet it is the wisdom and experience of the pilot within the machine that can often prove to be the most significant asset that they can offer to their daemon-hunting comrades. Between battles, Dreadnought pilots slumber, their sarcophagi removed from their mounts and locked safely within an echoing vault of the Chamber of Heroes. Kept alive by the support systems of their machine tombs, Dreadnought pilots who do not die in battle can thus exist for centuries on end. The eldest amongst the Grey Knights' Dreadnoughts – such legends as Venerable Trystorn of the Silver Shield, the uncompromising Ancient Olric, or bellicose Brother-Emeritus Lucas – have endured millennia. Though such warriors' grip on reality begins to slip over time, the Chapter still honours their sheer experience and authority. In battle, their guidance is invaluable to their flesh-and-blood battle-brothers, and on occasion, they may even take command of strike forces, leading them with the grim and relentless resolve of a living engine of war.

HEAVY FIREPOWER

Alongside their more esoteric armaments, the Grey Knights employ many of the Imperium's most tried-and-tested heavy weaponry in battle. These are usually mounted on armoured vehicles to maximise mobility and rapid strike potential. When confronted by masses of cultists, traitorous soldiery or xenos swarms, overwhelming anti-personnel fire is invaluable. Heavy bolters excel against such targets, their chugging salvoes of mass-reactive shells blowing apart their fleshy targets in hails of shrapnel. Screaming assault cannons, too, can be employed to mow down rank after rank of enemy infantry while – should the hordes draw close – heavy flamers engulf entire enemy squads in blazing promethium death.

Should the enemy bring heretical war engines or heavily armoured elite infantry to battle, the Grey Knights have other vehicle-mounted heavy weapons to employ. Heavy plasma cannons harness and unleash ferocious energies in searing blasts that can reduce the toughest targets to glowing ash and glassy craters. Lascannons focus tremendously powerful laser beams upon hostile war engines and elite warriors, spitting spears of unstoppable energy that can melt through inches-thick adamantine or slice apart the most monstrous war creatures. Multi-meltas, meanwhile, fire streams of concentrated microwave energies that melt their targets into glowing slag or detonate them amidst furious gouts of fire.



LAND RAIDERS

Few transport tanks on the battlefields of the 41st Millennium can match the sheer armoured might of the Land Raider. Tremendously resilient, bristling with firepower and capable of bearing entire squads of Grey Knights into battle, it is a powerful and versatile war engine.

Some of the Land Raiders fielded by the 666th Chapter are honoured relics, thousands of years old. Each is a venerated and painstakingly maintained vehicle whose technological secrets date back to the earliest days of the Imperium. These fearsome tanks' durable systems and formidable machine spirits are impressive enough even before the Grey Knights' Techmarines upgrade them to the Chapter's esoteric specifications. Once augmented with psy-control receptors that allow crews to steer the tank and guide its weapons with their minds, and truesilver wards to drive back the unholy touch of the Warp, they become unstoppable weapons of war.

The most common pattern of Land Raider deployed by the templars of Titan bears twinned, sponson-mounted lascannons for annihilating enemy war engines that dare to stand against it. Twin heavy bolters provide the tank with an answer to more numerous and lightly armoured targets, ensuring that as the Land Raider roars across the battlefield with its precious cargo of battle-brothers, it is able to eliminate any threat it faces.

By comparison, the Land Raider Crusader is a variant designed to facilitate line-breaking infantry assaults. Its thundering hurricane bolters lay down withering storms of anti-personnel fire. At the same time, its expanded transport capacity means it can unleash greater numbers of battle-brothers to storm heavily defended enemy positions.

The Land Raider Redeemer, meanwhile, is adapted for the close and brutal confines of urban conflict. Amidst such terrain, its intimidating flamestorm cannons unleash infernos of blessed promethium fire that incinerate even the best dug-in troops and drive the screaming survivors out into the open to be slaughtered in turn.



STORMRAVEN GUNSHIPS

Pugnacious and unsubtle, the Stormraven Gunship is a veritable mailed gauntlet of an aircraft. Fulfilling the dual roles of aerial armoured transport and highly mobile fire-support asset, the Stormraven is well suited to the speed, violence and versatility of the Grey Knights' way of war.

So powerful are the engines of the Stormraven Gunship, so well-armoured its hull, and so stable and durable its construction that it can power through the most turbulent and war-torn skies on even the most hostile of planets. Stormravens have been known to dive straight through sawing lines of flak fire and shrug off impacts that would have sent most aircraft spiralling to the ground aflame. They can smash clean through kinetic barriers, dense jungle canopies or the vaulted roofs of towering buildings to disembark their cargoes of warriors wherever they are needed most. When enhanced with the wards and sigils of the sorcerous arts, they can even navigate howling empyric gales and skies dancing with flame or churning with turbine-choking swarms of daemon flies.

Those battle-brothers who pilot these gunships have a reputation for boldness that – amongst lesser warriors – might seem reckless. They take pride in living up to their notoriety, steering their craft through wailing vortices and leaping lightning to reach perilous and heavily contested drop zones. Once they have deposited their passengers, the Stormravens again take to the air where they provide fire support commensurate with any battle tank, hovering into optimal positions or performing raking attack runs upon luckless enemy targets.

Each Stormraven Gunship can securely carry a squad of battle-brothers within its hold and a Dreadnought in the magna-grapples beneath its hull. While this spectacle might look bizarre to enemies on the ground, their bewilderment turns swiftly to dismay when they face the combined might of Grey Knights soldiery, a heavy gunship and a merciless walking tank. Even a single such force is more than a match for heretical armies many times their size. When several Stormravens descend from the heavens in formation and attack with support from teleporting Terminators, they can set down an entire strike force in a matter of heartbeats and, in so doing, ensure the utter ruin of the shocked and overwhelmed foe.







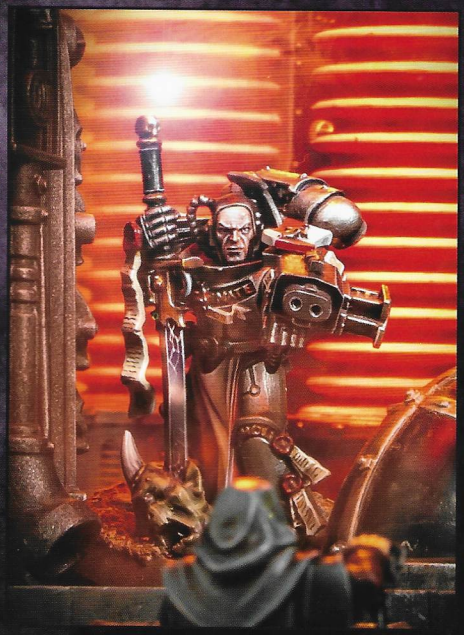
Showcase

THE RAIMENT SANCTIC

NO MATTER THE SEETHING TIDES OF CORRUPTION THAT BOIL AROUND THEM, THE GREY KNIGHTS' GLEAMING TRUESILVER SHINES THROUGH. THEIR NEMESIS FORCE WEAPONS BLAZE WITH SOULFIRE. THEIR HERALDIC SHIELDS AND FLUTTERING BANNERS STAND OUT PROUD AMIDST THE CARNAGE, EACH A PROCLAMATION OF MIGHTY DEEDS DONE AND OATHS FULFILLED. GRIMLY MAJESTIC, EVEN THE SMALLEST FORCE OF GREY KNIGHTS DOMINATES THE BATTLEFIELD LIKE THE WILL OF THE GOD-EMPEROR MADE MANIFEST.









1



2





When a Brotherhood of the Grey Knights turns its might against the Imperium's greatest foes, it strikes with unstoppable fury. Supported by sanctified war engines from the Chapter Armoury and led by veteran commanders, these strike forces annihilate all in their path.

1 Before the sundered Warp gate of Baloran's Maw, Grand Master Voldus leads a host of Grey Knights against the daemons of Khorne. Though an endless tide of gore-drenched entities pours from the rift, the templars of Titan forge forward, knowing that if they cannot reach and seal the gate, an entire sub-sector may be overrun.

2 After the daemon moon of Ughlutogh rises over the agri world of Martyr's Feast, its corruption threatens to poison crops intended to feed a dozen Imperial planets. Forewarned by the Prognosticars, a strike force of Grey Knights teleports onto Ughlutogh. Their mission is to find and banish the Great Unclean One of the same name. They believe that the unholy satellite itself will lose its anchor in reality and fall upon Martyr's Feast, eradicating all danger of its tainted crops spreading corruption to its dependent worlds.



Grand Master Voldus



Grey Knight





Grey Knight with psycannon





Justicar



Brotherhood Terminator



Terminator Justicar with storm bolter and Nemesis force weapon





Brotherhood Terminators

3



The Grey Knights harness sorcery and ancient military esoterica in greater concentrations than any other Imperial institution. When their psychic armoury is unleashed en masse, it allows them to lay waste to any threat with its otherworldly might.

4 Grey Knights deploy to a restricted facility upon a world whose name will soon be erased from all Imperial records. Within the structure's echoing halls a secret work approaches completion. The blessings this endeavour might convey will never be Humanity's, or so it seems, for the lascivious daemons of the Dark Prince run riot through halls and laboratoria alike. Where hope fails, however, vengeance must take its place. Thus, the full psychic might of the Grey Knights is unleashed in a devastating counter-ritual that channels the precious energies being harnessed at the facility into altogether more destructive forms.



Purifiers

Castellan Crowe

Knight of the Flame

Purifier



Apothecary

Paragon

Ancient

Paladin with incinerator

No other Chapter of Space Marines has the capacity to equip its entire strength of warriors in Terminator armour. Yet so vital is the Grey Knights' mission that they often send forces into battle entirely girded in such protective plate, the warriors' strength and skill augmented yet further by their superb – and thrice sanctified – wargear.

3 Grey Knights storm into battle upon the rapidly mutating fortress world of Kullis, where an unknown catastrophe has been triggered within the secret Inquisitorial library of Shen'dzar. Every fragment of supernatural lore within the library has been unleashed at once, ancient spells and unholy secrets transmogrifying into hordes of cackling Tzeentchian daemons. Not one entity can escape this world, for the forbidden secrets of the library have been bound into their newly formed corporeal shells and would spread untold corruption wherever the daemons went. Thus, the Terminator-armoured Grey Knights must blast a path through the madness and plant an Exterminatus warhead to consign the daemons, the unleashed secrets, and Kullis to the flames.



4

The massed armoured fury of the Grey Knights is a terrifying sight to behold. Striding combat walkers and thundering battle tanks smash through the enemy lines, heavily warded gunships streaking overhead to add their fire to the maelstrom of purgation.

5 As the forge complexes of Archimaria fall one by one, desperate magi rush to evacuate an irreplaceable archive of STC templates. Grey Knights war engines deploy in a furious counterassault to drive back the onrushing heretic hordes and buy time for the magi to complete their work. Sorely outnumbered, the Nemesis Dreadknights and their heavy support elements slam headlong into the foe's lines. Only through the most aggressive defence can the warriors of Titan achieve their mission.



Grand Master in Nemesis Dreadknight





5



Justicar

Interceptor with incinerator

Interceptor

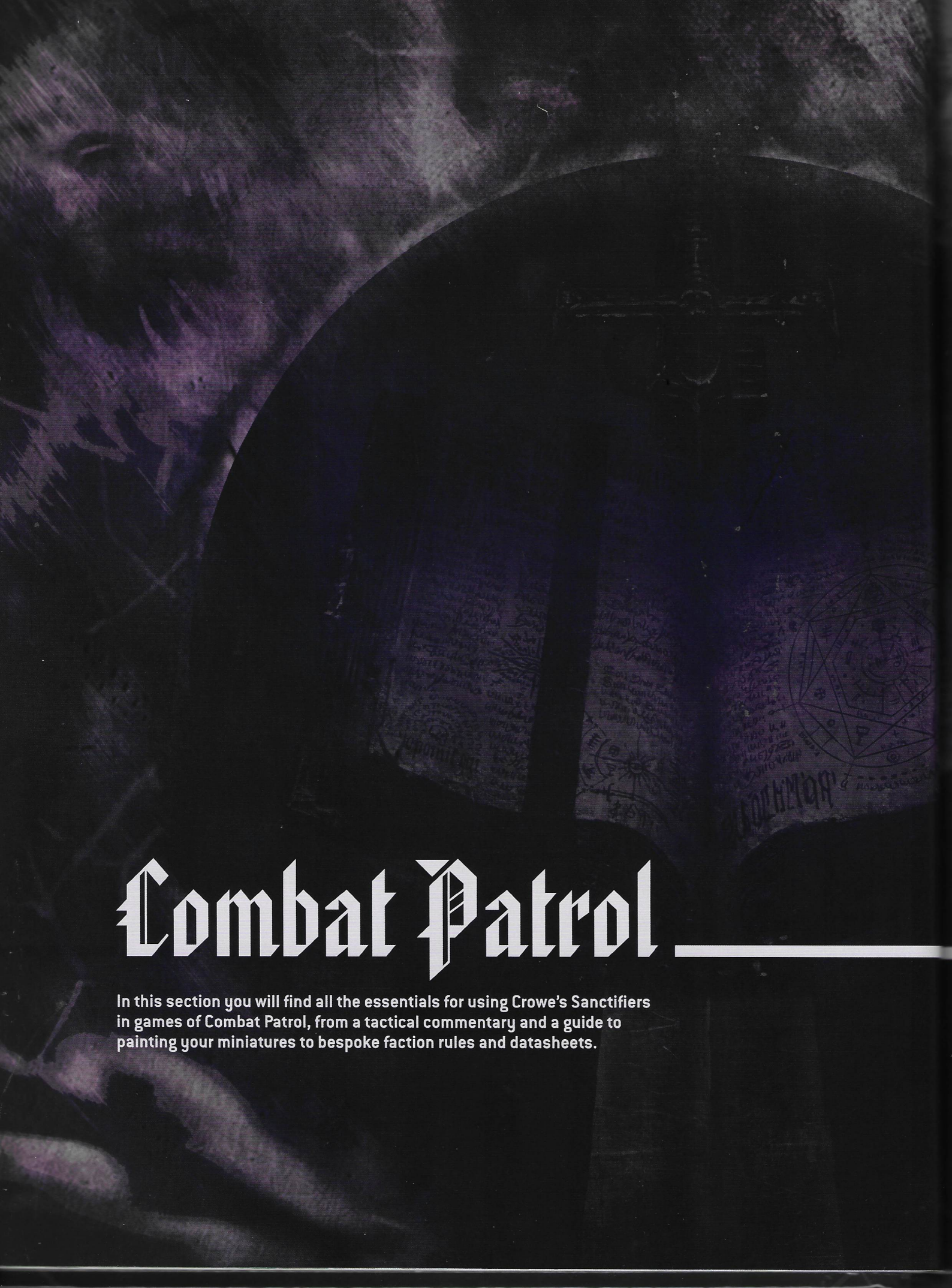
Interceptors

Guided by prophecy and mystic foretelling, some Grey Knights forces strike to prevent the rise of future threats before they can coalesce. They require no proof for these operations beyond warnings of peril yet to be revealed, the validity of their violent actions justified by the self-righteousness of their cause.

6 On an unnamed world in the Heliosan Gulf, Grey Knights Interceptors – guided by prophetic intelligence and strategic haruspexy – erupt from teleport flares to strike down a Dark Apostle of the Word Bearers. Their efforts are not, in truth, intended to end his diabolical rite or save the lives of the millions of manufactorum labourers imperilled by it. Neither would be considered cause enough for the Grey Knights to spend precious resources here. Instead, their singular goal is to prevent a chain of events they believe will spiral out from this moment, culminating in a catastrophe whose essential nature is unclear but prophesied to threaten the entire Segmentum Pacificus.




KORSK
CORINTHE
BADAB
HORUS
THOTH
GEHENNA
FLOTIS
CHARIV
ADANTRIS



Combat Patrol

In this section you will find all the essentials for using Crowe's Sanctifiers in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



CROWE'S SANCTIFIERS

CASTELLAN CROWE (1 MODEL)

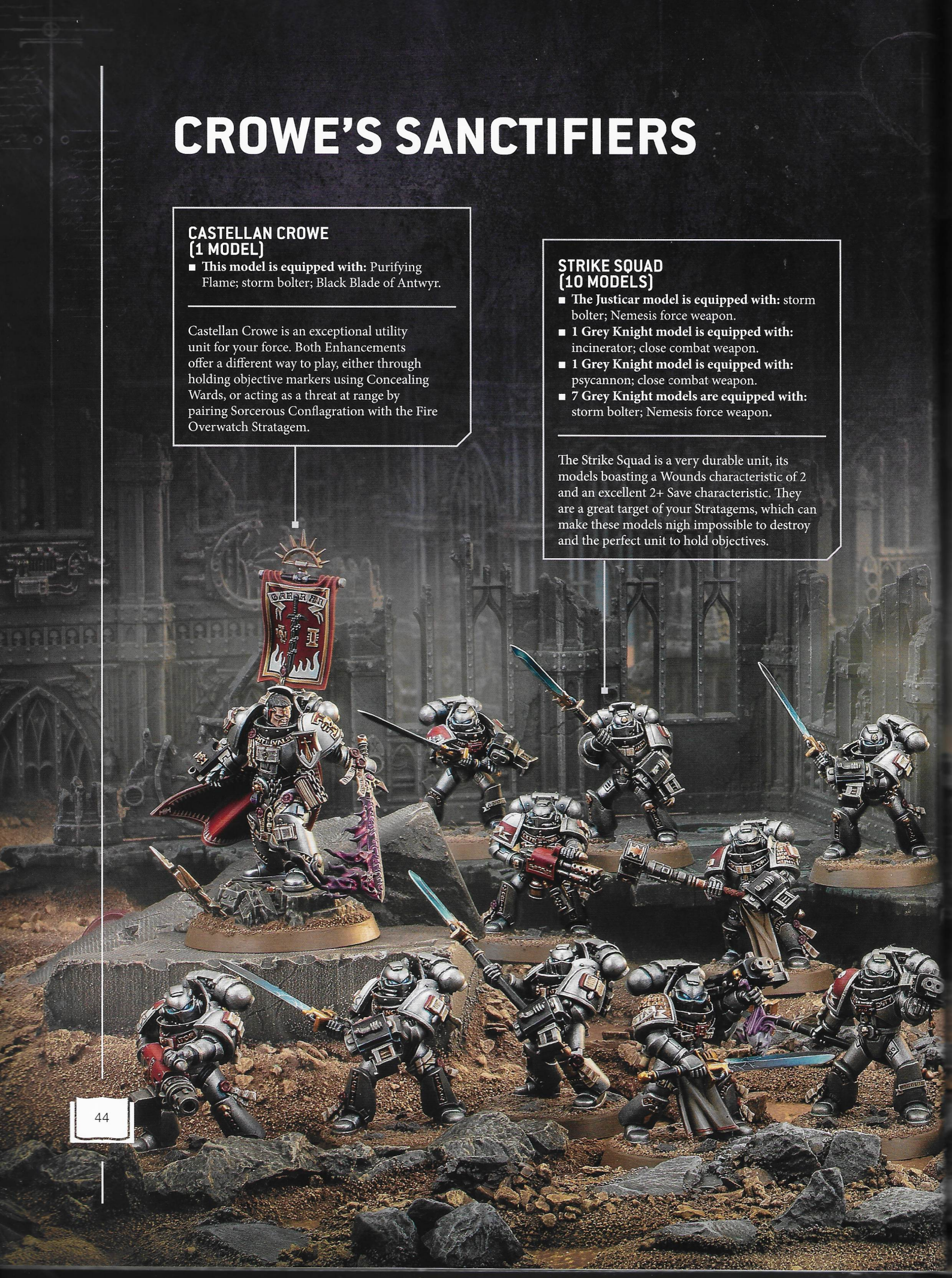
- **This model is equipped with:** Purifying Flame; storm bolter; Black Blade of Antwyr.

Castellan Crowe is an exceptional utility unit for your force. Both Enhancements offer a different way to play, either through holding objective markers using Concealing Wards, or acting as a threat at range by pairing Sorcerous Conflagration with the Fire Overwatch Stratagem.

STRIKE SQUAD (10 MODELS)

- **The Justicar model is equipped with:** storm bolter; Nemesis force weapon.
- **1 Grey Knight model is equipped with:** incinerator; close combat weapon.
- **1 Grey Knight model is equipped with:** psycannon; close combat weapon.
- **7 Grey Knight models are equipped with:** storm bolter; Nemesis force weapon.

The Strike Squad is a very durable unit, its models boasting a Wounds characteristic of 2 and an excellent 2+ Save characteristic. They are a great target of your Stratagems, which can make these models nigh impossible to destroy and the perfect unit to hold objectives.



BROTHERHOOD TERMINATOR SQUAD (5 MODELS)

- **The Justicar model is equipped with:** storm bolter; Nemesis force weapon.
- **1 Brotherhood Terminator model is equipped with:** psycannon; Nemesis force weapon.
- **3 Brotherhood Terminator models are equipped with:** storm bolter; Nemesis force weapon.

This unit's Force Edge ability allows it to punch through even the toughest units, while its Deep Strike ability enables you to deploy it reactively in the best location, especially when combined with the Into the Maelstrom Stratagem.

VENERABLE DREADNOUGHT (1 MODEL)

- **This model is equipped with:** twin lascannon; storm bolter; Dreadnought combat weapon.

The Venerable Dreadnought is your foremost answer to enemy **MONSTERS** and **VEHICLES**, with its twin lascannon able to deal a lot of damage to those targets. Like your other units it has the Deep Strike ability, ensuring the best possible position when it arrives on the battlefield.



PAINTING YOUR COMBAT PATROL

On the following pages, you will find a painting guide to help you to bring your Grey Knights Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of Crowe's Sanctifiers to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.



You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- LEADBELCHER
- NULN OIL
- REIKLAND FLESHSHADE
- ABADDON BLACK
- DRAKENHOF NIGHTSHADE
- CORAX WHITE
- RETRIBUTOR ARMOUR
- RUNEFANG STEEL
- KHORNE RED
- DRUCHII VIOLET
- BAHARROTH BLUE
- ASTROGRANITE



Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Leadbelcher Spray paint. You can use multiple thin coats of Leadbelcher Base paint instead.

Power Armour

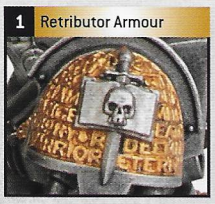






1 If you sprayed your models, apply a drybrush of Leadbelcher Base paint all over. You do not need to do this if you prepared your models with Leadbelcher Base paint. **2** With a larger brush, wash the entire model with Drakenhof Nightshade, being careful to avoid it pooling. **3** Use Runefang Steel to drybursh the whole model, building the highlights slowly on all raised edges.

Golden Embellishments







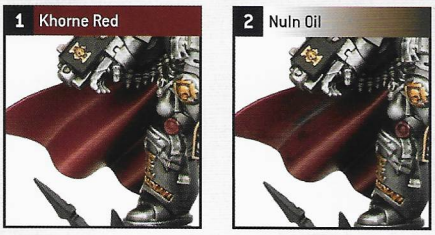
1 Pick out any areas you want to be golden with multiple thinned layers of Retributor Armour. **2** Shade these areas with Reikland Fleshshade. Use a good amount to make sure the lettering stands out, while watching for pooling. **3** Once the wash is dry, drybrush carefully using Runefang Steel, avoiding other finished areas.

Working Metal



1 Basecoat all areas of working metal, such as the bolter casing, weapon trims and pipes, with multiple thinned coats of Leadbelcher. 2 Shade these with Nuln Oil using smooth motions, being careful to avoid pooling. 3 Using a smaller brush, lightly drybrush with Runefang Steel, avoiding other finished areas.

Fabrics, Heraldry and Purity Seals



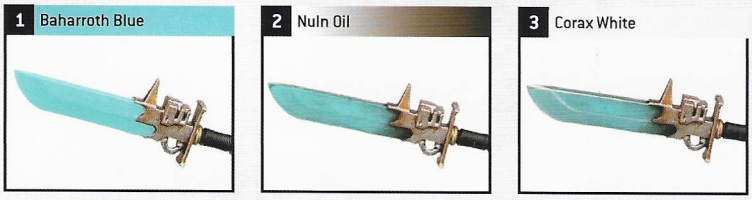
1 Use thinned Khorne Red to basecoat the cloth, purity seals, tilt shields and other heraldry. 2 To shade the larger fabric areas, use a larger brush and wash with Nuln Oil in one fluid motion, being careful to avoid pooling. For smaller areas, use a smaller brush and apply the wash into the recesses and flat edges.

Parchment and Heraldry



1 Basecoat the parchment, book details and any heraldry and armour to be white, using Corax White. 2 Shade the parchment and book with Reikland Fleshshade, being careful to not let it pool. 3 For any heraldry and armour, recess shade using Drakenhof Nightshade. If the shade becomes too wide, cut back in using more thinned Corax White.

Nemesis Force Weapons



1 Thin Baharroth Blue and paint the blades of the Nemesis force weapons, using multiple layers to get a strong colour. 2 With a larger brush, wash the blades with Nuln Oil, aiming to deposit more at the base to create a gradient. 3 Edge highlight the blades with thinned Corax White.

Black Blade of Antwyr



1 Basecoat the blade and flames with Abaddon Black, being careful not to obscure the runes. 2 Thin Corax White with water and recess shade the runes and any deep areas of the flames. You can use a finger to clean any that flows out. 3 Use Druchii Violet to shade the entire sword and flames. Once dry, lightly drybrush both with Corax White to bring the details out.



Basing

1 Apply a neat layer of Astrogranite, being careful near the edges. 2 Once the layer of Astrogranite is completely dry, apply a shade of Nuln Oil. 3 Once the shade has dried, drybrush the base gently with Corax White then apply multiple thin coats of Abaddon Black to the base edge to finish.

COMBAT PATROL
CROWE'S SANCTIFIERS



ABILITIES

The datasheets required to use Crowe's Sanctifiers 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 – Occult Interdiction – which is described below.

OCCULT INTERDICTION

The omens warn of Warp corruption spilling through into realspace at this location. Perhaps the manifestations have been caused by the foe's efforts, or maybe the enemy is simply unlucky enough to be in the way. Whatever the case, Castellan Crowe leads his battle-brothers into the fray with all haste, knowing that the taint must be purified without delay and that reinforcements are inbound to his position.

This Combat Patrol represents a highly specialised task force of Grey Knights sent in to purge a region of spreading Warp taint. As such its datasheets do not use the normal Grey Knights Faction ability – Gate of Infinity – and it does not follow the usual rules when playing a Combat Patrol mission. Instead:

- At the start of the battle, the **BROTHERHOOD TERMINATOR SQUAD** and the **VENERABLE DREADNOUGHT** units must start the battle in Reserves using their Deep Strike ability. Because of the need to acquire a teleport lock amidst growing empyric interference, they cannot be set up from Reserves before the third battle round.
- You will not score any VP from the mission's Primary Objectives, nor will you have a choice of Secondary Objectives. So focused are the Grey Knights on their singular task, you will only be able to score VP from the Sanctifying Rites objective (see opposite).

ENHANCEMENTS

Your **CASTELLAN CROWE** model is your **WARLORD** and has the Concealing Wards Enhancement. You can replace this with Sorcerous Conflagration.

DEFAULT ENHANCEMENT

CONCEALING WARDS

Esoteric wards inscribed upon Crowe's armour by savants of the Librarius obfuscate his presence from mortal and supernatural senses. So occluded, he slips across the battlefield like an avenging wraith.

The bearer has the Lone Operative and Stealth abilities.

OR

OPTIONAL ENHANCEMENT

SORCEROUS CONFLAGRATION

Fuelled by his detestation for the enemies of Humanity, the fires of Castellan Crowe's psychic conjurations spread with terrifying speed. The merest touch of their leaping flames is enough to reduce foes to screaming living torches in seconds.

The bearer's Purifying Flame weapon has a Ballistic Skill characteristic of 'N/A' and has the **[TORRENT]** and **[TWIN-LINKED]** abilities.



OBJECTIVE

You will use the Sanctifying Rites objective.

STRATAGEMS

You can use the following Stratagems:

OBJECTIVE

SANCTIFYING RITES

More important than any mere territorial conquest or martial honour considerations, the Grey Knights' mission to seal off the wellsprings of Warp corruption is singularly vital. Only by controlling these battlefield regions long enough to incant the rites of re-sanctifying can the upswell of dangerous corruption be driven back.

At the end of your Movement phase, for each objective marker that is not sanctified by your army, you can select one **GREY KNIGHTS** unit from your army within range of that objective marker to attempt to sanctify it, if that unit did not Advance this turn and is not within Engagement Range of one or more enemy units. If you do, at the start of your next Movement phase or at the end of the battle (whichever comes first), if that **GREY KNIGHTS** unit is still within range of that objective marker, that objective marker becomes sanctified by your army and you score the number of VP shown in the table below.

BATTLE ROUND SANCTIFIED	VP SCORED
2-4	15VP
5	10VP

Designer's Note: *If a unit from your army is within range of multiple objective markers and is selected for this objective, you must select one of those objective markers that you want that unit to attempt to sanctify.*

RESOLUTE RITUALISTS

CROWE'S SANCTIFIERS – BATTLE TACTIC STRATAGEM

2CP

These warriors know the vital nature of their mission, and their determination to see their duty done helps them shrug off even their foes' mightiest attacks as they strive to complete their rites.

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 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.

INTO THE MAELSTROM

CROWE'S SANCTIFIERS – STRATEGIC PLOY STRATAGEM

1CP

The Grey Knights launch a teleport strike into the raging heart of the battlefield, with forbidden technologies and ancient warding magicks allowing them to avoid catastrophic teleport mishaps.

WHEN: The Reinforcements step of your Movement phase.

TARGET: One **GREY KNIGHTS** unit from your army in Reserves.

EFFECT: Until the end of the phase, each time your unit is set up on the battlefield using the Deep Strike ability, you can set it up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but if you do, until the end of the turn, it is not eligible to declare a charge.

EMPYRIC GATE

CROWE'S SANCTIFIERS – STRATEGIC PLOY STRATAGEM

1CP

By psychic means, the Grey Knights open a Warp gate to relocate across the battlefield swiftly.

WHEN: End of your opponent's Fight phase.

TARGET: One **GREY KNIGHTS** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

CASTELLAN CROWE

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

4+ INVULNERABLE SAVE



Castellan Crowe charges into battle, wreathed in the blinding psychic fire that is the hallmark of his order. Though he will never be fool enough to unlock the forbidden power of the Black Blade of Antwyr, he still wields the captive blade with tremendous skill and strength, using it, his storm bolter and his potent psychic might to cut a path through his foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Purifying Flame [ANTI-INFANTRY 2+, IGNORES COVER, PSYCHIC]	18"	3	2+	4	-2	1
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Black Blade of Antwyr [DEVASTATING WOUNDS, PRECISION]	Melee	5	2+	6	-2	2

ABILITIES

CORE: **Deep Strike**

FACTION: **Occult Interdiction**

Foesight (Psychic): Each time this model makes an attack that targets a **CHARACTER** unit, you can re-roll the Hit roll.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM, CASTELLAN CROWE**

FACTION KEYWORDS: **GREY KNIGHTS**

STRIKE SQUAD

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	4	2+	2	6+	2



Strike Squads act as vanguard forces, employing teleport technologies and sorcery to manifest within the enemy lines. Once in position, they launch devastating shock assaults against unprepared foes, wielding an arsenal of Nemesis force weaponry, heavy firepower and psychic fury to capture and sorcerously ward vital tactical locations.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
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
Close combat weapon	Melee	3	3+	4	0	1
Nemesis force weapon [PSYCHIC]	Melee	3	3+	6	-2	2

ABILITIES

CORE: **Deep Strike**

FACTION: **Occult Interdiction**

KEYWORDS: **INFANTRY, 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

Massively armoured, heavily armed and ruthlessly devoted to their sacred duties, Brotherhood Terminators form the indomitable heart of many Grey Knights strike forces. They augment their already immense servo-assisted strength with psychic abilities that render their attacks at close quarters even more lethal.

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: **Occult Interdiction**

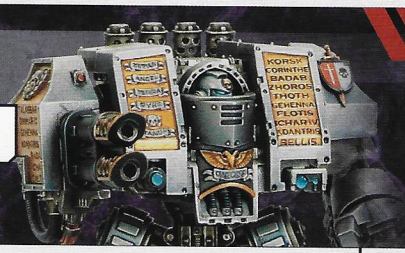
Force Edge (Psychic): Each time a model in this unit makes a melee attack that targets a unit (excluding **MONSTERS** and **VEHICLES**), improve the Armour Penetration characteristic of that attack by 1.

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

FACTION KEYWORDS: **GREY KNIGHTS**

VENERABLE DREADNOUGHT

M	T	SV	W	LD	OC
8"	9	2+	8	6+	3



Combat Patrol Datasheet

The ancient Grey Knights interred within Venerable Dreadnought sarcophagi direct their potent heavy weapons and the blows of their hydraulic fists with time-honed skill. Yet their many centuries of wisdom and experience are most valuable, aiding them in commanding strike forces while offering psychic guidance to their battle-brothers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dreadnought combat weapon	Melee	5	3+	12	-2	3

ABILITIES

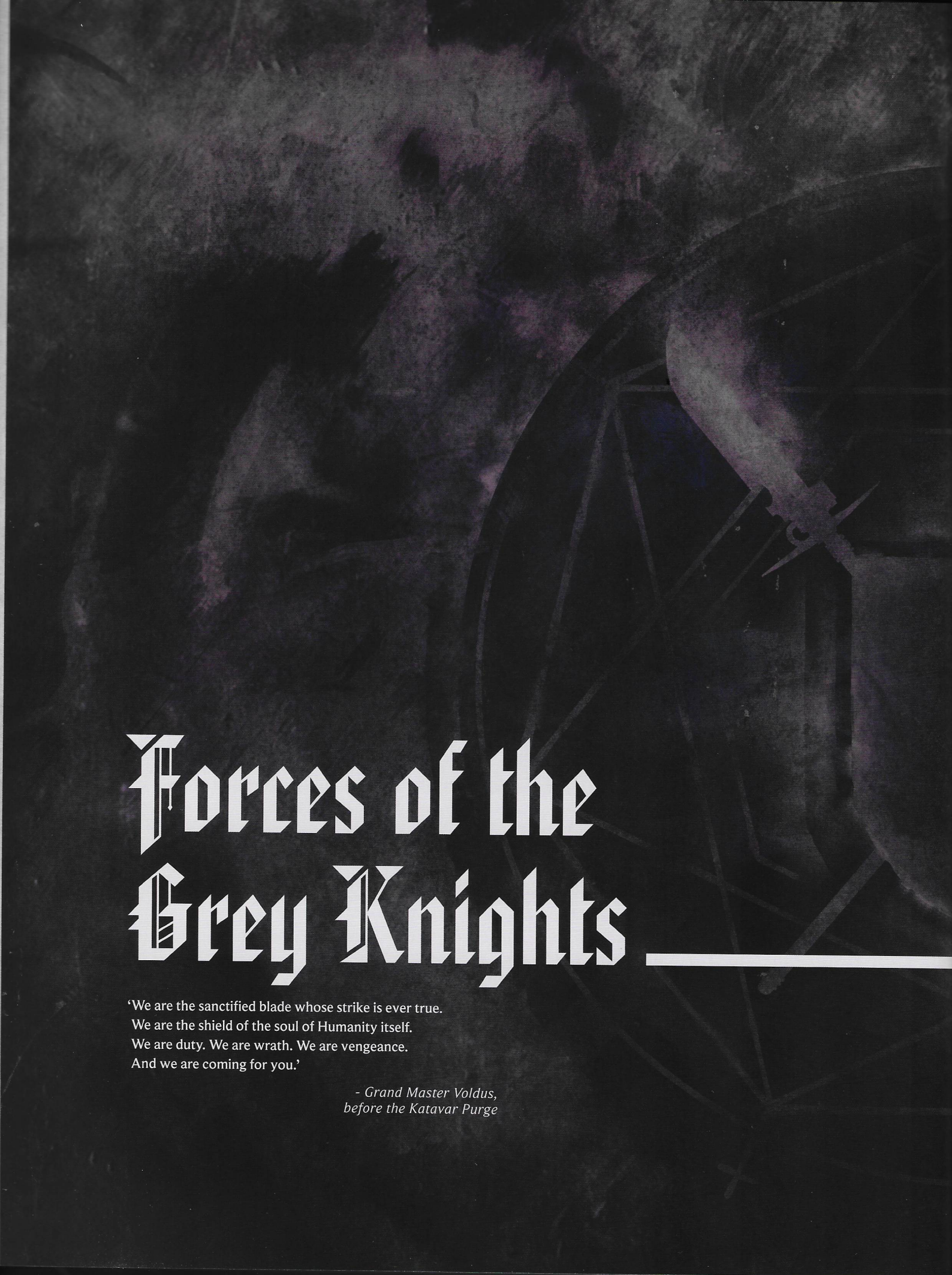
CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Occult Interdiction**

Guidance of the Ancients (Psychic): In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a model from a **GREY KNIGHTS** unit in your army makes an attack that targets that unit, add 1 to the Hit roll.

KEYWORDS: **VEHICLE, WALKER, CHARACTER, PSYKER, SMOKE, IMPERIUM, VENERABLE DREADNOUGHT**

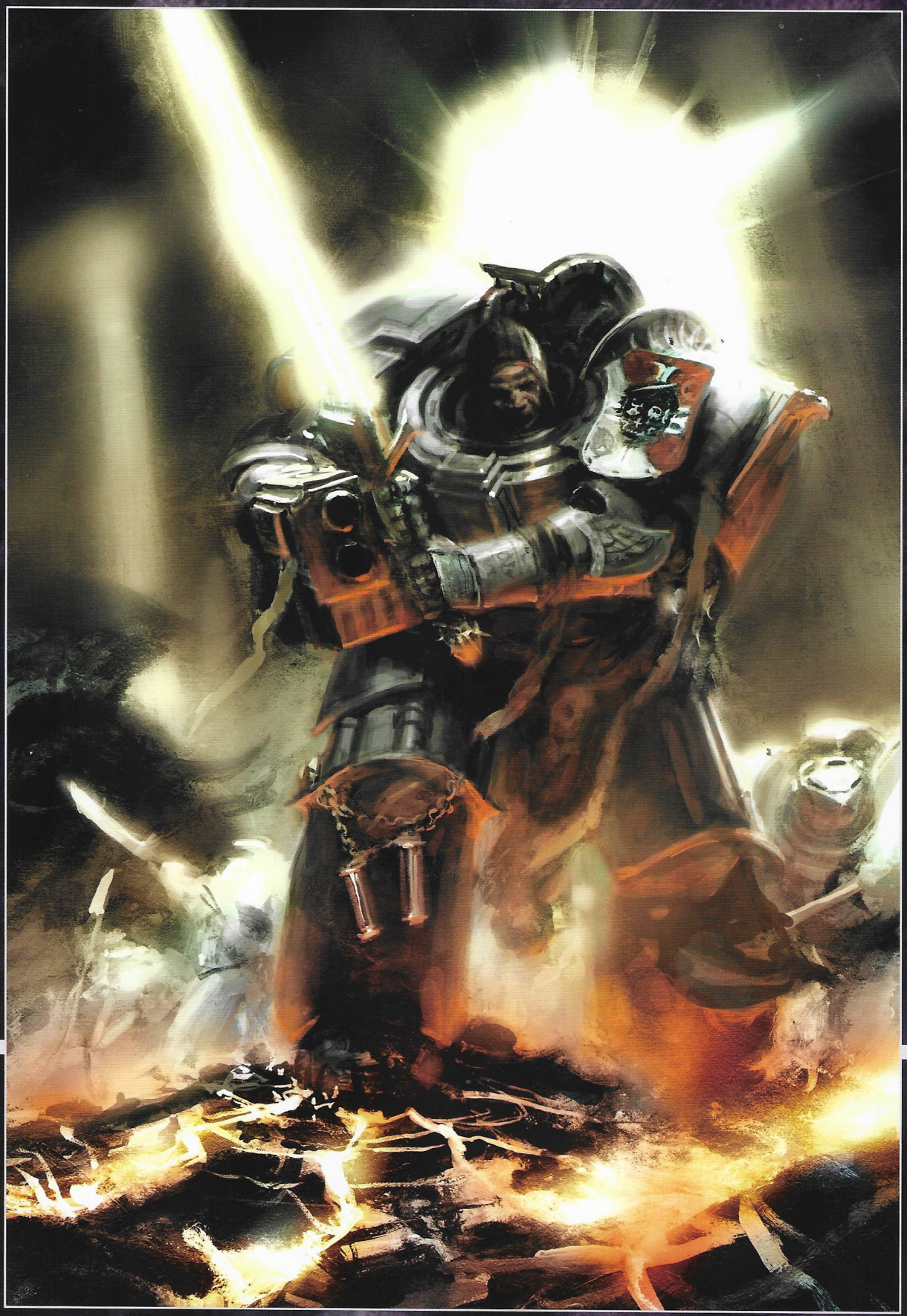
FACTION KEYWORDS: **GREY KNIGHTS**



Forces of the Grey Knights

'We are the sanctified blade whose strike is ever true.
We are the shield of the soul of Humanity itself.
We are duty. We are wrath. We are vengeance.
And we are coming for you.'

- Grand Master Voldus,
before the Katavar Purge



INTRODUCTION

Welcome to the rules section of *Codex: Grey Knights*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Grey Knights collection to life on the tabletop.

These include Detachment rules that Grey Knights armies can use, along with the Grey Knights army rule – Gate of Infinity – which is common to many of your units. This section also includes datasheets for Grey Knights units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **GREY KNIGHTS** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Grey Knights – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULE

GATE OF INFINITY

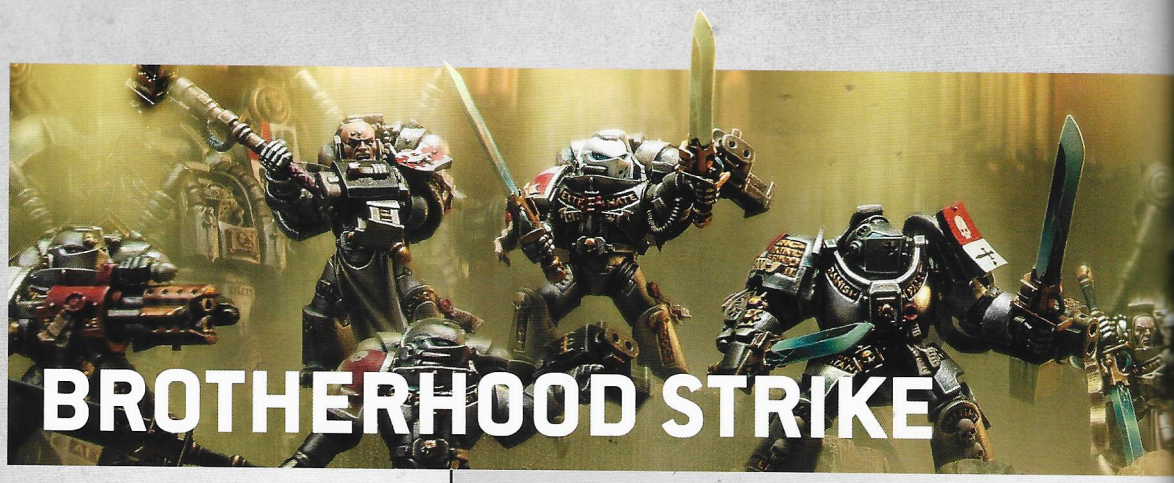
Few can command the powers of the Warp with anything like the skill and control of the Grey Knights. So masterful is their sorcery that they can conjure glowing empyric gateways to step in and out of reality. In this way, they swiftly outflank their foes and redeploy their forces to counter threats, kept safe during their split-second Warp travel by the intricate wards worked into their wargear.

If your Army Faction is **GREY KNIGHTS**, at the end of your opponent's Fight phase, you can select a number of units (see below) from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), provided every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

BATTLE SIZE	NUMBER OF UNITS
Incursion	Up to 2 units
Strike Force	Up to 3 units
Onslaught	Up to 4 units

Once you have made your selections, remove those units from the battlefield and place them into Strategic Reserves.





BROTHERHOOD STRIKE

DETACHMENT RULE

FURY OF TITAN

Erupting from whirling Warp gates with their Nemesis blades blazing, squads of Grey Knights cut a bloody path through their enemies before the foe even realise their peril.

Each time a unit from your army is set up using the Deep Strike ability, until the end of the turn, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.



ENHANCEMENTS

BANISHING WAVE (PSYCHIC)

This warrior mystic harnesses the empyric overspill of teleport flares and Warp gates, channelling them into shock waves of purifying flame.

GREY KNIGHTS model only. Each time the bearer's unit is set up using the Deep Strike ability, roll one D6 for each enemy unit within 12" of the bearer: on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds.

BLINDING AURA

A coruscating curtain of sorcerous energies surrounds this battle-brother, its radiance too fierce for any but the most strong-willed to look upon.

GREY KNIGHTS model only. Each time the bearer's unit is set up using the Deep Strike ability, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

PURITY OF PURPOSE

This warrior's single-minded devotion to duty is exemplary, driving them into the fiercest fires of battle with no thought of hesitation.

GREY KNIGHTS model only. Each time the bearer's unit is set up using the Deep Strike ability, until the end of the turn, you can re-roll Charge rolls made for the bearer's unit.

TOME OF FORBIDDEN WAYS

Drawn from the Chambers of Purity under special dispensation, this ancient book reveals sorcerous paths that none but the bravest and most mighty dare walk.

GREY KNIGHTS model only. While the bearer is on the battlefield or in Strategic Reserves, add 1 to the number of units from your army that you can select for the Gate of Infinity rule.



When supernatural terrors endanger the very survival of Humanity, strike forces assembled from the might of the Grey Knights brotherhoods deploy to end the threat. Forewarned by the scrying of the Prognosticars, these hosts bring a balance of infantry and armour assets best suited to completing their mission, all led by the mightiest war leaders the Chapter can muster. No weapon or relic of esoteric technology is forbidden to such strike forces. In particular, these warriors wield the potent sorceries of Titan, not only to blast their enemies with excoriating energies but also to rapidly traverse battlefields through coruscating Warp gates. By employing such arcane tactics, the Grey Knights can rapidly outmanoeuvre even the most well-entrenched or fast-moving foes and focus the full wrath of their brotherhood precisely where it is most needed. Heretical rituals are cast into ruin, daemonic demagogues exorcised and slain, and the mightiest foes of the Imperium are purged without mercy by these warrior hosts.

TRUESILVER CHANNELLING

2CP

BROTHERHOOD STRIKE – STRATEGIC PLOY STRATAGEM

Chanting words of abjuration, the Grey Knights pour their psychic might into their weapons until they burn with a sorcerous flame.

WHEN: Fight phase.

TARGET: One **GREY KNIGHTS INFANTRY** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, Psychic weapons equipped by models in your unit have the **[DEVASTATING WOUNDS]** ability.

COMBAT MANIFESTATION

1CP

BROTHERHOOD STRIKE – EPIC DEED STRATAGEM

Extensive training helps these battle-brothers to burst from the Warp recklessly close to their foes without the risk of catastrophic recorporeation.

WHEN: Your Movement phase.

TARGET: One **GREY KNIGHTS** unit from your army that is arriving using the Deep Strike ability this phase.

EFFECT: Set your unit up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

PURGATION PATTERN

1CP

BROTHERHOOD STRIKE – BATTLE TACTIC STRATAGEM

Employing an overlapping fire pattern coupled with destructive cantrips, the Grey Knights fill the target zone with an inescapable hail of death.

WHEN: Your Shooting phase.

TARGET: One **GREY KNIGHTS** unit from your army that was set up using the Deep Strike ability this turn and has not been selected to shoot this phase.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability.

DUTY UNENDING

1CP

BROTHERHOOD STRIKE – STRATEGIC PLOY STRATAGEM

There are always more threats than the templars of Titan can attend to at once. They must strike swiftly before redeploying to the following critical combat.

WHEN: Your opponent's Movement phase, just after an enemy unit within Engagement Range of one or more **GREY KNIGHTS** units from your army Falls Back.

TARGET: One of those **GREY KNIGHTS** units that is not within Engagement Range of one or more enemy units.

EFFECT: If your unit has the Deep Strike ability, it can be placed into Strategic Reserves.

SHINING VEIL

1CP

BROTHERHOOD STRIKE – BATTLE TACTIC STRATAGEM

Chanting words of sorcerous concealment, the Grey Knights gather a blinding psychic shroud around themselves through which no foe can see.

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

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

EFFECT: Until the end of the phase, your unit has the Stealth ability.

EXPEDITIOUS EXIT

2CP

BROTHERHOOD STRIKE – STRATEGIC PLOY STRATAGEM

Pragmatists well aware of their irreplaceable value, the warriors of Titan will not spend themselves needlessly in losing battles.

WHEN: End of your opponent's Fight phase.

TARGET: One **GREY KNIGHTS PSYKER INFANTRY** unit from your army.

EFFECT: If every model in your unit has the Deep Strike ability, remove your unit from the battlefield and place it into Strategic Reserves.

Designer's Note: *This Stratagem allows you to remove a unit in addition to those removed using the Gate of Infinity rule, and it allows you to remove a unit within Engagement Range of one or more enemy units.*



HALLOWED CONCLAVE

DETACHMENT RULE

DUTY BEFORE ALL

Every Grey Knights Terminator is a tower of strength, a massively armoured living war engine clad in warded truesilver. Seeking to bar the path of such warriors, to entrap them or deny their will, is as futile a course of action as trying to halt an avalanche with bare hands alone.

GREY KNIGHTS TERMINATOR units from your army are eligible to shoot and declare a charge in a turn in which they Fell Back.



ENHANCEMENTS

EYE OF THE AUGURIUM

A miniature facsimile of the silver mirrors used by the Prognosticars, this artefact affords its bearer a glimpse of where they will be needed most in the heat of battle.

GREY KNIGHTS model only. Once per battle round, the bearer can use this Enhancement. If it does, you can target the bearer's unit with the Fire Overwatch or Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this turn.

INESCAPABLE JUDGEMENT (PSYCHIC)

So crushing is this warrior's psychic presence that those he scorns as cowards are slain even as they flee, withering beneath the weight of his disgust.

GREY KNIGHTS model only. Each time an enemy unit within Engagement Range of the bearer's unit Falls Back, the bearer can use this Enhancement. If it does, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds. These mortal wounds are Psychic Attacks.

SANCTIC REAPER

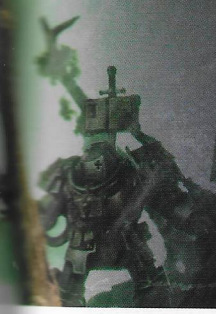
A veteran of dozens of purgation campaigns, this champion has honed his combat style to cut a bloody path through massed foes easily.

GREY KNIGHTS TERMINATOR model only. Add 3 to the Attacks characteristic of the bearer's melee weapons.

NEMESIS ROUNDS

Empowered through the invocation of true names and carved spells of seeking, each of these precious rounds veers unerringly toward its intended target.

GREY KNIGHTS TERMINATOR model only. Each time you target the bearer's unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem.



The indomitable core of the Grey Knights' fighting forces are their Terminator-armoured battle-brothers. When enough of these heavily equipped combatants gather, their amassed strength and resilience are a match for hosts of enemies many times their number. Incoming fire rattles from blessed and warded Terminator plate while hostile sorcery dwindles to nothing before the Grey Knights' combined Aegis. In return, the hulking templars of Titan maintain unceasing firepower and banishing magicks that winnow the enemy's ranks before their inevitable and overwhelming charge crashes home. Though surrounded by screaming foes, the Grey Knights hack a relentless path ever deeper with their Nemesis blades and hammers singing in their fists. Unstoppable, indefatigable, the Terminators press forward to shatter diabolical rites, seal diabolical Warp gates, slay possessed tyrants and carve the will of the Emperor into the flesh of their foes.

GIANTS OF THE BATTLEFIELD

HALLOWED CONCLAVE – BATTLE TACTIC STRATAGEM

1CP

Seeming to loom impossibly large in the minds of their foes, the Grey Knights employ the sheer force of their presence to overwhelm the enemy.

WHEN: Fight phase.

TARGET: One **GREY KNIGHTS TERMINATOR** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in your unit.

UNENDING FIDELITY

HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

Unto their last breath and sometimes even beyond, the templars of Titan strive to fight on in the Emperor's name.

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 a model in your unit is destroyed, if that model has not shot or fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can shoot or fight after the attacking unit has finished making its attacks, and is then removed from play.

POINT-BLANK PURGATION

HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

Confident in the unbeatable protection of their armour and wards, the Terminators rake their foes with mass reactives at perilously close range.

WHEN: Your Shooting phase.

TARGET: One **GREY KNIGHTS INFANTRY** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, storm bolter weapons equipped by models in your unit have the **[PISTOL]** and **[TWIN-LINKED]** abilities.

GRIND THEM UNDERFOOT

HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

A psychic shock wave drives foes to their knees at the moment before the Terminators' armoured mass smashes into them with killing force.

WHEN: Your Charge phase, just after a **GREY KNIGHTS TERMINATOR** unit from your army ends a Charge move.

TARGET: That **GREY KNIGHTS** unit.

EFFECT: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

PRECOGNITIVE STRATEGIES

HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

The psychic abilities of these battle-brothers are turned toward predicting the foe's actions even before their enemies know what they will do.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **GREY KNIGHTS INFANTRY** unit from your army that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to D6".

SHINING RESOLVE

HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM

1CP

Undimmed by pain, hardship or horror, the Grey Knights will to see their duty done burns as bright as a purifying flame.

WHEN: Your opponent's Shooting 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 the Toughness characteristic of your unit, subtract 1 from the Wound roll.



BANISHERS

DETACHMENT RULE

CHANNELLED FORCE

So potent is the interwoven mind-choir of this strike force that each individual can syphon off a portion of its gestalt might to empower their weapons of war without diminishing the whole. The result is Nemesis force weapons that blaze like caged psychic stars, leaving trails of witchfire blazing behind every swing and blasting victims into nothing with a single strike.

Each time a **GREY KNIGHTS** unit from your army is selected to fight, that unit can take a Leadership test. If that test is passed, select one of the following rules. Until the end of the phase, that unit has that rule.

- Melee weapons equipped by models in this unit with the **[PSYCHIC]** ability also have the **[SUSTAINED HITS 1]** ability.
- Melee weapons equipped by models in this unit with the **[PSYCHIC]** ability also have the **[LETHAL HITS]** ability.

ENHANCEMENTS

SIGIL OF THE HUNT

Wrought from truesilver and noctilith, this ancient arcane sigil renders its bearer and comrades supernaturally accurate in battle.

GREY KNIGHTS model only. In your Shooting phase, each time a model in the bearer's unit makes an attack, re-roll a Hit roll of 1.

EPHEMERAL TOME

A sorcerous volume whose treatises on the impermanence of reality change constantly, this tome's harnessed power allows the bearer to flicker in and out of phase with realspace.

GREY KNIGHTS INFANTRY model only. At the start of your Shooting phase, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, the bearer's unit can make a Normal move of up to D6", and until the end of the turn, the bearer's unit is not eligible to declare a charge.

SIXTY-SIXTH SEAL

One of the six hundred and sixty-six seals of purity once affixed to the tomb of Vasandrius, the talismanic properties of this artefact lend a keen edge of sacred intolerance to their bearer's armaments.

GREY KNIGHTS model only. In your Shooting phase, each time a model in the bearer's unit makes an attack, improve the Armour Penetration characteristic of that attack by 1.

PYRESOUL (PSYCHIC)

So fiercely do the psychic flames of this warrior's soul burn that they can be conjured forth in blazing columns of spiritual immolation to annihilate the foe.

GREY KNIGHTS model only. At the start of your Shooting phase, the bearer can use this Enhancement. If it does, select one enemy unit within 24" of and visible to the bearer; that unit suffers D3 mortal wounds.

The esoteric arsenal of the Grey Knights is as potent as their armoury of more conventional munitions. Indeed, when the most corrupt or supernatural foes must be defeated, these arcane weapons may prove more powerful than any volume of bolt shells and blades. By bringing together their mightiest psychic warriors and focusing the empyric powers they have learned to wield as no others could, the Grey Knights harness the terrifying might of the Warp without succumbing to its insidious taint. The result is a strike force of warriors wreathed in unnatural flame and shielded by potent warding sigils that whirl about them like an arcane constellation. The air shudders with psychic overpressure as the Grey Knights advance, vox-amplified voices raised in chants of banishment and malediction that ring above the thunder of their guns and the crackle of their blades. Warp-spawned entities are blasted into ectoplasmic slicks before their advance, while more corporeal foes fall as swiftly before the psychic might of Titan made manifest.

HEXWROUGHT REPRISAL

BANISHERS – EPIC DEED STRATAGEM

1CP

Hexagrammic wards worked into this warrior's wargear blaze to life, bringing down a potent empyric curse upon those who dared seek to harm him.

WHEN: End of any phase.

TARGET: One **GREY KNIGHTS PSYKER** unit from your army that is on the battlefield and suffered one or more mortal wounds this phase.

EFFECT: Select one enemy unit which inflicted one or more mortal wounds on your unit this phase, then roll a number of dice equal to the number of mortal wounds your unit suffered this phase: for each 2+, that enemy unit suffers one mortal wound (to a maximum of 6 mortal wounds). These mortal wounds are Psychic Attacks.

WARDING CHANT

BANISHERS – EPIC DEED STRATAGEM

1CP

The Grey Knights maintain a tireless chant of warding magicks that turn aside the blasts and blades of even the most skilled foes.

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

TARGET: One **GREY KNIGHTS PSYKER** 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, models in your unit have the Feel No Pain 5+ ability against attacks with an unmodified Damage characteristic of 1.

CHAOS BANE

BANISHERS – EPIC DEED STRATAGEM

1CP

The Grey Knights reserve their greatest loathing and most potent rites of banishment for those who serve the Ruinous Powers.

WHEN: Your Shooting phase.

TARGET: One **GREY KNIGHTS PSYKER** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[ANTI-CHAOS 4+]** ability.

CELERITY

BANISHERS – EPIC DEED STRATAGEM

1CP

Tried and tested tactical battlefield magick, this working accelerates its casters' swiftness of thought and movement to preternatural levels.

WHEN: Your Charge phase.

TARGET: One **GREY KNIGHTS PSYKER INFANTRY** unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

CIRCLE OF SANCTUARY

BANISHERS – EPIC DEED STRATAGEM

1CP

Autolaunchers on this warrior's armour dispense airbursting canisters of blessed waters to create an instant zone of warding against hostile manifestations.

WHEN: Start of your opponent's Movement phase.

TARGET: One **GREY KNIGHTS CHARACTER** model from your army.

EFFECT: Until the end of the phase, enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of your model.

SHADOW OF ANARCH

BANISHERS – EPIC DEED STRATAGEM

1CP

This muttered incantation conjures a sympathetic shadow of the true darkness beneath Mount Anarch, through which the Grey Knights stride fearlessly to emerge elsewhere than where they began.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **GREY KNIGHTS PSYKER** unit from your army that is within 9" of that enemy unit and is not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to 6" or, if it has the Deep Strike ability, it can be placed into Strategic Reserves.



SANCTIC SPEARHEAD

DETACHMENT RULE

MAILED FIST

Such concentrations of the Grey Knights' armoured power are only unleashed when time is of the essence, and the price of defeat would be utterly disastrous. Knowing all this, these hosts strike with tremendous force and unstoppable momentum, a mailed fist driven straight down the enemy's throat.

Each time a **GREY KNIGHTS VEHICLE** unit from your army Advances, do not make an Advance roll for it; until the end of the phase, add 6" to the Move characteristic of models in that unit, and until the end of the turn, ranged weapons equipped by models in that unit have the **[ASSAULT]** ability.



ENHANCEMENTS

DRIVEN BY DUTY

So single-minded is this warrior in their devotion to the Grey Knights' duty that they press ever forward without pause or respite.

GREY KNIGHTS WALKER model only. Each time the bearer's unit Piles In or Consolidates, the bearer can move up to 6" instead of up to 3".

QUICKENING FOCI

Worked into purity seals or armour inscriptions, these cantrips of haste lend the bearer and their comrades a sudden burst of supernatural speed.

GREY KNIGHTS INFANTRY model only. In your Movement phase, each time the bearer's unit disembarks from a **TRANSPORT**, until the end of the turn, you can re-roll Charge rolls made for that unit.

SIGIL OF EXIGENCE

This powerful and ancient sorcerous ward reacts to imminent peril by wrenching the bearer momentarily out of sync with reality itself.

GREY KNIGHTS model only. Once per battle, in your opponent's Shooting phase, when the bearer's unit is selected as the target of a ranged attack, you can remove the bearer's unit from the battlefield and then set it back up again anywhere on the battlefield that is more than 9" horizontally away from all enemy units. If the bearer's unit is no longer an eligible target, your opponent can then select new targets for any attacks that had targeted the bearer's unit.

SPIRITUS MACHINA

Thought to date back to Old Night, this device allows the bearer to draw targeting data from machine spirit senses and entwine it with their own perceptions.

GREY KNIGHTS INFANTRY model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if the bearer's unit disembarked from a **TRANSPORT** this turn, until the end of the phase, each time a model in the bearer's unit makes an attack, you can re-roll the Wound roll.



Many Grey Knights task forces are supported by assets drawn from the Chapter's Armoury, be it ward-inscribed armoured transports, ancient Dreadnought battle-brothers, swift Stormraven Gunships or towering Nemesis Dreadknights piloted by the Chapter's greatest warriors. Yet there are threats and foes so monstrous that they must be countered with a mass host of these sanctified engines of war. At such times, the ground shudders beneath pounding adamantine feet, and the grinding tracks of the mightiest battle tanks to roll from the Deimosian forges. Entire flights of silver-grey gunships streak overhead, their holds packed with psychic battle-brothers, their wings guarded by nimble fighter craft. Combat walkers stride from teleport flares just as the rest of their armoured onslaught hits the enemy lines like a thunderbolt, leaving nothing but devastation in their wake. In this way, the Grey Knights shatter the mightiest enemy armies or break through to critical locations in time to stave off calamity.

TRUESILVER WILL

1CP

SANCTIC SPEARHEAD – EPIC DEED STRATAGEM

The combination of a Grey Knight's psychic fortitude with the warding circuitry of their armoured vehicles is potent indeed.

WHEN: Any phase, just after a **GREY KNIGHTS PSYKER VEHICLE** unit from your army suffers a mortal wound.

TARGET: That **GREY KNIGHTS PSYKER VEHICLE** unit.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 4+ ability against mortal wounds.

ABOMINUS-CLASS TARGETS

1CP

SANCTIC SPEARHEAD – BATTLE TACTIC STRATAGEM

Eliminating massive priority targets such as diabolical war engines or Warp-tainted monsters is often crucial to victory.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **GREY KNIGHTS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Wound roll.

ARMOURED AEGIS

1CP

SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM

Where purely physical defences may waver or break, sorcerous warding and empyric shields can take the strain their place.

WHEN: Your Command phase.

TARGET: One **GREY KNIGHTS PSYKER VEHICLE** unit from your army.

EFFECT: One model in your unit regains up to 3 lost wounds.

REDOUBLED ASSAULT

1CP

SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM

Charged with smashing a path through the enemy lines to vital objectives, this war machine lands blow after relentless blow.

WHEN: Your Movement phase, just after a **GREY KNIGHTS VEHICLE** unit from your army Falls Back.

TARGET: That **GREY KNIGHTS VEHICLE** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

FORCE WAVE

1CP

SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM

A bow wave of psychic force slams out ahead of this vehicle, ploughing obstacles from its path and forming invisible bridges over yawning chasms.

WHEN: Your Movement phase or your Charge phase.

TARGET: One **GREY KNIGHTS VEHICLE** unit from your army that has not been selected to move or charge this phase.

EFFECT: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

ARGENT WRATH

1CP

SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM

Blazing with spectral silver flame and surrounded by a keening note of sorcerous dissonance that fills foes with unreasoning terror, this vehicle ploughs into enemy lines like some merciless avatar of destruction.

WHEN: Your Charge phase, just after a **GREY KNIGHTS VEHICLE** unit from your army ends a Charge move.

TARGET: That **GREY KNIGHTS VEHICLE** unit.

EFFECT: Each enemy unit within 3" of your unit must take a Battle-shock test, subtracting 1 from that test.



AUGURIUM TASK FORCE

DETACHMENT RULE

PRESCIENT REDEPLOYMENT

Combining the psychic disciplines of precognition and translocation, the Grey Knights rapidly relocate in response to strategic manoeuvres the foe has yet to make.

From the second battle round onwards, at the start of your Movement phase, if you did not select the maximum number of **GREY KNIGHTS** units from your army using the Gate of Infinity ability at the end of your opponent's previous turn, you can select one **GREY KNIGHTS** unit from your army that is on the battlefield that could have been selected using the Gate of Infinity ability. Remove that unit from the battlefield and place it into Strategic Reserves.

Designer's Note: *This means that your unit can retain its position on the battlefield at the end of your Command phase, and then be placed into Strategic Reserves at the start of your Movement phase, to set it up again in your Reinforcements step in another position.*

ENHANCEMENTS

GRIMOIRE OF CONJUNCTIONS

This crumbling and code-locked tome details propitious astrological conjunctions beneath whose prophesied stars powerful foes may be struck down.

GREY KNIGHTS model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 4 to the Strength characteristic of melee weapons equipped by the bearer.

SHIELD OF PROPHECY

Foreknowledge of the foe's offensive capabilities allows tailored incantations of warding to be unleashed at the critical moment.

GREY KNIGHTS model only. Once per battle, at the start of the battle round, the bearer can use this Enhancement. If it does, until the end of the battle round, add 2 to the Toughness characteristic of models in the bearer's unit.

ONE FOOT IN THE FUTURE

Stratego-prescient telecasts scroll over this warrior's heads-up display, providing them with tactical battlefield foretellings to which they swiftly react.

GREY KNIGHTS model only. Each time the bearer's unit is set up in your Reinforcements step, the bearer can use this Enhancement. If it does, the bearer's unit can make a Normal move of up to D6", and until the end of the turn, the bearer's unit is not eligible to declare a Charge.

DOOMSEER'S AMULET

The cruel powers of this forbidden artefact cause foes to perceive the wearer as a death omen drawn from their culture, manifested to prophecy their doom.

GREY KNIGHTS model only. Each time the bearer's unit is set up in your Reinforcements step, the bearer can use this Enhancement. If it does, select one enemy unit within 12" of and visible to the bearer. That enemy unit must take a Battle-shock test, subtracting 1 from that test.

Empyric scrying, ancient prophecies of cataclysmic events, Warp-sent visions experienced by the Chapter's most potent psykers: by such esoteric means are the Grey Knights sometimes forewarned of where, when and how a threat will arise in far more detail even than is usual. Such omens are never squandered. When allowed to truly prepare, the warriors of Titan ensure they are positioned to prevent the rising peril rapidly. Battles of this sort see the Grey Knights remaining ahead of their enemies as they employ their foreknowledge to anticipate and outmanoeuvre the foe's every strike. Bands of steely-eyed battle-brothers step from blazing teleport flares to gun down flanking forces. Champions of Titan intervene at pivotal moments to send summoning rituals awry or bring supernatural portals crashing down in ruin. Locking blades with fate itself, the Grey Knights hack and parry, stab and slice until they have carved the future into a new and bloody form that benefits the Imperium.

AGGRESSIVE ANTICIPATION

AUGURIUM TASK FORCE – BATTLE TACTIC STRATAGEM

Already knowing, blow-for-blow, how the battle they fight is predicted to play out, the Grey Knights take full advantage of their supernatural insight.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **GREY KNIGHTS PSYKER** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can ignore any or all modifiers to that attack's Weapon Skill or Ballistic Skill characteristics and/or any or all modifiers to the Hit roll.

APPOINTED HOUR

AUGURIUM TASK FORCE – BATTLE TACTIC STRATAGEM

This moment was foreseen in an age before the Imperium itself. Now, that ancient fragment of foretelling is put to deadly use.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **GREY KNIGHTS PSYKER** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

FOREWARNED EVASION

AUGURIUM TASK FORCE – EPIC DEED STRATAGEM

These warriors have received warning of the possible junctures of fate at which they are struck down. Such intelligence allows them to avoid their destiny.

1CP

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

TARGET: One **GREY KNIGHTS WALKER** 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, subtract 1 from the Hit roll.

NECESSARY END

AUGURIUM TASK FORCE – EPIC DEED STRATAGEM

Sometimes, the ultimate sacrifice is required in the Emperor's name, yet with sufficient foresight, even death can be made to serve the Grey Knights' cause.

1CP

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. If the result is greater than the current battle round number, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

REDIRECTED STRIKE

AUGURIUM TASK FORCE – EPIC DEED STRATAGEM

Precognitive intelligence, strategic cunning and potent psychic power allow these Grey Knights to be virtually in two places simultaneously.

1CP

WHEN: End of your Command phase.

TARGET: One **GREY KNIGHTS PSYKER** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: If your unit has the Deep Strike ability, it can be placed into Strategic Reserves.

Designer's Note: *This Stratagem lets players utilise abilities that retain control of objective markers and react to their missions and objectives with this unit.*

MIRAGE OF ECHOES

AUGURIUM TASK FORCE – STRATEGIC PLOY STRATAGEM

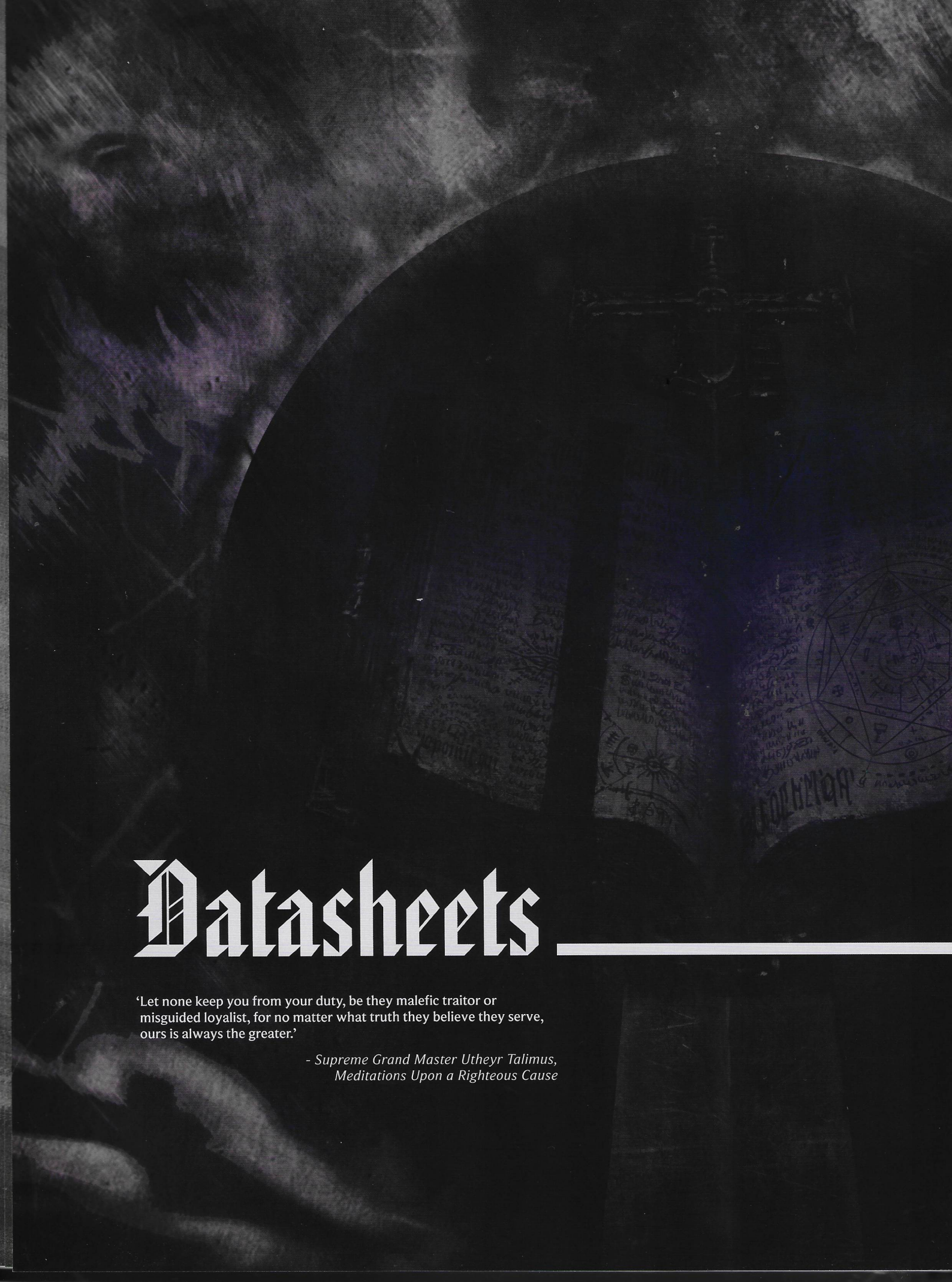
Fragments of futures never to be are projected into the minds of the foe to make it seem that the Grey Knights are where they are not.

1CP

WHEN: The Reinforcements step of your opponent's Movement phase, just after an enemy unit is set up.

TARGET: One **GREY KNIGHTS PSYKER** unit from your army that is within 12" of that enemy unit and is not within Engagement Range of one or more enemy units.

EFFECT: If your unit has the Deep Strike ability, it can be placed into Strategic Reserves.



Datasheets

'Let none keep you from your duty, be they malefic traitor or misguided loyalist, for no matter what truth they believe they serve, ours is always the greater.'

- Supreme Grand Master Utheyr Talimus, Meditations Upon a Righteous Cause



GRAND MASTER VOLDUS

M	T	SV	W	LD	OC
5"	5	2+	7	6+	1

4+ INVULNERABLE SAVE



Grand Master Aldrik Voldus wields the mighty Malleus Argyrum, a daemon hammer whose head dances with sorcerous flame few foes can withstand. One of the most potent psykers his Chapter has known in years, he also possesses the power to unleash waves of soulfire against his enemies and to conjure sanctuaries of dancing psychic luminescence that shield his brothers from harm.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Searing Purity [DEVASTATING WOUNDS, PSYCHIC]	12"	D3+1	2+	12	-2	2
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Malleus Argyrum [PSYCHIC]	Melee	5	2+	10	-2	3

LEADER

This model can be attached to the following units: **BROTHERHOOD TERMINATOR SQUAD, PALADIN SQUAD**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Gate of Infinity**

Sanctuary (Psychic): While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Hammer Aflame (Psychic): Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

UNIT COMPOSITION

- **1 Grand Master Voldus – EPIC HERO**

This model is equipped with: Searing Purity; storm bolter; Malleus Argyrum.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, PSYKER, TERMINATOR, IMPERIUM, GRAND MASTER VOLDUS**

FACTION KEYWORDS: **GREY KNIGHTS**

GRAND MASTER

M	T	SV	W	LD	OC
5"	5	2+	7	6+	1

4+ INVULNERABLE SAVE

The Grand Masters are the leaders of the Grey Knights brotherhoods and stand amongst their greatest warriors. More than this, they are accomplished battle psykers able to augment their martial might with tightly focused empyric power and strategic scholars and savants whose grasp of the strategies required to battle the supernatural and malign is unmatched.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [PRECISION, PSYCHIC, SUSTAINED HITS 1]	24"	6	2+	5	0	1
Psycannon [PSYCHIC]	24"	3	2+	8	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Nemesis force weapon [PSYCHIC]	Melee	5	2+	6	-2	2

WARGEAR OPTIONS

- This model's storm bolter can be replaced with one of the following:
  - 1 incinerator
  - 1 psilencer
  - 1 psycannon

LEADER

This model can be attached to the following units: **BROTHERHOOD TERMINATOR SQUAD, PALADIN SQUAD**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Gate of Infinity**

Warrior Strategist: Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Might of Titan (Psychic): Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks and Strength characteristics of melee weapons equipped by this model.

UNIT COMPOSITION

- **1 Grand Master**

This model is equipped with: storm bolter; Nemesis force weapon.

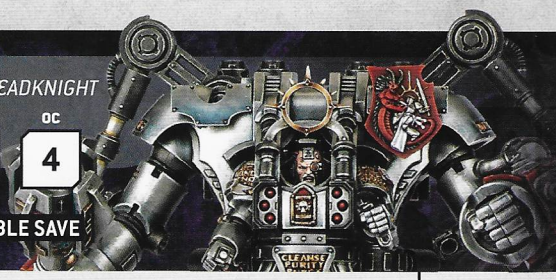
KEYWORDS: **INFANTRY, CHARACTER, PSYKER, GRENADES, TERMINATOR, IMPERIUM, GRAND MASTER**

FACTION KEYWORDS: **GREY KNIGHTS**

GRAND MASTER *IN NEMESIS DREADKNIGHT*

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

4+ INVULNERABLE SAVE



Piloting a Nemesis Dreadknight allows a Grand Master to wield the kind of ordnance usually restricted to battle tanks. Augmented with his psychic puissance and the servo-driven strength to wield huge and terrifying melee weapons, the sheer killing power of such a warrior is terrifying indeed.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Gatling psilencer [PSYCHIC, SUSTAINED HITS 1]	24"	12	3+	6	0	1
Heavy incinerator [IGNORES COVER, TORRENT]	18"	2D6	N/A	6	-1	1
Heavy psycannon [IGNORES COVER, PSYCHIC]	24"	6	3+	10	-2	3
Sublimator [MELTA 4, PSYCHIC, TWIN-LINKED]	18"	2	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dreadfists	Melee	6	2+	6	-1	1
Nemesis daemon greathammer [PSYCHIC]	Melee	5	3+	14	-3	D6+1
Nemesis flail [PSYCHIC]	Melee	10	2+	5	-1	2
➨ Nemesis greatsword – strike [PSYCHIC]	Melee	5	2+	10	-2	D6
➨ Nemesis greatsword – sweep [PSYCHIC]	Melee	10	2+	5	-1	1
Nemesis mace [ANTI-CHARACTER 2+, PRECISION, PSYCHIC]	Melee	5	2+	6	-3	3

WARGEAR OPTIONS

- This model's dreadfists can be replaced with one of the following:
  - 1 Nemesis daemon greathammer
  - 1 Nemesis flail
  - 1 Nemesis greatsword
  - 1 Nemesis mace
- This model can be equipped with up to two of the following, but cannot take duplicates:
  - 1 gatling psilencer
  - 1 heavy incinerator
  - 1 heavy psycannon
  - 1 sublimator
- This model can be equipped with 1 fragstorm grenade launcher.

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

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Gate of Infinity**

Surge of Wrath (Psychic): Each time this model makes a melee attack that targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

Warrior Strategist: Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

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.

UNIT COMPOSITION

- **1 Grand Master in Nemesis Dreadknight**

This model is equipped with: dreadfists.

KEYWORDS: **VEHICLE, CHARACTER, WALKER, PSYKER, IMPERIUM, GRAND MASTER IN NEMESIS DREADKNIGHT**

FACTION KEYWORDS: **GREY KNIGHTS**

'The Daemon is our foe. Abhor the Daemon.
The Heretic is our foe. Slay the Heretic.
The Witch is our foe. Purge the Witch.
The Weakling is our foe. Despise the Weakling.
The Idealist is our foe. Strike down the Idealist.
The Altruist is our foe. Destroy the Altruist.'

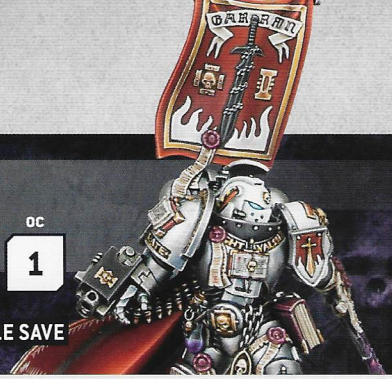
- Teachings of Titan, First Articles



CASTELLAN CROWE

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

4+ INVULNERABLE SAVE



Castellan Crowe charges into battle, wreathed in the blinding psychic fire that is the hallmark of his order. Though he will never be fool enough to unlock the forbidden power of the Black Blade of Antwyr, he still wields the captive blade with tremendous skill and strength, using it, his storm bolter and his potent psychic might to cut a path through his foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Purifying Flame [ANTI-INFANTRY 2+, IGNORES COVER, PSYCHIC]	18"	3	2+	4	-2	1
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Black Blade of Antwyr [DEVASTATING WOUNDS, PRECISION]	Melee	5	2+	6	-2	2

LEADER

This model can be attached to the following unit: **PURIFIER SQUAD**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Gate of Infinity**

Champion of the Order of Purifiers (Psychic): While this model is leading a unit, add 1 to the Attacks characteristic of Purifying Flame weapons equipped by models in that unit.

Foesight (Psychic): Each time this model makes an attack that targets a **CHARACTER** unit, you can re-roll the Hit roll.

UNIT COMPOSITION

- **1 Castellan Crowe – EPIC HERO**

This model is equipped with: Purifying Flame; storm bolter; Black Blade of Antwyr.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, CASTELLAN CROWE**

FACTION KEYWORDS: **GREY KNIGHTS**

BROTHER-CAPTAIN

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1

4+ INVULNERABLE SAVE



As the strong left hands of their Grand Masters, the Brother-Captains are seasoned battlefield commanders and potent warriors. They turn their prodigious psychic gifts to the swift annihilation of their enemies, augmenting their battle-brothers' strength, sensing the foe's hidden weaknesses, and setting an uncompromising example to those who follow them.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [PRECISION, PSYCHIC, SUSTAINED HITS 1]	24"	6	2+	5	0	1
Psycannon [PSYCHIC]	24"	3	2+	8	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

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

WARGEAR OPTIONS

- This model's storm bolter can be replaced with one of the following:
  - 1 incinerator
  - 1 psilencer
  - 1 psycannon

LEADER

This model can be attached to the following units: **BROTHERHOOD TERMINATOR SQUAD, PALADIN SQUAD**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Gate of Infinity**

Hammerhand (Psychic): While this model is leading a unit, melee weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

Eye of Judgement (Psychic): Each time this model makes an attack, you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Brother-Captain**

This model is equipped with: storm bolter; Nemesis force weapon.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, GRENADES, TERMINATOR, IMPERIUM, BROTHER-CAPTAIN**

FACTION KEYWORDS: **GREY KNIGHTS**

BROTHERHOOD CHAMPION

M	T	SV	W	LD	OC
6"	4	2+	4	6+	1

4+ INVULNERABLE SAVE



A Brotherhood Champion acts as an exemplar of martial prowess to which all Grey Knights aspire. He is a warrior of peerless skill who mentors recruits in the ways of the blade. Upon the battlefield, these singular warriors set a merciless example to their brothers, singling out the war leaders of the enemy host and cutting them down in brutal duels where only victory matters.

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Nemesis force weapon [PRECISION, PSYCHIC]	Melee	5	2+	6	-2	2

LEADER

This model can be attached to the following units: **PURGATION SQUAD, STRIKE SQUAD**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Gate of Infinity**

Clarion of Haste (Psychic): While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Inspiring Exemplar: Each time this model destroys an enemy **CHARACTER** model in the Fight phase, you gain 1CP and until the end of the battle, add 1 to the Attacks characteristic of its Nemesis force weapon.

UNIT COMPOSITION

- **1 Brotherhood Champion**

This model is equipped with: storm bolter; Nemesis force weapon.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, GRENADES, IMPERIUM, BROTHERHOOD CHAMPION**

FACTION KEYWORDS: **GREY KNIGHTS**

BROTHERHOOD LIBRARIAN

M	T	SV	W	LD	OC
5"	5	2+	5	6+	1

4+ INVULNERABLE SAVE



Even in a Chapter of potent psykers, the Grey Knights' Librarians wield the energies of the Warp with exacting control and devastating power. Even as they shield their battle-brothers with whirling storms of psychic flame and the warding sigils wrought into their arcane wargear, the Librarians gather their true might before unleashing it in vortices of devastating sorcerous annihilation.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Vortex of Doom [BLAST, PSYCHIC]	18"	D6+3	3+	8	-2	2

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

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-weapon
  - 1 storm bolter

LEADER

This model can be attached to the following units: **BROTHERHOOD TERMINATOR SQUAD, PALADIN SQUAD**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Gate of Infinity**

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

Haloed in Soulfire (Psychic): While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

UNIT COMPOSITION

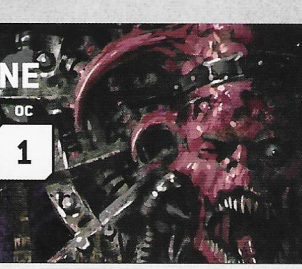
- **1 Brotherhood Librarian**

This model is equipped with: Nemesis force weapon; Vortex of Doom.

KEYWORDS: **INFANTRY, CHARACTER, TERMINATOR, PSYKER, IMPERIUM BROTHERHOOD LIBRARIAN**

FACTION KEYWORDS: **GREY KNIGHTS**

BROTHERHOOD TECHMARINE



M	T	SV	W	LD	OC
6"	4	2+	4	6+	1

On those occasions when their duties take them to the battlefield, the Grey Knights' Techmarines turn all their arcane engineering lore to preserving their Chapter's irreplaceable war machines. Relying more upon the gifts of the Omnissiah than the psychic talents employed so widely by their brothers, the Techmarines wield potent blades and firearms against the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Forge bolter	24"	3	2+	5	-1	2
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	3+	8	-2	3

LEADER

This model can be attached to the following units: **STRIKE SQUAD, PURGATION SQUAD, PURIFIER SQUAD**

UNIT COMPOSITION

- **1 Brotherhood Techmarine**

This model is equipped with: forge bolter; grav-pistol; Omnissian power axe; servo-arm.

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Gate of Infinity**

Techmarine: While this model is within 3" of one or more friendly **GREY KNIGHTS VEHICLE** units, this model has the Lone Operative ability.

Blessing of the Omnissiah: In your Command phase, you can select one friendly **GREY KNIGHTS VEHICLE** model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that **VEHICLE** model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Guardians of the Machine: Each time an enemy unit ends a charge move within Engagement Range of one or more **GREY KNIGHTS VEHICLE** units from your army and within 6" of this model's unit, you can target this model's unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, GRENADES, IMPERIUM, BROTHERHOOD TECHMARINE**

FACTION KEYWORDS: **GREY KNIGHTS**

BROTHERHOOD CHAPLAIN



M	T	SV	W	LD	OC
5"	5	2+	5	5+	1

4+ INVULNERABLE SAVE

Chaplains safeguard the spiritual sanctity of their battle-brothers and the Chapter as a whole. They chant liturgies of sacred fortitude and unmerciful zeal, projecting these both in the form of stentorian, vox-amplified oration and through telepathic sorcery directly into the minds of their fellows. In this way, the Chaplains help to bolster the Grey Knights' already formidable resolve.

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

LEADER

This model can be attached to the following units: **BROTHERHOOD TERMINATOR SQUAD, PALADIN SQUAD**

ABILITIES

CORE: **Deep Strike**

FACTION: **Gate of Infinity**

Zealous Path: While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Litanies of Sanctity: Once per battle, at the start of any phase, you can select one friendly **GREY KNIGHTS** unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

UNIT COMPOSITION

- **1 Brotherhood Chaplain**

This model is equipped with: storm bolter; crozius arcanum.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, TERMINATOR, IMPERIUM, BROTHERHOOD CHAPLAIN**

FACTION KEYWORDS: **GREY KNIGHTS**

BROTHERHOOD TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	2

4+ INVULNERABLE SAVE



Massively armoured, heavily armed and ruthlessly devoted to their sacred duties, Grey Knights Terminators form the indomitable heart of many strike forces. Some squads are accompanied by Apothecaries, whose nartheciums dispense healing salves to staunch grievous wounds, or Ancients who hold aloft finely wrought banners to inspire their battle-brothers in war.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [PRECISION, PSYCHIC, SUSTAINED HITS 1]	24"	6	3+	5	0	1
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

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Terminator's storm bolter can be replaced with one of the following:
  - 1 incinerator
  - 1 psilencer
  - 1 psycannon
- 1 Terminator can have its storm bolter replaced with 1 Apothecary's nartheciun.
- 1 Terminator's storm bolter can be replaced with one of the following:
  - 1 incinerator and 1 Ancient's banner
  - 1 psilencer and 1 Ancient's banner
  - 1 psycannon and 1 Ancient's banner
  - 1 storm bolter and 1 Ancient's banner*

**That model's storm bolter cannot be replaced.*

ABILITIES

CORE: **Deep Strike**

FACTION: **Gate of Infinity**

Force Edge (Psychic): Each time a model in this unit makes a melee attack that targets a unit (excluding **MONSTERS** and **VEHICLES**), improve the Armour Penetration characteristic of that attack by 1.

WARGEAR ABILITIES

Ancient's Banner: Add 1 to the Objective Control characteristic of models in the bearer's unit.

Apothecary's Narthecium: In your Command phase, if the bearer is not destroyed, you can return 1 destroyed model (excluding **CHARACTERS**) to the bearer's unit.

UNIT COMPOSITION

- **1 Justicar**
- **3-9 Terminators**

Every model is equipped with: storm bolter; Nemesis force weapon.

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

FACTION KEYWORDS: **GREY KNIGHTS**



STRIKE SQUAD

M	T	SV	W	LD	OC
6"	4	2+	2	6+	2



Strike Squads act as vanguard forces, employing teleport technologies and sorcery to manifest deep within the enemy lines. Once in position, they launch devastating shock assaults against unprepared foes, wielding an arsenal of Nemesis force weaponry, heavy firepower and psychic fury to capture and sorcerously ward vital tactical locations.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [PRECISION, PSYCHIC, SUSTAINED HITS 1]	24"	6	3+	5	0	1
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
Close combat weapon	Melee	3	3+	4	0	1
Nemesis force weapon [PSYCHIC]	Melee	3	3+	6	-2	2

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Grey Knight's storm bolter and Nemesis force weapon can be replaced with one of the following:
  - 1 incinerator and 1 close combat weapon
  - 1 psilencer and 1 close combat weapon
  - 1 psycannon and 1 close combat weapon

ABILITIES

CORE: **Deep Strike, Scouts 6"**

FACTION: **Gate of Infinity**

Sanctifying Ritual (Psychic): At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

UNIT COMPOSITION

- **1 Justicar**
- **4-9 Grey Knights**

Every model is equipped with: storm bolter; Nemesis force weapon.

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

FACTION KEYWORDS: **GREY KNIGHTS**

PALADIN SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

4+ INVULNERABLE SAVE



Even amongst the rarefied ranks of the Grey Knights, Paladins are exceptional warriors whose potent psychic powers intertwine seamlessly with their martial bladework to devastate even the mightiest foes. Often accompanied by Apothecaries or banner-bearing Ancients, they are the favoured bodyguards of Brother-Captains and Grand Masters alike.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [PRECISION, PSYCHIC, SUSTAINED HITS 1]	24"	6	2+	5	0	1
Psycannon [PSYCHIC]	24"	3	2+	8	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

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

WARGEAR OPTIONS

- For every 5 models in this unit, up to 2 Paladins can each have their storm bolter replaced with one of the following:
  - 1 incinerator
  - 1 psilencer
  - 1 psycannon
- 1 Paladin can have its storm bolter replaced with 1 Apothecary's narthecium.
- 1 Paladin's storm bolter can be replaced with one of the following:
  - 1 incinerator and 1 Ancient's banner
  - 1 psilencer and 1 Ancient's banner
  - 1 psycannon and 1 Ancient's banner
  - 1 storm bolter and 1 Ancient's banner*

**That model's storm bolter cannot be replaced.*

ABILITIES

CORE: **Deep Strike**

FACTION: **Gate of Infinity**

Attuned Onslaught (Psychic): Each time this unit makes a Charge move, until the end of the turn, add 1 to the Damage characteristic of melee weapons equipped by **PALADIN SQUAD** models in this unit.

WARGEAR ABILITIES

Ancient's Banner: Add 1 to the Objective Control characteristic of models in the bearer's unit.

Apothecary's Narthecium: In your Command phase, if the bearer is not destroyed, you can return 1 destroyed model (excluding **CHARACTERS**) to the bearer's unit.

UNIT COMPOSITION

- **1 Paragon**
- **3-9 Paladins**

Every model is equipped with: storm bolter; Nemesis force weapon.

KEYWORDS: **INFANTRY, PSYKER, TERMINATOR, GRENADES, IMPERIUM, PALADIN SQUAD**

FACTION KEYWORDS: **GREY KNIGHTS**

PURIFIER SQUAD

M	T	SV	W	LD	OC
6"	4	2+	2	6+	1



The Purifiers blast onto the battlefield, wreathed in a blinding maelstrom of psychic light. Utterly dedicated to the eradication of the most dreadful threats to Mankind, they carve a bloody path into the very heart of even the most immense and terrible hordes, driven unwaveringly onward by their sanctity of purpose, scouring the foe from their path with blasts of sorcerous soul fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [PRECISION, PSYCHIC, SUSTAINED HITS 1]	24"	6	3+	5	0	1
Psycannon [PSYCHIC]	24"	3	3+	8	-1	2
Purifying Flame [ANTI-INFANTRY 2+, IGNORES COVER, PSYCHIC]	18"	1	3+	4	-2	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

WARGEAR OPTIONS

- For every 5 models in this unit, up to 2 Purifiers can each have their storm bolter and Nemesis force weapon replaced with one of the following:
  - 1 incinerator and 1 close combat weapon
  - 1 psilencer and 1 close combat weapon
  - 1 psycannon and 1 close combat weapon

ABILITIES

CORE: **Deep Strike**

FACTION: **Gate of Infinity**

Sanctity of Purpose: Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

UNIT COMPOSITION

- **1 Knight of the Flame**
- **4-9 Purifiers**

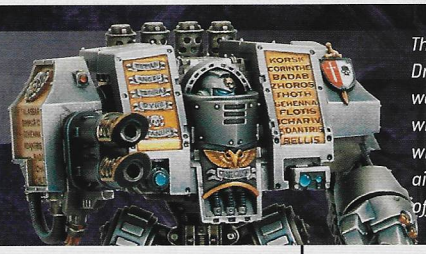
Every model is equipped with: Purifying Flame; storm bolter; Nemesis force weapon.

KEYWORDS: **Infantry, Psyker, Grenades, Imperium, Purifier Squad**

FACTION KEYWORDS: **Grey Knights**

VENERABLE DREADNOUGHT

M	T	SV	W	LD	OC
8"	9	2+	8	6+	3



The ancient Grey Knights interred within Venerable Dreadnought sarcophagi direct their potent heavy weapons and the blows of their hydraulic fists with time-honed skill. Yet their many centuries of wisdom and experience are most valuable of all, aiding them in commanding strike forces while offering psychic guidance to their battle-brothers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy flamer [TORRENT, IGNORES COVER]	12"	D6	N/A	5	-1	1
Heavy plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	2
Heavy plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dreadnought combat weapon	Melee	5	3+	12	-2	3

WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
  - 1 heavy plasma cannon
  - 1 twin lascannon
- This model's storm bolter can be replaced with 1 heavy flamer.

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

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Gate of Infinity**

Guidance of the Ancients (Psychic): In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a **Grey Knights** model from your army makes an attack that targets that unit, add 1 to the Hit roll.

UNIT COMPOSITION

- **1 Venerable Dreadnought**

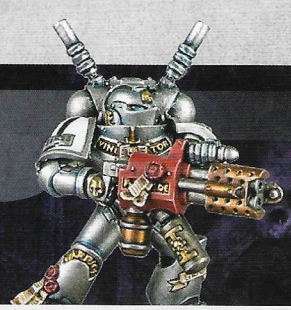
This model is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

KEYWORDS: **Vehicle, Walker, Character, Psyker, Smoke, Imperium, Venerable Dreadnought**

FACTION KEYWORDS: **Grey Knights**

INTERCEPTOR SQUAD

M	T	SV	W	LD	OC
12"	4	2+	2	6+	1



Interceptor squads embody the Grey Knights' ability to respond rapidly to crises and emergent threats. Their teleporters enable them to flicker in and out of realspace, performing short-ranged teleport 'shunts' and bursting from the Warp repeatedly with guns blazing and Nemesis force weapons singing as they butcher the unsuspecting foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [PRECISION, PSYCHIC, SUSTAINED HITS 1]	24"	6	3+	5	0	1
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
Close combat weapon	Melee	3	3+	4	0	1
Nemesis force weapon [PSYCHIC]	Melee	3	3+	6	-2	2

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Interceptor's storm bolter and Nemesis force weapon can be replaced with one of the following:
  - 1 incinerator and 1 close combat weapon
  - 1 psilencer and 1 close combat weapon
  - 1 psycannon and 1 close combat weapon

ABILITIES

CORE: **Deep Strike**

FACTION: **Gate of Infinity**

Personal Teleporters: In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

UNIT COMPOSITION

- **1 Interceptor Justicar**
- **4-9 Interceptors**

Every model is equipped with: storm bolter; Nemesis force weapon.

KEYWORDS: **INFANTRY, PSYKER, FLY, GRENADES, IMPERIUM, INTERCEPTOR SQUAD**

FACTION KEYWORDS: **GREY KNIGHTS**

PURGATION SQUAD

M	T	SV	W	LD	OC
6"	4	2+	2	6+	1



Providing vital heavy-fire support for the highly mobile assaults favoured by the Grey Knights, Purgation Squads comprise master sharpshooters armed with powerful firearms. Focusing their psychic potential to detect foes concealed in the heaviest cover and even bend their shots through the air to seek their prey, their volleys leave the enemy cowering in abject terror.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [PRECISION, PSYCHIC, SUSTAINED HITS 1]	24"	6	3+	5	0	1
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
Close combat weapon	Melee	3	3+	4	0	1
Nemesis force weapon [PSYCHIC]	Melee	3	3+	6	-2	2

WARGEAR OPTIONS

- Up to 4 Purgators can each have their storm bolter and Nemesis force weapon replaced with one of the following:
  - 1 incinerator and 1 close combat weapon
  - 1 psilencer and 1 close combat weapon
  - 1 psycannon and 1 close combat weapon

ABILITIES

CORE: **Deep Strike**

FACTION: **Gate of Infinity**

Righteous Persecution: In your Shooting phase, after this unit has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks: until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it.

UNIT COMPOSITION

- **1 Purgator Justicar**
- **4-9 Purgators**

Every model is equipped with: storm bolter; Nemesis force weapon.

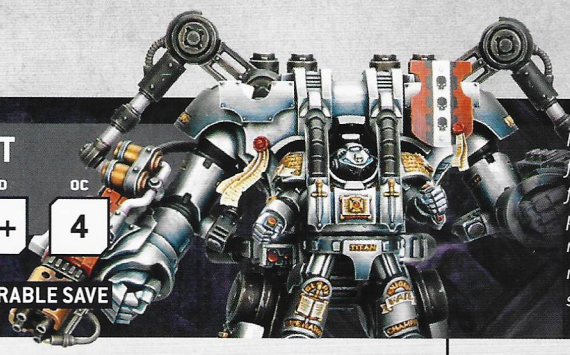
KEYWORDS: **INFANTRY, PSYKER, GRENADES, IMPERIUM, PURGATION SQUAD**

FACTION KEYWORDS: **GREY KNIGHTS**

NEMESIS DREADKNIGHT

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

4+ INVULNERABLE SAVE



Nemesis Dreadknights wield enormous Nemesis force weapons and provide devastating heavy firepower. The lowering psychic presences of their pilots coupled with servo-assisted speed and might enables these exo-suits to stride through ranks of foes like giants, heedless of those who seek to bar their advance.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gatling psilencer [PSYCHIC, SUSTAINED HITS 1]	24"	12	3+	6	0	1
Heavy incinerator [IGNORES COVER, TORRENT]	18"	2D6	N/A	6	-1	1
Heavy psycannon [IGNORES COVER, PSYCHIC]	24"	6	3+	10	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dreadfists	Melee	6	2+	6	-1	1
Nemesis daemon greathammer [PSYCHIC]	Melee	5	3+	14	-3	D6+1
▰ Nemesis greatsword – strike [PSYCHIC]	Melee	5	2+	10	-2	D6
▰ Nemesis greatsword – sweep [PSYCHIC]	Melee	10	2+	5	-1	1

WARGEAR OPTIONS

- This model's dreadfists can be replaced with one of the following:
  - 1 Nemesis daemon greathammer
  - 1 Nemesis greatsword
- This model can be equipped with up to two of the following, but cannot take duplicates:
  - 1 gatling psilencer
  - 1 heavy incinerator
  - 1 heavy psycannon

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

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Gate of Infinity**

Indomitable Spirit (Psychic): This model is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

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.

UNIT COMPOSITION

- **1 Nemesis Dreadknight**

This model is equipped with: dreadfists.

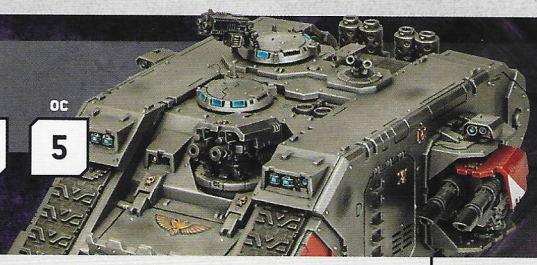
KEYWORDS: **VEHICLE, WALKER, PSYKER, IMPERIUM, NEMESIS DREADKNIGHT**

FACTION KEYWORDS: **GREY KNIGHTS**



LAND RAIDER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



The redoubtable Land Raider is the perfect armoured transport tank for the Grey Knights. Its arsenal of potent firepower is more than enough to mow down hordes of foes and blast their armour support to scrap even as the Land Raider roars forward to deliver its passengers into the heart of the shell-shocked enemies' lines.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Godhammer lascannon	48"	2	3+	12	-3	D6+1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: **Deadly Demise D6**

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Land Raider**

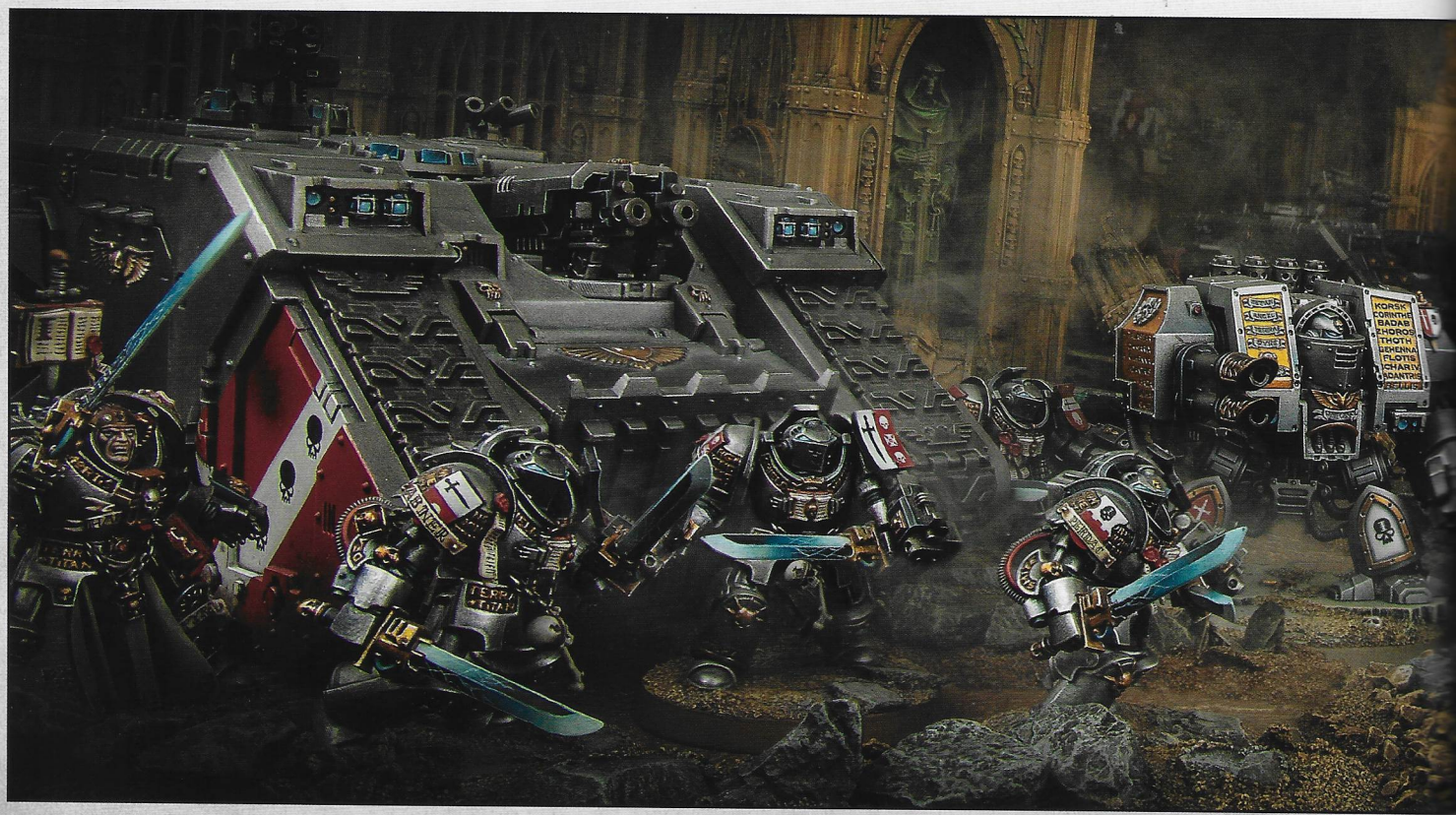
This model is equipped with: 2 godhammer lascannons; twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **GREY KNIGHTS INFANTRY** models. Each **TERMINATOR** model takes up the space of 2 models.

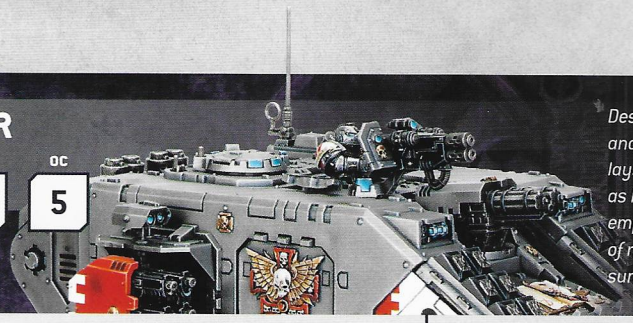
KEYWORDS: **VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER**

FACTION KEYWORDS: **GREY KNIGHTS**



LAND RAIDER CRUSADER

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5



Designed for storming defence lines and trenches, the Land Raider Crusader lays down withering anti-personnel fire as it advances. The Grey Knights often employ it to tear through the defenders of ritual sites and halt their diabolical summoning rites.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: **Deadly Demise D6**

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Land Raider Crusader**

This model is equipped with: 2 hurricane bolters; twin assault cannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 16 **GREY KNIGHTS INFANTRY** models. Each **TERMINATOR** model takes up the space of 2 models.

KEYWORDS: **VEHICLE, TRANSPORT, SMOKE, GRENADES, IMPERIUM, LAND RAIDER, CRUSADER**

FACTION KEYWORDS: **GREY KNIGHTS**



LAND RAIDER REDEEMER

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5

A terror weapon with few equals, the Land Raider Redeemer mounts enormous flamestorm cannons. Those fielded by the Grey Knights project arcs of blinding sanctified flame that ignite the soul and the psyche as well as the physical and make these tanks exceptional tools for rooting supernatural horrors and entrenched heretics out of the densest cover.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flamestorm cannon [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-2	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: **Deadly Demise D6**

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Land Raider Redeemer**

This model is equipped with: 2 flamestorm cannons; twin assault cannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 14 **GREY KNIGHTS INFANTRY** models. Each **TERMINATOR** model takes up the space of 2 models.

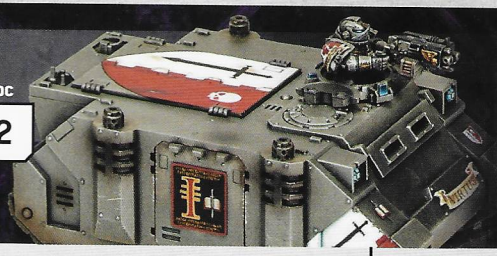
KEYWORDS: **VEHICLE, TRANSPORT, SMOKE, GRENADES, IMPERIUM, LAND RAIDER, REDEEMER**

FACTION KEYWORDS: **GREY KNIGHTS**



RHINO

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



Dauntless, durable and ruggedly resilient, Rhinos have been the ubiquitous armoured transport of the Space Marines for millennia. Those fielded by the Grey Knights are heavily warded, their hulls shot through with truesilver psychocircuitry that redoubles the protection of the Aegis in their vicinity.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 additional storm bolter.

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 2**

Truesilver Aegis (Aura): While a friendly **GREY KNIGHTS** unit is wholly within 6" of this unit, models in that unit have the Feel No Pain 6+ ability against mortal wounds.

UNIT COMPOSITION

- **1 Rhino**

This model is equipped with: storm bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **GREY KNIGHTS INFANTRY** models. It cannot transport **TERMINATOR** models.

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, RHINO**

FACTION KEYWORDS: **GREY KNIGHTS**

RAZORBACK

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



The Razorback is an adaptation of the Rhino that sacrifices some transport capacity for a hull-mounted heavy weapon's ammunition and power cells, ideal for rapidly transporting elite teams of power-armoured Grey Knights into battle. Razorbacks are thus able to lay down coordinated covering fire as their passengers disembark.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model's twin heavy bolter can be replaced with 1 twin lascannon.

ABILITIES

CORE: **Deadly Demise D3**

Fire Focus: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

UNIT COMPOSITION

- **1 Razorback**

This model is equipped with: twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 6 **GREY KNIGHTS INFANTRY** models. It cannot transport **TERMINATOR** models.

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, RAZORBACK**

FACTION KEYWORDS: **GREY KNIGHTS**

STORMHAWK INTERCEPTOR

M	T	SV	W	LD	OC
20+"	9	3+	10	6+	0



As pugnacious as it is swift and agile, the Stormhawk Interceptor is an exceptional air superiority fighter. With a Grey Knight in the pilot seat and its hull worked with sorcerous wards, this craft can blast winged daemonic abominations from the skies and slay heretic aircraft in vicious dogfights.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus stormcannon [ANTI-FLY 2+]	48"	6	3+	7	-1	2
Las-talon	36"	2	3+	10	-3	D6+1
Skyhammer missile launcher [ANTI-FLY 2+]	48"	3	3+	8	-1	D3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's las-talon can be replaced with 1 Icarus stormcannon.
- This model's skyhammer missile launcher can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 typhoon missile launcher

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

ABILITIES

CORE: **Deadly Demise D3, Hover**

Interceptor: Each time this model makes a ranged attack that targets a unit that can **FLY**, add 1 to the Hit roll.

UNIT COMPOSITION

- **1 Stormhawk Interceptor**

This model is equipped with: las-talon; skyhammer missile launcher; twin assault cannon; armoured hull.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, SMOKE, IMPERIUM, STORMHAWK INTERCEPTOR**

FACTION KEYWORDS: **GREY KNIGHTS**

STORMTALON GUNSHIP

M	T	SV	W	LD	OC
20+"	9	3+	10	6+	0



Stormtalon Gunships are highly manoeuvrable aircraft that are versatile in their role and choice of target. Often running escort duties for larger craft, they hunt down Warp-spawned foes. Using vectored afterburners, their pilots unleash ground attacks, saturating teleportation zones with fire and clearing them for their brothers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Skyhammer missile launcher [ANTI-FLY 2+]	48"	3	3+	8	-1	D3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin lascannon
  - 1 typhoon missile launcher

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

ABILITIES

CORE: **Deadly Demise D3, Hover**

Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot **FLY**, add 1 to the Hit roll.

UNIT COMPOSITION

- **1 Stormtalon Gunship**

This model is equipped with: skyhammer missile launcher; twin assault cannon; armoured hull.

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

FACTION KEYWORDS: **GREY KNIGHTS**

STORMRAVEN GUNSHIP

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0



Powerful close-support aircraft, Stormraven Gunships can deploy Grey Knights and even a revered Dreadnought where empyric disturbances prevent teleportation. Resilient and bristling with heavy weapons, Stormravens excel in armoured assaults and the fiery purgations of landing zones.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Stormstrike missile launcher	48"	1	3+	10	-3	D6+2
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy plasma cannon – standard [BLAST, TWIN-LINKED]	36"	3	3+	7	-2	2
Twin heavy plasma cannon – supercharge [BLAST, HAZARDOUS, TWIN-LINKED]	36"	3	3+	8	-3	3
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6
Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 2 hurricane bolters.
- This model's twin assault cannon can be replaced with one of the following:
  - 1 twin heavy plasma cannon
  - 1 twin lascannon
- This model's typhoon missile launcher can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin multi-melta

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

ABILITIES

CORE: **Deadly Demise D6, Hover**

Armoured Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Stormraven Gunship**

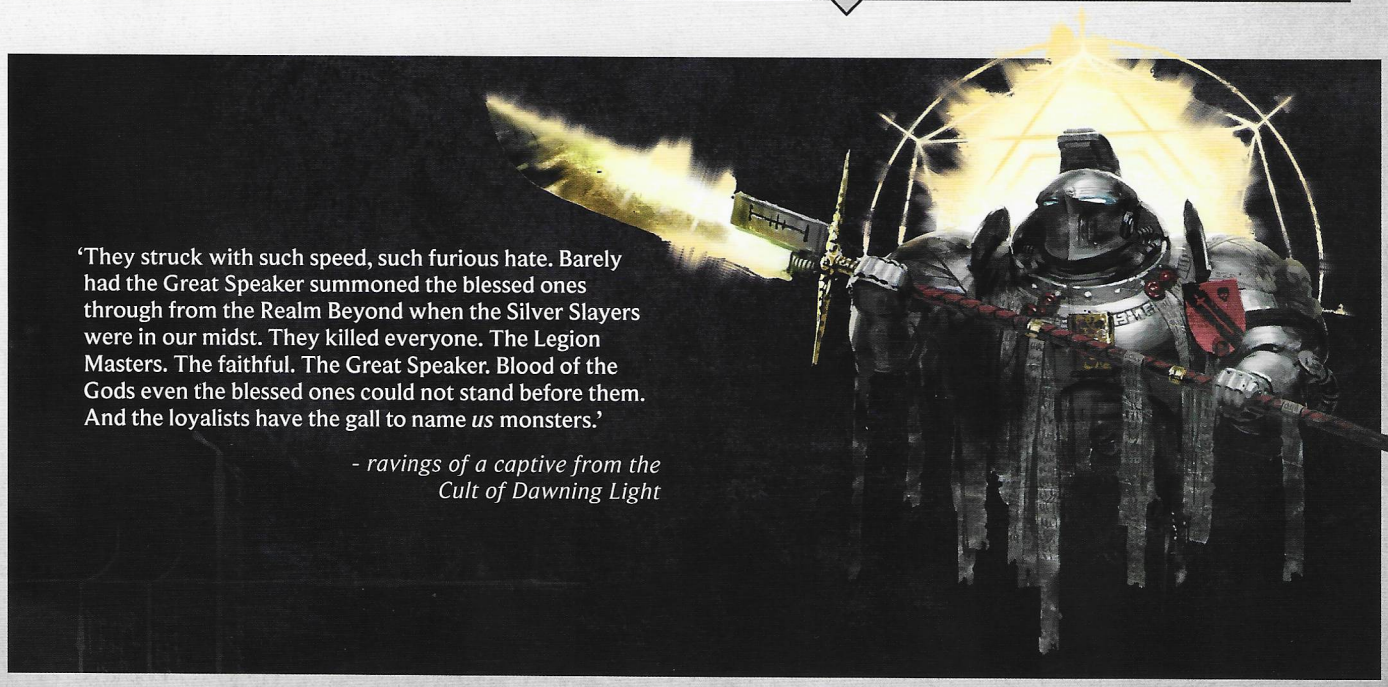
This model is equipped with: 2 stormstrike missile launchers; twin assault cannon; typhoon missile launcher; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **GREY KNIGHTS INFANTRY** models and 1 **GREY KNIGHTS VENERABLE DREADNOUGHT** model. Each **TERMINATOR** model takes up the space of 2 models.

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

FACTION KEYWORDS: **GREY KNIGHTS**



'They struck with such speed, such furious hate. Barely had the Great Speaker summoned the blessed ones through from the Realm Beyond when the Silver Slayers were in our midst. They killed everyone. The Legion Masters. The faithful. The Great Speaker. Blood of the Gods even the blessed ones could not stand before them. And the loyalists have the gall to name *us* monsters.'

- ravings of a captive from the Cult of Dawning Light

WARGEAR OF THE GREY KNIGHTS

INFANTRY FIREARMS

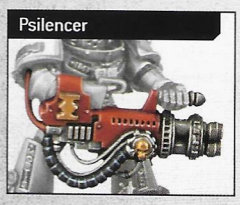
Storm bolter



Incinerator



Psilencer



Psycannon

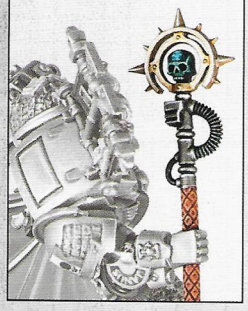


FORBIDDEN WORKINGS

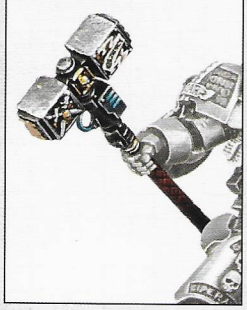
The weapons of the 666th Chapter are built upon fundamental Imperial technologies. Yet, they conceal secret components and workings that would draw accusations of tech-heresy anywhere else in the Imperium, from microscopic sigils of Warp sorcery inscribed upon internal components to stolen fragments of xenotechnology.

NEMESIS FORCE WEAPONS

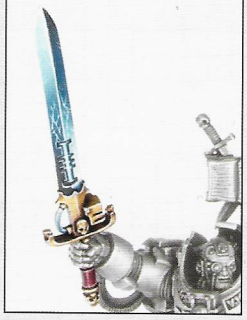
Nemesis warding stave



Nemesis daemon hammer



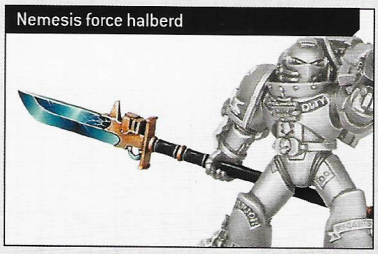
Nemesis force sword



Nemesis falchions



Nemesis force halberd

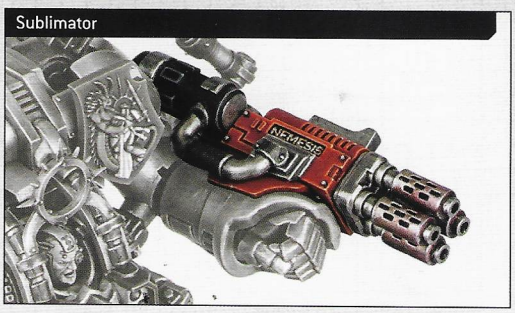


THE STONE OF SORCERY

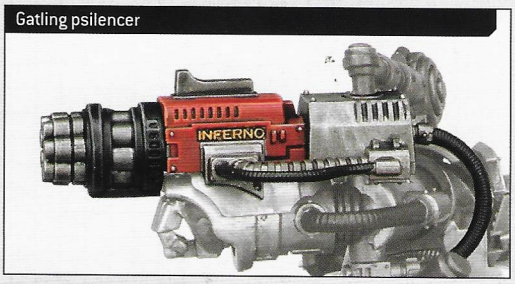
Amongst the strangest of esoteric materials available to Imperial artisans is noctilith, more commonly called blackstone. Mined from certain quarry worlds and ancient xenos ruins, noctilith has a unique property in that it can be tuned to either attract or violently repel the energies of the Warp. The Grey Knights use blackstone in their warding sigils, worked into the hafts and hilts of Nemesis force weaponry and wherever else its unique attribute can be of use.

DREADKNIGHT RANGED ARMAMENTS

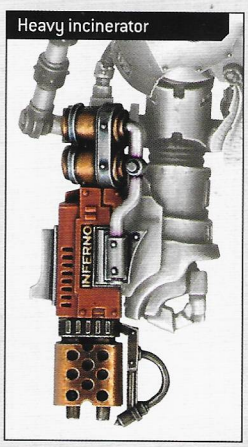
Sublimator



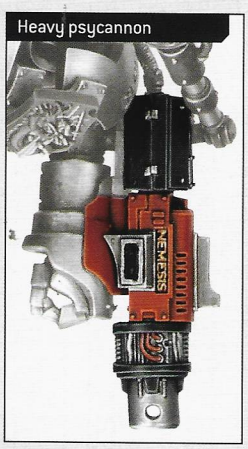
Gatling psilencer



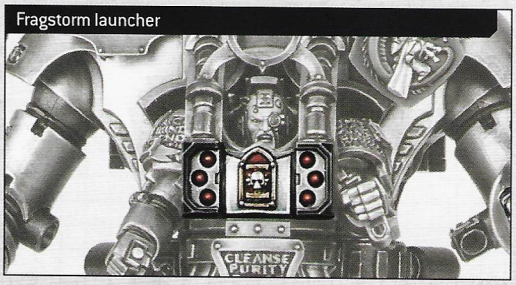
Heavy incinerator



Heavy psycannon



Fragstorm launcher

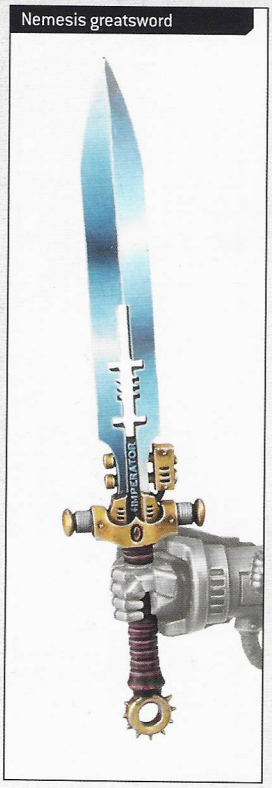


MIND IMPULSE UNITS

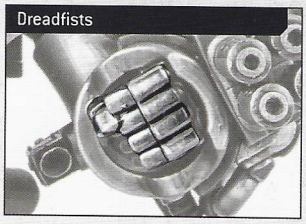
Both the machine bodies of Dreadnoughts and Nemesis Dreadknight exo-frames are operated by their pilots via MIU interface. A rare technology whose most iconic use is to connect the Princeps of the Titan Legions to their colossal war engines, these devices link an organic brain directly to a complex machine, allowing for real-time neural control.

DREADKNIGHT CLOSE-QUARTERS ARMAMENTS

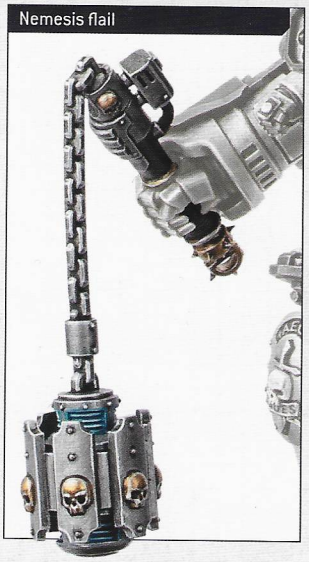
Nemesis greatsword



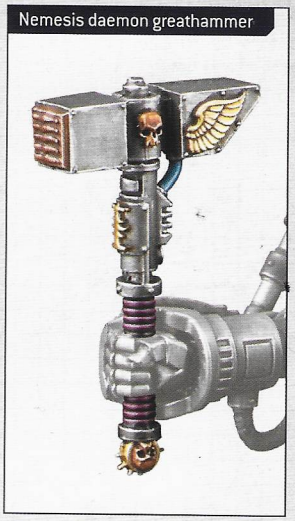
Dreadfists



Nemesis flail



Nemesis daemon greathammer



Nemesis mace



PSYCHOCIRCUITRY

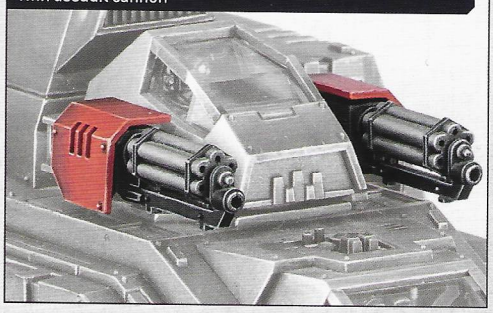
The term psychocircuitry encompasses a wide range of internal wiring configurations and webs of truesilver electrowards. Some psychocircuits are defensive, generating contra-empyric resonance or bolstering psy-kinetic shielding. Others thread through the grips of Grey Knights' weapons and the palms of armoured gauntlets and machine fists to channel the focused psychic power of their wielder into the armament to better smite their targets with ensorceled ferocity.

ARMOURED FIREPOWER

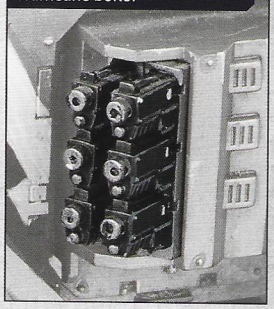
Twin lascannon



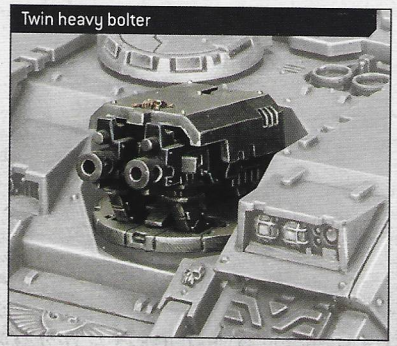
Twin assault cannon



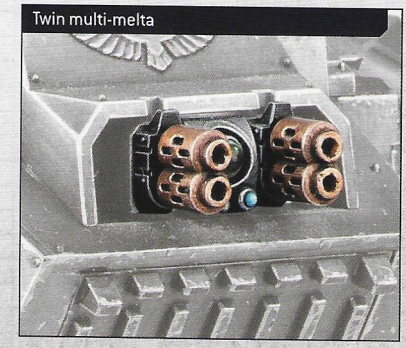
Hurricane bolter



Twin heavy bolter



Twin multi-melta



SPIRITUS MACHINA

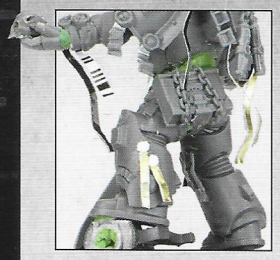
All Imperial machinery, from the simplest autoquill to the mightiest war engine, is believed to have an animating machine spirit whose placation ensures proper operation and whose animus is vital to the mechanism's operation. The machine spirits of those weapons and war machines crafted on Deimos are said to be incorruptible, steeped in the blessings of the divine Omnissiah and impervious to the heretical scrapcode and insidious corruptions of Chaos.

GREY KNIGHTS CHAMPIONS

The war leaders of the Grey Knights are formidable and impressive warriors, and including them in your collection provides an exciting opportunity to convert your own expressions of these characters.

On these pages, you will find several Grey Knights characters carefully built, converted and painted by members of the Warhammer Studio. Each represents a personal interpretation of the aesthetic of this secretive and deadly Chapter, inspired by Warhammer 40,000 artwork and illustrations produced over several decades.

Primarily, these conversions have been achieved using models and spare components from the Grey Knights range of Citadel miniatures, along with modelling and painting techniques ranging from simple to more advanced. Each is a good source of inspiration for your collections, whether you wish to convert models, create your paint scheme, or both.



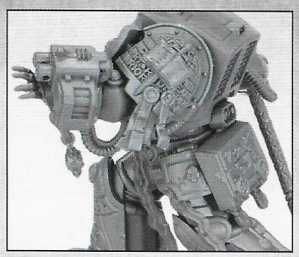




BROTHERHOOD CHAMPION

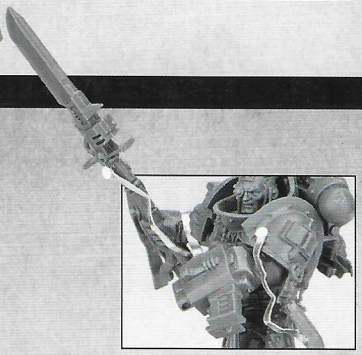
Harry based his model on the Castellan Crowe kit, posing it with a sword from the Brotherhood Terminator Squad kit to give it a more impressive weapon. Its pauldrons, off-hand and backpack are sourced from models in the Strike Squad kit, while the basing components show a slain Berzerker from the Khorne Berzerkers kit. Once built, Harry used heavy drybrushing to match the rest of his Grey Knights collection.

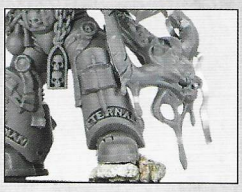




BROTHERHOOD LIBRARIAN

To create a Brotherhood Librarian, Joel started with the Librarian in Terminator Armour kit. He carefully trimmed the model's psychic hood off to accommodate a helmet from the Brotherhood Terminator Squad kit. He has further swapped the model's force axe for a Nemesis warding stave and used the backpack accessory, pauldrons and heraldic shield from the Brotherhood Terminator Squad kit to complete his conversion. To paint the model, Joel washed Drakenhof Nightshade over a Leadbelcher undercoat, then heavily drybrushed it with Ironhands Steel and Stormhost Silver.





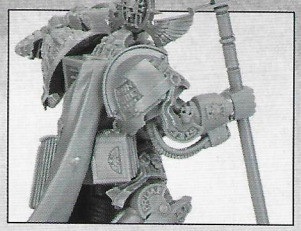
BROTHERHOOD CHAMPION

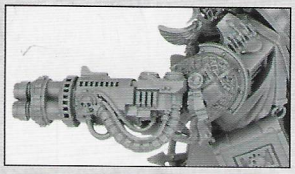
Grant was inspired by a classic piece of artwork for his Brotherhood Champion. Built using the Castellan Crowe kit's body, this conversion uses a Nemesis force halberd, head and severed daemon's head from the Brotherhood Terminator Squad kit. Grant fashioned his own flowing purity seals, but the same effect could be created using any purity seals found in different Grey Knights kits. Wanting a darker and grittier look to the model, Grant has used a technique known as volumetric painting to emphasise the play of light across its surfaces and, in so doing, deepen the dark shadows in its recesses.



GRAND MASTER

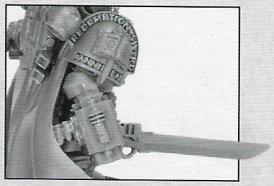
Martyn built his model using the Grand Master Voldus kit attached to the sculpted base from the Castellan Crowe kit. He sourced a force weapon, head and vambrace-mounted psilencer from the Brotherhood Terminator Squad kit to complete his conversion. Inspired by the moody look of black and white Grey Knights artwork, Martyn painted his model with a heavy wash of Nuln Oil over Stormhost Silver to achieve deep shadows and harsh highlights. He painted the Nemesis force halberd's blade using a gradient from black to silver, then a Sotek Green glaze to create a glow effect.

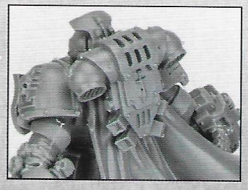












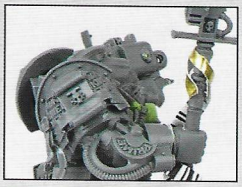
BROTHERHOOD CHAMPION

Calum has used the Castellan Crowe kit as the basis for his conversion and has dramatically altered the pose and appearance by using a head, Nemesis force falchions and purity seals from the Strike Squad kit. Calum wanted his model to be a skilled duellist engaged in a determined last stand in defence of his brotherhood's Grand Master. To emphasise this grim aesthetic and narrative, he painted his model in a heavily weathered and textured style to help give the impression that this Brotherhood Champion has been in a long and gruelling fight.

BROTHER-CAPTAIN

Carlos used the current Grey Knights kits to replicate a classic metal Brother-Captain miniature. Built primarily from the Brotherhood Terminator Squad kit, it incorporates leg and chest components from the Nemesis Dreadknight kit's pilot. Carlos has also used modelling putty to resculpt some of the model's joints and armour sections, and has fashioned his own purity seals, but the same effect could be created using any purity seals found in different Grey Knights kits. He applied glazes of Caledor Sky and then Kantor Blue over the metallic paint to achieve the blue tinge to the model's armour.



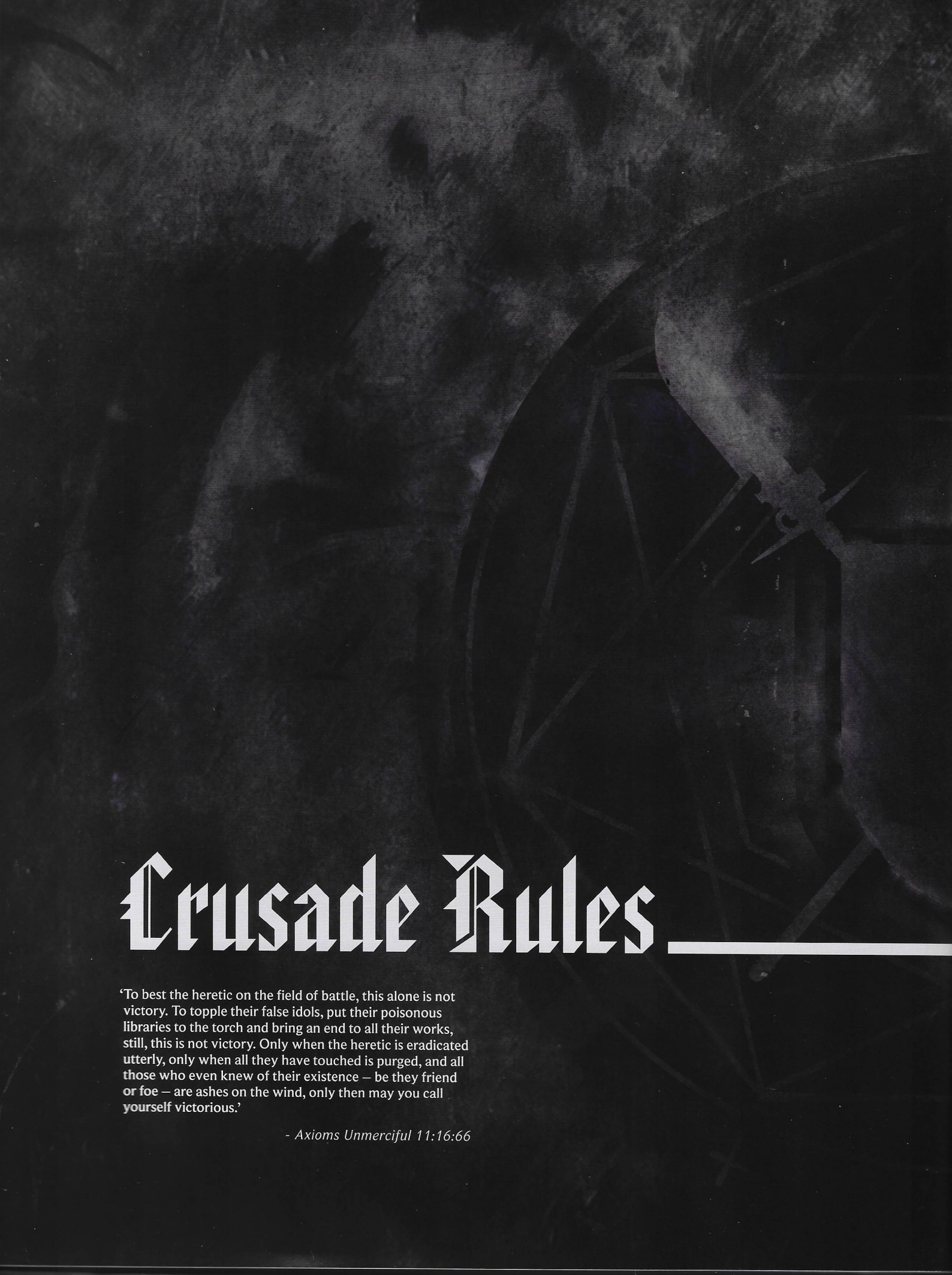






BROTHER-CAPTAIN

This Brother-Captain was painted as part of the Warhammer Studio's Grey Knights collection. It was built using a model from the Brotherhood Terminator Squad kit with a Paladin helmet, and the cloak from the Castellan Crowe kit. It has been painted using the painting guide on pages 46-47, with some additional stages to emphasise the Nemesis force halberd.



Crusade Rules

'To best the heretic on the field of battle, this alone is not victory. To topple their false idols, put their poisonous libraries to the torch and bring an end to all their works, still, this is not victory. Only when the heretic is eradicated utterly, only when all they have touched is purged, and all those who even knew of their existence – be they friend or foe – are ashes on the wind, only then may you call yourself victorious.'

- Axioms Unmerciful 11:16:66



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to the Grey Knights. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

VISIONS FROM THE AUGURIUM

The Grey Knights are guided by the Visions of their Prognosticars, striking where they are prophesied to be needed rather than reacting to their foes. The rules in this section task you with heading off the dire predictions of the Prognosticars in an effort to prevent a Chaos Incursion, equip you for dealing with such an incursion, and reward you for doing so to the best of your warriors' formidable abilities.

GIFTS OF THE PRESCIENT

Following a Chaos Incursion, the templars of Titan consolidate their resources but never rest, once more following the prescient wisdom of their Prognosticars, to regain their strength and remain the blade pressed against the throat of Chaos.

AGENDAS

Grey Knights armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

Grey Knights armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **GREY KNIGHTS** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **GREY KNIGHTS CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you can set yourself a new goal, or take the opportunity to start a new Crusade force.



VISIONS FROM THE AUGURIUM

Within the Augurium, the Prognosticars sift the currents of the Warp, seeking the empyric spoor of daemonic presences at work. Their strategic foretellings enable their battle-brothers to head off these emergent Chaos threats and banish their malefic architects.

At the start of the Select Agendas step, if there are any **GREY KNIGHTS CHARACTER** units in your Crusade army, you must consult the Prognosticars*. Each time you do, roll a D33 and consult the Augurium Vision tracker below to randomly select a Vision; that Vision is now in the Malefic state – this indicates that if left unchecked, that Vision may lead to a Chaos Incursion.

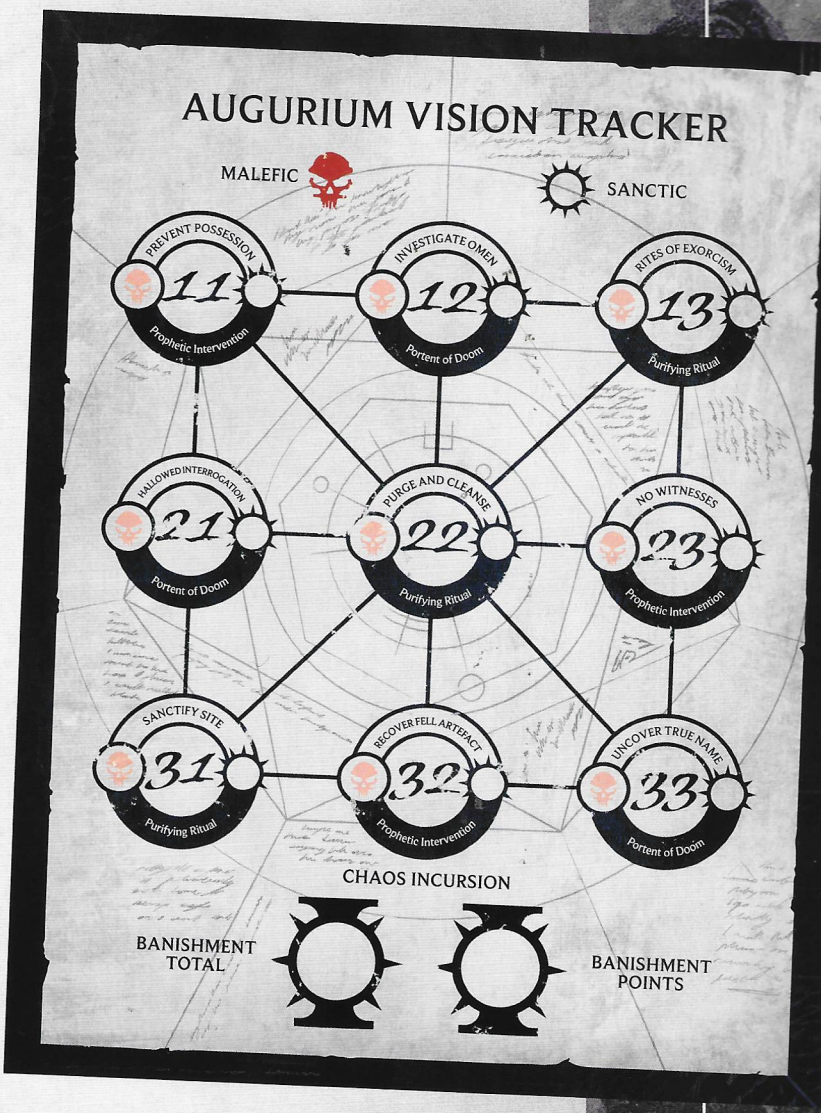
Each time you consult the Prognosticars, if there are currently no Visions in the Malefic state, or if there are four or more Visions in the Sanctic state (pg 92), you must randomly select two instead of one.

> **You cannot consult the Prognosticars while your Crusade force is combating a Chaos Incursion; this is explained in more detail on page 92.*

You can attempt to change Visions that are in the Malefic state into the Sanctic state by completing certain Grey Knights Agendas (pg 96): keep a note of this on your Augurium Vision tracker. Note, you can only change one Vision into the Sanctic state after each battle as a result of completing Agendas, even if you complete multiple Agendas that allowed you to change Visions into the Sanctic state.

The more Visions that are in the Sanctic state the more Purgation points you will gain later (pg 93).

Whenever you consult the Prognosticars, if a selected Vision is in the Sanctic state, it changes to the Malefic state instead. If a Vision is already in the Malefic state, roll again until you select one that is not in the Malefic state.





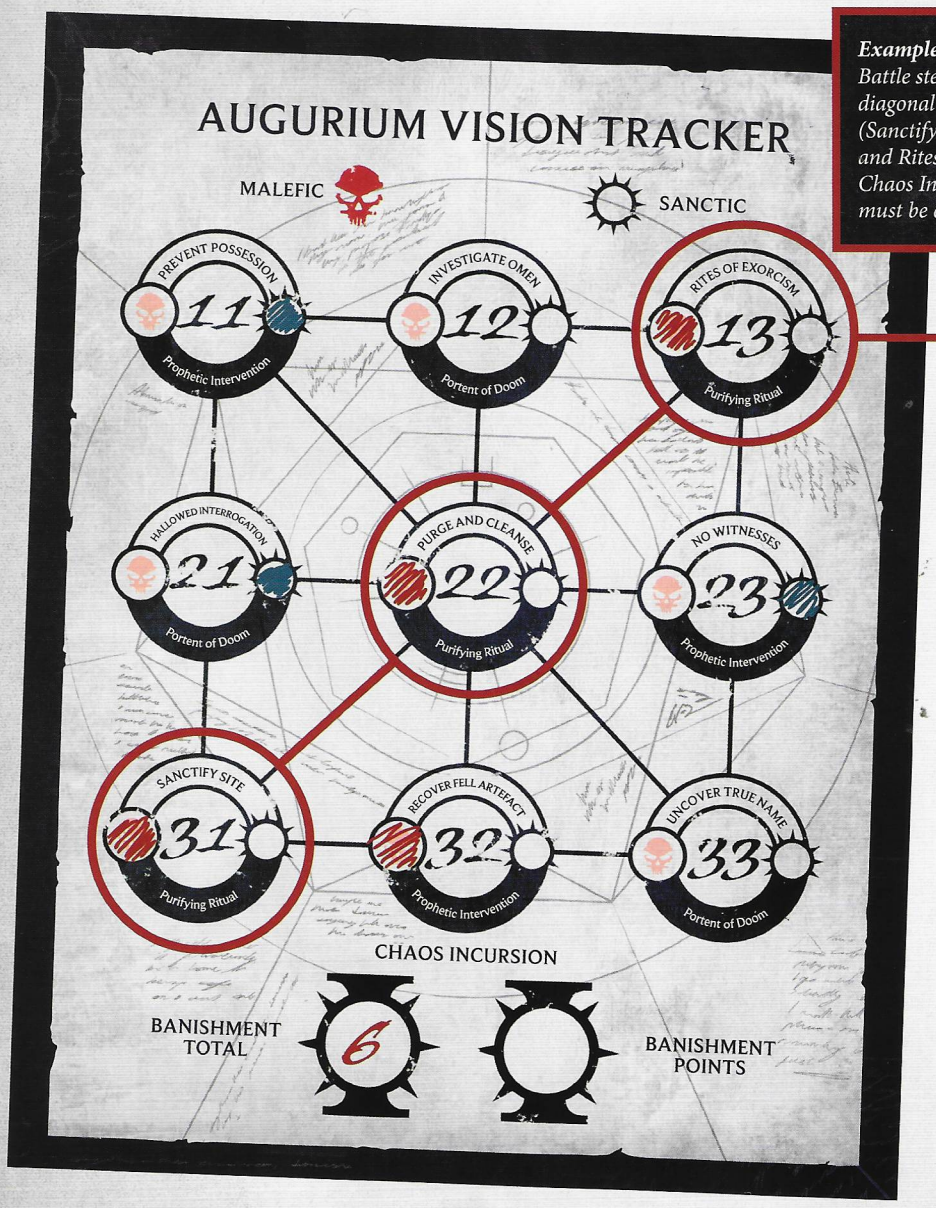
'We were too few and they too many. The path was too dangerous. The cost was too high. Others may rely upon such excuses for their failures. We do not enjoy such luxuries.'

- Castellan Crowe before the Olvorun Extermination

CHAOS INCURSION

The threat posed by the Ruinous Powers is everlasting and omnipresent. The Grey Knights can never relax their vigilance, never cease their tireless war to deny the will of the Dark Gods. With every victory, the templars of Titan stave off the inevitable for a little longer, holding back the tides of horror for another precious day.

At the update Order of Battle step, if any row, column or diagonal of 3 Visions are all in the Malefic state, a Chaos Incursion happens that your Crusade force must combat.



Example: *At the Update Order of Battle step, three Visions on the diagonal are in the Malefic state (Sanctify Site, Purge and Cleanse, and Rites of Exorcism). This means a Chaos Incursion has happened and must be combatted!*

Designer's Note: *Players should note that a Chaos Incursion is inevitable – the actions and interventions of your Crusade force can delay the inevitable, but their efforts can only hold back the tide for so long. Eventually, a Chaos Incursion will occur. However, it is only during a Chaos Incursion that the Grey Knights' true might and dedication is displayed, and in the aftermath of such events are the deeds of such battle-brothers properly accounted for.*

While you are combating a Chaos Incursion, you cannot consult the Prognosticars, and no Visions on your Augurium Vision tracker can change state, either to Malefic or Sanctic, until the incursion has ended.

To end a Chaos Incursion, your Crusade force must acquire a number of Banishment points equal to your Banishment total. To determine your Banishment total, roll one D3 and add the number of Visions that are in the Malefic state on your Augurium Vision tracker when the incursion happened. For example, if 4 Visions are in the Malefic state and the D3 result is 2, your Banishment total for this Chaos Incursion would be 6. Keep a note of your Banishment points on your Augurium Vision tracker; you can earn them in a number of ways, such as by completing certain Agendas (pg 96), using certain Requisitions (pg 97) and via some Battle Honours. Note that you can only acquire Banishment points while your Crusade force is combating a Chaos Incursion, and you cannot gain them at any other time (any rule that instructs you to do so is ignored).

If, at the end of the Update Order of Battle step, you have reached your Banishment total, you have successfully ended this Chaos Incursion and you reset your Banishment points to 0. You then gain Purgation points which you can spend to acquire one or more Gifts of the Prescient (pg 94). Any Purgation points unspent by the time you next consult the Prognosticars are lost.

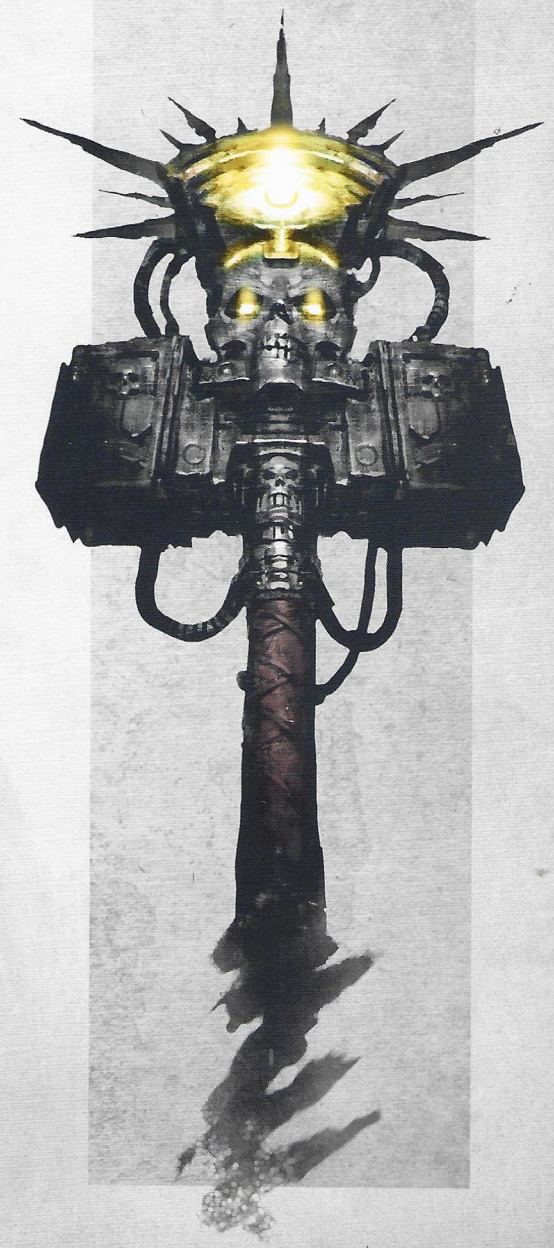
The number of Purgation points you gain are as follows:

- Each Vision that is in the Sanctic state = 1 Purgation point
- One or more rows or columns of 3 Visions are in the Sanctic state = 1 Purgation point

You should then start a brand new Augurium Vision tracker (with no Visions in either the Malefic or Sanctic state) before you consult the Prognosticars again.

'In truesilver and adamantine are we girded for war. With the power of our weapons and the power of our minds, do we go armed. From the utter righteousness of our cause, do we draw our convictions and make the choices that are ours alone to make. In blood do we cleanse His realm.'

- The Abjurator's Oath, inscribed within the Sanctum Sanctorum



GIFTS OF THE PRESCIENT

As well as foreseeing when and where Warp-tainted threats will arise, the Prognosticars sometimes furnish champions of the Chapter with insights, warnings or relics released from the Chambers of Purity. The vital importance of these boons will become clear only at the foretold moment of greatest need.

After a Chaos Incursion ends, if you have enough Purgation points to do so, you can purchase Gifts of the Prescient Battle Honours for your **GREY KNIGHTS CHARACTERS**. Note that each Gifts of the Prescient Battle Honour can only be given to models with a certain rank or higher – this is detailed at the start of each Battle Honour. The maximum number of Gifts of the Prescient Battle Honours each model in your army can have is based on their rank, as follows:

MAXIMUM NUMBER OF GIFTS OF THE PRESCIENT	RANK
1	Battle-ready
1	Blooded
2	Battle-hardened
2	Heroic
3	Legendary

Each of these Battle Honours is unique – you can only have one instance of each in your Crusade force. When gaining one of these Battle Honours, if that **CHARACTER** already has their maximum number of Battle Honours, you can choose to replace one with a Gifts of the Prescient Battle Honour.

PURGATION POINTS

2

On the following pages, Purgation points are presented as shown on the left.

AUGURY OF AGGRESSION 1

The vision speaks of onrushing assailants filled with murderous malice. The warning's recipient has already prepared his response, and the enemy appears precisely as predicted, right in the Grey Knights' gun sights.

Model with the Blooded rank or higher. Once per turn, you can target the bearer's unit with the Fire Overwatch or the Heroic Intervention Stratagem for 0CP.

HOUR OF NEED 2

The words of the Prognosticars, inscribed in sanctified ink upon vellum, reveal where and when the Grey Knights will be needed. Such accurate foresight allows for a robust and targeted response.

Model with the Battle-ready rank or higher. If your Crusade army includes the bearer, then at the Determine Attacker and Defender step, do not roll off to determine the Attacker and Defender for that battle. Instead, you choose whether you will be the Attacker. If your opponent has the same or a similar rule to become the Attacker, ignore both rules and instead determine the Attacker and Defender normally.

FATE-WOVEN KNOT 2

Appearing deceptively simple, like the fetish of some primitive culture, this knot tied from woven truesilver thread is imbued with strands of fate that lead to the bearer's demise. By cutting the knot at the crucial moment, a Grey Knight also severs the immediate futures in which he is slain.

Model with the Battle-ready rank or higher. Once per battle, at the start of any phase, the bearer can use this Battle Honour. If it does, until the end of the phase, the bearer has a 3+ invulnerable save.

WORDS OF THE RIGHTEOUS 2

An intermingling of abjurer's incantations and interwoven true names, the words upon this crumbling scroll presage the doom of those unworthy souls who are fated to know and fear them.

Model with the Blooded rank or higher. At the start of the Fight phase, each enemy unit within 3" of the bearer must take a Battle-shock test, subtracting 1 from that test if it is a **CHAOS** unit.

GEM OF INOKTU (PSYCHIC) 3

One of the fabled gems that fall as rain deep within the gas giant Inoktu, this stone has been inlaid with rare and complex psychocircuitry. Pre-attuned to the psyches of those the gem's bearer will face in battle, it allows a killing will to be focused against them.

Model with the Blooded rank or higher. At the start of your Shooting phase, select one enemy unit within 12" of and visible to the bearer. Roll one D6, adding 1 to the result if it is a **CHAOS** unit. On a 4+, that enemy unit suffers 3 mortal wounds.

CONJUNCTION SIGNATURE 3

A tenuous soul trail teased from the tides of the Warp by the Prognosticars' arts, this signature leads forward through time to the moment where its originators' fates are forged. The Grey Knights can use this knowledge to track and intercept their foes where destiny renders them most vulnerable.

Model with the Heroic rank or higher. You can target the bearer's unit with the Rapid Ingress Stratagem for 0CP.

DUTY'S END 3

To know the appointed hour of one's death and to see the one who will inflict it is an experience that would drive many mad with existential terror. For a champion of the Grey Knights, such knowledge merely allows them to prepare, to sell themselves as dearly as possible and do their duty one last time.

Model with the Battle-hardened rank or higher. If the bearer is destroyed by a melee attack, after the attacking unit has finished making its attacks, you can roll one D6, adding 2 to the result if the attacking unit contains an **EPIC HERO**, **MONSTER** or **WARLORD** model: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

SIGIL ABNEGATOS 3

Slashed into the stuff of the battlefield with a bloodied blade at the exact moment and place foretold, this ancient design turns the very fabric of reality against the target, holding them at bay on a molecular level.

Model with the Battle-hardened rank or higher. While the bearer is within range of an objective marker that you control, enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of that objective marker.

PORTENTS OF DOOM 3

Knowing the errors and heresies that will doom a foe, the Grey Knights exploit them to the fullest.

Model with the Heroic rank or higher. Each time your opponent targets a unit from their army with a Stratagem, if that unit is a **CHAOS** unit within 12" of the bearer, or if that unit is a non-**CHAOS** unit within 9" of the bearer, increase the cost of that use of that Stratagem by 1CP.

PERICLAEN EYE 3

This talisman grants the bearer visions of dangers about to manifest, allowing them to parry and evade the attacks of those who assail them in battle.

Model with the Battle-hardened rank or higher. Each time a melee attack targets the bearer's unit, if the attacking unit made a Charge move this turn, subtract 1 from the Hit roll.

MIRROR OF SIGHT DENIED 4

The false present reflected in this sorcerous mirror imposes itself upon the present long enough to fool the foe before its lies fade to reveal the truth.

Model with the Battle-hardened rank or higher. If your army includes one or more models with this ability, after both players have deployed their armies, select up to three **GREY KNIGHTS** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

PRISM OF POTENTIAL 4

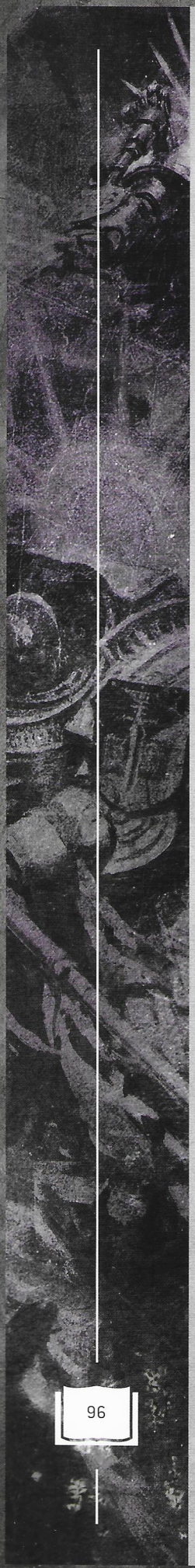
This fine crystal glows with moments of opportunity, guiding the bearer and their brothers along a path of rigorous self-improvement.

Model with the Battle-hardened rank or higher. When selecting Agendas for a battle, if the bearer is in your Crusade army, at the Select Agendas step, you can select one additional Grey Knights Agenda.

SCROLLS OF PROPHECY 4

These ancient words, scribed in earlier aeons, reveal how misfortune may be turned to advantage at the precise fated hour with shocking clarity.

Model with the Heroic rank or higher. If the bearer is in your Crusade army, then at the Select Crusade Blessings step, if you are the Underdog, you can select one additional Crusade Blessing.



AGENDAS

If your Crusade army includes any GREY KNIGHTS units, you can select Agendas from those presented here.

PURGE CORRUPTION

Preordained sites of empyric power must be psychically cleansed of corruption lest their creeping taint weaken the barriers holding back the Warp.

At the start of the battle, all table quarters on the battlefield are corrupted. At the start of your Shooting phase, you can select one **GREY KNIGHTS** unit from your Crusade army that is wholly within one table quarter, that is not Battle-shocked and is eligible to shoot. That unit is tasked to purge that table quarter and until the end of your turn is not eligible to shoot or declare a charge. At the start of your next turn, or at the end of the battle (whichever happens first), if that unit is wholly within a corrupted table quarter and they are more than 3" from any other table quarter, that table quarter is purged, and that unit gains 1XP. A unit cannot gain more than 3XP per battle from this Agenda.

At the end of the battle, roll one D6, adding 1 to the result for each table quarter that has been purged by your army. On a 7+:

- If you are not combating a Chaos Incursion (pg 92), you can select one Purifying Ritual Vision on your Augurium Vision tracker and change that vision to the Sanctic state.
- If you are combating a Chaos Incursion, gain 1 Banishment point.

EMPYRIC INTERDICTION

Merely advancing into battle is not a swift enough response to this foe, who must instead be intercepted with a strike from the depths of the Warp.

At the end of your turn, each **GREY KNIGHTS** unit from your Crusade army that arrived using the Deep Strike ability this turn and destroyed one or more enemy units this turn gains 1XP. A unit cannot gain more than 3XP per battle from this Agenda.

At the end of the battle, roll one D6, adding 1 to the result for each unit from your army that gained XP from this Agenda. On a 7+:

- If you are not combating a Chaos Incursion, you can select one Prophetic Intervention Vision on your Augurium Vision tracker and change that vision to the Sanctic state.
- If you are combating a Chaos Incursion, gain 1 Banishment point.

UNMAKE OMENS

Visions hint at apocalyptic consequences, should the foe be allowed to continue their labours undisturbed. Yet the Grey Knights may prevent disaster by seizing critical sites of power in enemy territory and undertaking an ancient sorcerous rite.

At the end of the battle, you can select up to three **GREY KNIGHTS** units from your Crusade army that are each within range of a different objective marker that you control. Each unit selected gains 2XP.

At the end of the battle, roll one D6, adding 1 to the result for each objective marker that you control. On a 7+:

- If you are not combating a Chaos Incursion, you can select one Portent of Doom Vision on your Augurium Vision tracker and change that vision to the Sanctic state.
- If you are combating a Chaos Incursion, gain 1 Banishment point.

DESTROY THE INFERNAL

The Grey Knights were created for a singular duty: to battle the Ruinous Powers and bring destruction to all those who work their insidious will.

Each time a **GREY KNIGHTS** unit from your Crusade army destroys a **CHAOS** unit, your unit gains 1XP (if the destroyed unit was a **MONSTER** or **VEHICLE**, your unit gains 2XP instead). A unit cannot gain more than 4XP per battle from this Agenda.

If you are combating a Chaos Incursion, then at the end of the battle, if 3 or more units from your army gained XP from this Agenda, you gain D3 Banishment points.

NO WITNESSES

True victory for the Grey Knights often encompasses not just the defeat of the foe but the utter annihilation of any who know of their existence or have been tainted by their corrupting touch.

At the end of the battle, if there are no enemy units on the battlefield, each **GREY KNIGHTS** unit from your Crusade army that is on the battlefield gains 2XP instead, and, if you are combating a Chaos Incursion, you gain 1 Banishment point and 1RP.

REQUISITIONS

If your Crusade army includes any GREY KNIGHTS units, you can spend Requisition points (RP) on any of the following Requisitions.

UNSEAL THE SCROLLS — 2RP

Ancient prophecies scribed on crumbling parchment are released from the Librarium to provide wisdom.

Purchase this Requisition at the Select Agenda step, when you consult the Prognosticars. Do not randomly determine a Vision; instead, you can select which Vision on your Augurium Vision tracker will be changed to the Malefic state for this battle.

RITES OF BANISHMENT — 2RP

In battle's wake, the Grey Knights begin their true labour in this place, a ritual of great and terrible power whose energies are intended to drive back the threat of the uncanny and the tendrils of the Warp.

Purchase this Requisition at the Determine Victor step if you are combating a Chaos Incursion. Roll one D6, adding 2 to the result if you won the battle: on a 4+, you gain 1 Banishment point. If a Chaos Incursion ends as a result of this Requisition, you can select one Vision on your Augurium Vision tracker that is in the Malefic state and change it into the Sanctic state before gaining Purgation points.

DEEDS OF LEGEND — 2RP/3RP

The great and terrible achievements of Grey Knights battle-brothers would, were they any other Chapter, be lauded across the Imperium. Instead, they must remain secret, yet they are no less spectacular for all that.

Purchase this Requisition at the Determine Victor step if you were the Victor. You can select a second **GREY KNIGHTS** unit to be Marked for Greatness this battle. If you purchase this Requisition while you are combating a Chaos Incursion, this Requisition costs 2RP; otherwise, it costs 3RP.

MASTER AMONG MASTERS — 1RP

Even by the inhumanly exacting standards of the Chapter, this warrior's skill is remarkable to behold.

Purchase this Requisition at any time. Select one **GREY KNIGHTS CHARACTER** unit from your Crusade force with 71XP or more. Each unit can only be selected for this Requisition once. The selected unit gains one additional Battle Trait; this does not count towards the maximum number of Battle Honours a unit can have.

ARMOURED RAIMENT — 1RP

Whether it be a Brother-Captain promoted to the rank of Grand Master and offered the chance to pilot a Nemesis Dreadknight, or a champion of the Chapter laid low and interred within a Dreadnought sarcophagus, there are multiple paths to wielding such truesilver-armoured might.

Purchase this Requisition before a battle. Do one of the following:

- Select one **BROTHER-CAPTAIN** unit from your Crusade force with the Heroic rank or higher. Remove that unit from your Crusade force and add one **GRAND MASTER** or **GRAND MASTER IN NEMESIS DREADKNIGHT** unit to your Crusade force.
- Select one **GREY KNIGHTS INFANTRY CHARACTER** or **GRAND MASTER IN NEMESIS DREADKNIGHT** unit from your Crusade force with the Heroic rank or higher that has one or more Battle Scars. Remove that unit from your Crusade force and add one **GREY KNIGHTS VENERABLE DREADNOUGHT** unit to your Crusade force.

The new unit has the same Battle Honours and Battle Scars as the unit it replaced, and until this unit is removed from your Crusade force, each time this unit would gain one or more XP from Dealers of Death, if it destroyed one or more **MONSTER** or **VEHICLE** units during the battle, it gains 1 additional XP. You cannot purchase this Requisition if doing so would cause your Crusade force to exceed its current Supply Limit.

PSYCHO-RECONDITIONING — 1RP

After fighting forbidden foes alongside other Chapters, the Grey Knights often use a form of psychic adjustment to scour away their allies' experiences and memories rather than exterminating such valuable warriors. A more nuanced form of this technique is sometimes used on the Grey Knights themselves to rapidly implant new skills and knowledge in place of old.

Purchase this Requisition at any time. Select one **GREY KNIGHTS PSYKER** unit from your Crusade force. Select one Battle Trait that unit currently has (if that unit has a Psychic Fortitude Battle Trait (pg 99), you must select that Battle Trait) and replace it with a different Grey Knights Battle Trait.

BATTLE TRAITS

When a GREY KNIGHTS unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

GREY KNIGHTS UNITS — D6

SIGILS OF SWIFTNESS
Freshly inscribed sorcerous sigils channel wisps of empyric energy to hasten these warriors through the flow of time.

You can re-roll Advance and Charge rolls made for this unit.

STRIKE SPECIALISTS
These warriors lay down ceaseless volleys of fire while maintaining the pace required for the Grey Knights' merciless strike operations.

Ranged weapons equipped by models in this unit have the **[ASSAULT]** ability.

FORCE ACUITY
Through long training and ritual, these battle-brothers have achieved a keener psychic bond with their Nemesis weaponry.

Improve the Armour Penetration characteristic of melee weapons equipped by models in this unit by 1 (this is not cumulative with any other rule that improves the Armour Penetration characteristic of melee weapons equipped by models in this unit).

NO MATTER THE ODDS
In the midst of battle, Grey Knights can shut out pain, distraction and emotion to bring their full might to bear again and again.

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back, and each time a **WALKER** model in this unit takes a Desperate Escape test, add 1 to the result.

UNYIELDING WARDS
Worked with litanies of denial and bound with truesilver chains, these obdurate ward-glyphs turn aside the most powerful blows.

Once per battle round, when an attack is allocated to a model in this unit, you can change the Damage characteristic of that attack to 0.

INDEFATIGABLE WILL
To be the best of even this elite Chapter is to fight all the more fiercely when faced with impossible odds.

Each time a model in this unit makes a melee attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

GREY KNIGHTS CHARACTER UNITS — D6

MIGHTY DESTINY
While none beyond the Chapter may ever know of their deeds, there is no denying this champion will achieve incredible things.

At the end of the battle, if this model is on the battlefield and it is Marked for Greatness, it gains an additional 2XP.

SHIELD OF HUMANITY
Although duty may compel him to commit horrific deeds, it still drives this warrior, certain of his own righteousness.

Add 2 to this model's Wounds characteristic and, at the start of your Command phase, this model regains 1 lost wound.

HEROISM IN EXTREMIS
In the darkest times, the disciplined fury of the Grey Knights burns its brightest.

Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add D3 to the Attacks characteristic of melee weapons equipped by this model.



PSYCHIC FORTITUDES

The following Battle Traits can only be given to **GREY KNIGHTS PSYKER** units in your Crusade force, and they can only be given to units with the Battle-hardened rank or better. If you are randomly generating a Psychic Fortitude for a **GREY KNIGHTS VENERABLE DREADNOUGHT**, roll a D3 on the following table instead of a D6.

A unit can only have one of these Battle Traits, and having one increases the unit's Crusade points total by +2 rather than the usual +1. Note that you can remove or replace Psychic Fortitude Battle Traits by using the Psycho-reconditioning Requisition.

An Attached unit can only use one Psychic Fortitude at a time – while a Leader with one of these traits is attached to a Bodyguard unit with a different one of these traits, only one can be in effect; select which at the Declare Battle Formations step – that trait then applies to the Attached unit until either the Leader unit or the Bodyguard unit is destroyed, at which point the remaining unit's Psychic Fortitude comes into effect.

PSYCHIC FORTITUDES	D6

FORTRESS OF MINDS (PSYCHIC)

These warriors possess such psychic fortitude that, once gathered and focusing their powers, few malevolent entities can overwhelm them.

Models in this unit have the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks.

TIDE OF SHADOWS (PSYCHIC)

This squad has learned to wreathe themselves in ever-shifting phantasms born of the Warp, twisting shadows and banks of ethereal mist clouding the minds of those who seek them out.

This unit has the Stealth ability.

ASTRAL AIM (PSYCHIC)

A form of psychic communion allows these battle-brothers to triangulate their vision as one, augmenting their marksmanship to a supernatural degree.

Ranged weapons equipped by models in this unit have the **[IGNORES COVER]** ability and the Range characteristic of ranged Psychic weapons equipped by models in this unit is increased by 6".

FOCUSED MIGHT (PSYCHIC)

The very act of channelling the tightly controlled energies of the Warp through their bodies enhances these warriors' already prodigious might.

Each time a model in this unit makes a Psychic Attack, you can re-roll the Hit roll.

CHANNELLED FURY (PSYCHIC)

Channelling the primal strength of their hatred through their weaponry causes this squad's every attack to burst with flares of furious psychic fire.

Psychic weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

FIRES OF PURGATION (PSYCHIC)

Combining their indomitable wills and the white heat of their hatred for the foe, this band of battle-brothers project them in a manifest wave of psychic fire that rages around them as they charge into battle.

Psychic melee weapons equipped by models in this unit have the **[LANCE]** ability.



CRUSADE RELICS

When a GREY KNIGHTS CHARACTER model gains a Crusade Relic, you can select one of the Relics presented here.

ARTIFICER RELICS

SOUL GLAIVE

Over centuries of war, a fraction of a Grey Knight's essence may imprint itself upon his weapon. In rare cases, this imprint is so strong that it persists after death, and another can wield the blade to combine their psychic might with that of a fallen champion. The Soul Glaive is such a weapon; it is the halberd carried into battle by the 13th Supreme Grand Master of the Grey Knights, Sylas Kalthorn, who defeated the Daemon Prince Ka'laedzar in single combat.

INFANTRY model only. Improve the Strength and Damage characteristics of the bearer's melee weapons by 1. The bearer's melee weapons have the **[ANTI-CHAOS 4+]** ability.

CUIRASS OF SACRIFICE

The inner surface of this suit of armour is etched with the names of the many allies that fought and died alongside the Grey Knights in the eternal war against the daemonic. The Cuirass is a reminder to Titan's sons that such sacrifice must not be forgotten. The wearer swears a solemn vow not to dishonour the names of those who have suffered such a fate, not whilst even an ounce of strength remains in his body.

The first time the bearer is destroyed, remove it from play without resolving its Deadly Demise ability (if it has this ability). Then, at the end of the phase, roll one D6: on a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with 3 wounds remaining.

ANTIQUITY RELICS

DOMINA LIBER DAEMONICA

This tome is a relic of Supreme Grand Master Janus, who mastered all six hundred and sixty-six words of banishment, each painstakingly recorded on its pages. In times of need, an exemplar of the Chapter will carry this book into battle, its bindings crackling with arcane energy.

At the end of the battle, if the bearer is wholly within your opponent's deployment zone, roll one D6: on a 5+:

- If you are not combating a Chaos Incursion, you can select one Vision on your Augurium Vision tracker and change it to the Sanctic state.
- If you are combating a Chaos Incursion, you gain 1 Banishment point.

KANTU VAMBRACE

Upon the death world of Kantu, a host of Grey Knights fought a desperate battle to end a daemonic incursion that would have transformed the planet into a daemon world. This vambrace – recovered from atop the carrion heaps in the battle's wake and incorporated into a fresh suit of armour – became imbued with the indomitable spirits of all those battle-brothers who died to see victory achieved, energies that fortify and protect the bearer even centuries later.

Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.

GYROTEMPORAL VAULT

Within this fist-sized artefact, a spindle of seemingly perpetual chrono-psychic energy spins like a miniature pulsar. What manner of ancient cabal or long-dead xenos civilisation fashioned it is unknown. Regardless, with the correctly applied incantations, temporal energy can be syphoned from the vault's midnight-black surface and projected to alter the flow of time and the fortunes of war by empowering the bearer's allies with incredible speed.

Once per battle, at the start of the Fight phase, the bearer can use this Crusade Relic. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability.

LEGENDARY RELIC

HELM OF JANUS

Though mysteries surround this remarkably ancient battle helm, Chapter legend insists that it was first worn by Supreme Grand Master Janus himself. Archeotech auto-archival systems – surely the product of Dark Age artifice – have allowed the helm to catalogue every catechism and incantation invoked by its wearers over millennia. It can implant its arcane knowledge directly into the wearer's mind via cortical shunts, furnishing them with a librarius' worth of psycho-sorcerous lore at their fingertips.

At the start of each battle round, select one Psychic Fortitude Battle Trait. Until the end of the battle round, the bearer has that Psychic Fortitude Battle Trait.

The bearer can use this Crusade Relic to be given a Psychic Fortitude Battle Trait even if this means they would have two Psychic Fortitude Battle Traits. If they do, both apply to the bearer's unit, even though normally only one Psychic Fortitude can be in effect at any time.

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



EXEMPLAR OF THE CHAPTER

To become a battle-brother of the Grey Knights Chapter is a remarkable achievement in its own right, yet you strive for more. You have commanded strikes that have banished infernal entities and halted the machinations of the Dark Gods' servants on multiple worlds.

- You have won three or more battles.
- You have ended one or more Chaos Incursions.
- Your Crusade force has 1 or more Gifts of the Prescient.



CHAMPION OF TITAN

On world after world, from one side of the Imperium to the other, you have led the fight to stem the endless tides of Warp corruption. By your deeds, dark prophecies have been ended, and entire Imperial systems have been saved. For this, your name is whispered with loathing by the daemons that lurk in the Warp.

- You have won six or more battles.
- You have ended two or more Chaos Incursions.
- Your Crusade force has three or more Gifts of the Prescient.
- You have used the Armoured Raiment Requisition to add a new unit to your Crusade force.



BANE OF CHAOS

You are the bane of the Archenemy, a paragon of your Chapter's virtues, and though your name may never be known elsewhere, it has found a place upon the honour rolls in the Hall of Champions.

- You have won ten or more battles.
- You have ended three or more Chaos Incursions.
- Your Crusade force has five or more Gifts of the Prescient.
- You have completed the No Witnesses Agenda one or more times, or you have scored XP from the Destroy the Infernal Agenda from destroying a **DAEMON PRIMARCH** one or more times.
- You have used the Master Among Masters Requisition one or more times.

NAME GENERATOR

If you wish to generate a name for your heroic Grey Knights, you can roll a D66 and consult the tables or simply pick any combination that feels appropriate. To roll a D66, simply roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

FORENAME	D66
Alaric	11
Anval	12
Ahakim	13
Dokelus	14
Blaris	15
Icanus	16
Martesias	21
Galan	22
Retius	23
Jarius	24
Cyntanus	25
Pellastis	26
Axatinos	31
Garran	32
Vitennias	33
Xeridon	34
Jakaton	35
Jaric	36
Caddon	41
Aldrios	42
Beliaros	43
Kardoch	44
Astokar	45
Galarr	46
Xerikim	51
Archaddeus	52
Medemeion	53
Cortane	54
Janutrius	55
Furoza	56
Drystan	61
Ortus	62
Lushian	63
Elrin	64
Arion	65
Valdar	66

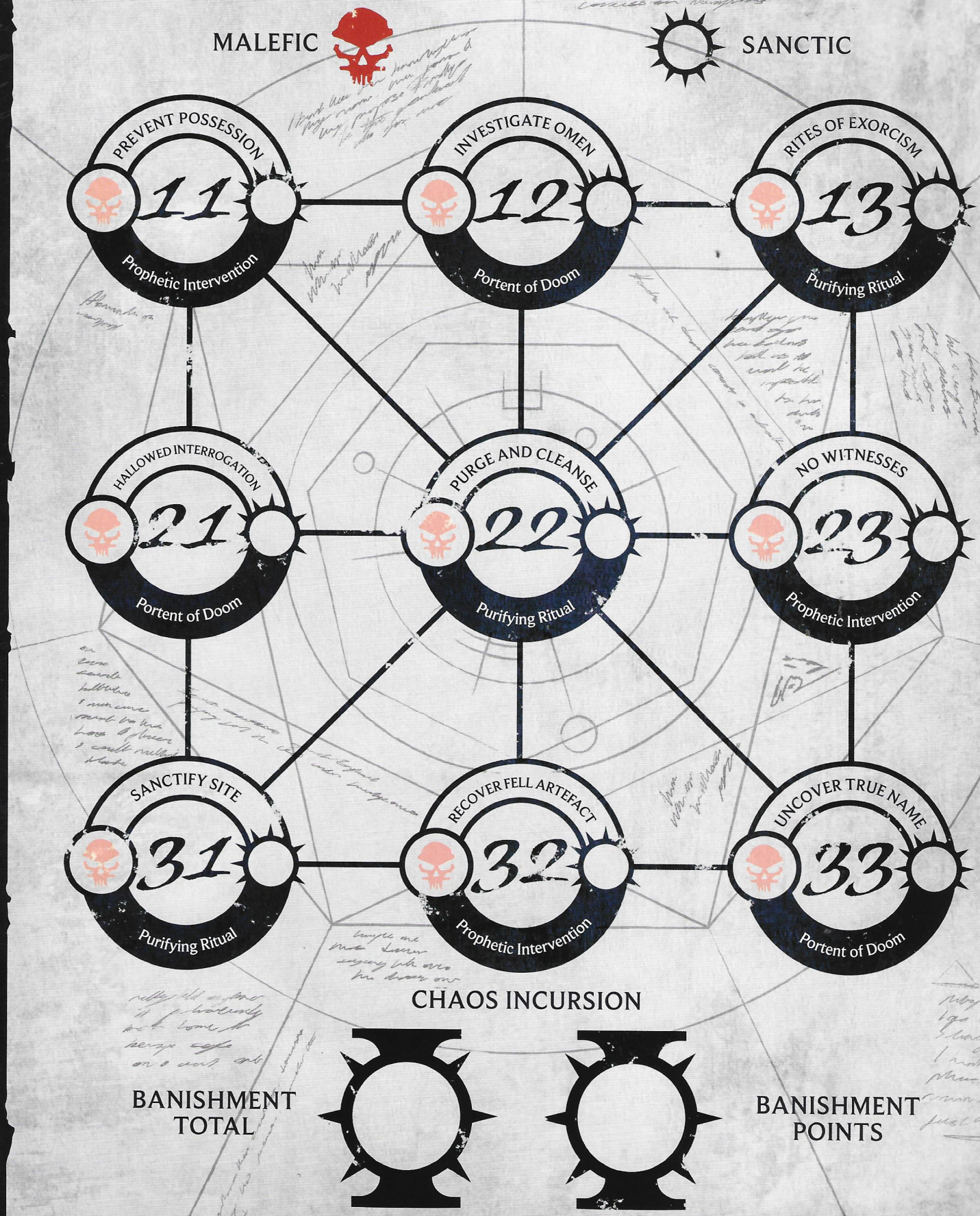
SURNAME	D66
Geronitan	11
Vortimer	12
Ignatius	13
Issad	14
Edeon	15
Neodan	16
Phoros	21
Zaebus	22
Thawn	23
Nedth	24
Gruila	25
Tekios	26
Thamare	31
Alegssus	32
Esdrios	33
Thule	34
Simedes	35
Arelis	36
Ortyrian	41
Akantar	42
Cordacus	43
Massius	44
Vibova	45
Tydes	46
Elgon	51
Cybaddas	52
Adantor	53
Sorak	54
Invio	55
Kai	56
Solor	61
Varn	62
Trevan	63
Morretus	64
Cybasi	65
Santor	66

'Great is the power which resides in every syllable of true names. Guard your own, lest you be shackled with it. Seek thou to learn those of your foes, that you might shackle them in their turn.'

- Incantatae Sanctus Sanctorae, Principus Principales



AUGURIUM VISION TRACKER



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POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Brother-Captain	
1 model	90 pts

Brotherhood Champion	
1 model	70 pts

Brotherhood Chaplain	
1 model	75 pts

Brotherhood Librarian	
1 model	80 pts

Brotherhood Techmarine	
1 model	70 pts

Brotherhood Terminator Squad	
4 models	170 pts
5 models	200 pts
8 models	330 pts
10 models	420 pts

Castellan Crowe	
1 model	90 pts

Grand Master	
1 model	95 pts

Grand Master in Nemesis Dreadknight	
1 model	225 pts

Grand Master Voldus	
1 model	110 pts

Interceptor Squad	
5 models	130 pts
10 models	260 pts

Land Raider	
1 model	240 pts

Land Raider Crusader	
1 model	220 pts

Land Raider Redeemer	
1 model	285 pts

Nemesis Dreadknight	
1 model	205 pts

Paladin Squad	
4 models	190 pts
5 models	225 pts
8 models	375 pts
10 models	480 pts

Purgation Squad	
5 models	125 pts
10 models	250 pts

Purifier Squad	
5 models	125 pts
10 models	250 pts

Razorback	
1 model	85 pts

Rhino	
1 model	80 pts

Stormhawk Interceptor	
1 model	160 pts

Stormraven Gunship	
1 model	280 pts

Stormtalon Gunship	
1 model	170 pts

Strike Squad	
5 models	120 pts
10 models	240 pts

Venerable Dreadnought	
1 model	140 pts

DETACHMENT ENHANCEMENTS

Augurium Task Force	
A Foot in the Future	15 pts
Doomseer's Amulet	25 pts
Grimoire of Conjunctions	10 pts
Shield of Prophecy	20 pts

Banishers	
Pyresoul	20 pts
Sigil of the Hunt	10 pts
The Ephemeral Tome	15 pts
The Sixty-sixth Seal	25 pts

Brotherhood Strike	
Banishing Wave	20 pts
Blinding Aura	10 pts
Purity of Purpose	15 pts
Tome of Forbidden Ways	25 pts

Hallowed Conclave	
Eye of the Augurium	25 pts
Inescapable Judgement	20 pts
Nemesis Rounds	10 pts
Sanctic Reaper	15 pts

Sanctic Spearhead	
Driven by Duty	10 pts
Quickening Foci	15 pts
Sigil of Exigence	30 pts
Spiritus Machina	25 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.





Erupting from teleport flares or speeding into battle aboard armoured transports, the Grey Knights strike with overwhelming force. Each of them is a warrior mystic whose martial prowess is matched by his psychic and sorcerous might. Clad in warded plate of truesilver and adamantine, armed with crackling Nemesis force weapons and devastating psy-active firearms, they are ruthless destroyers all. It can be no other way, for this Chapter wages a war in utmost secrecy against the Dark Gods of Chaos to prevent the death of reality itself. From worlds engulfed by nightmare Warp rifts to hives swarming with heretic cultists, forbidden vaults of infernal secrets to desolate battlefields where alien explorers threaten to unleash terrible powers, the Grey Knights fight wherever and whoever they must. No weapon is forbidden to these sacred warriors, and no price is too high for victory, for the alternative is cataclysm on an apocalyptic scale.

INSIDE YOU WILL FIND:

- Classified intelligence on the history, duties and strategies of the Grey Knights, their hidden fortress monastery on the moon of Titan, and the many strange and terrible wars they have fought.
- All the rules you will need to assemble your collection of Grey Knights Citadel miniatures into an elite tabletop army ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
- A striking showcase of expertly painted Citadel miniatures that displays the Grey Knights in all their sanctified panoply and a step-by-step painting guide to get your collection Battle Ready and into action on the tabletop battlefield.

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