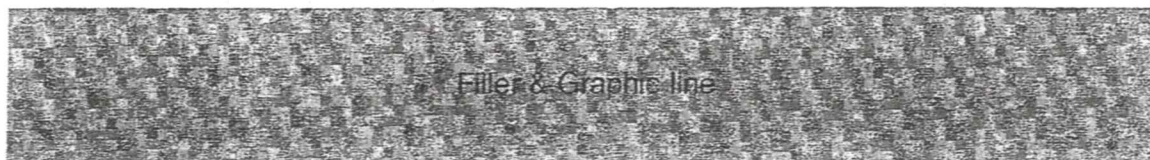


Hammer Hand - +1 strength in ASSAULT (TEAM)
 Astral Arm - LOS not req (4+ cover) Purification SQ
 Holo Caust - 12 in str 5 ASS 1 LARGE BLAST PALADINS
THE ARMY OF TITAN

This section of the book details the forces used by the Grey Knights - their weapons, their units and a selection special characters. Each entry describes the unit and gives the specific rules you will need to use them in your games. The army list (pages 81-95) refers back to these entries.

The second part of the Army of Titan section details the Grey Knights' armoury of weapons and equipment. Unique items of wargear can be found with the appropriate unit entry, whereas more common items are detailed in their own section, beginning on page 54.



GREY KNIGHTS SPECIAL RULES

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

BROTHERHOOD OF PSYKERS

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

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

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

PSYKER MASTERY LEVELS

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

PSYCHIC PILOT

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

PREFERRED ENEMY (DAEMONS)

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

AND THEY SHALL KNOW NO FEAR

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

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

COMBAT SQUADS

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

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

THE AEGIS

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

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

Warp Quake / Personal Tele - (Strike Squads)
 Cleansing Flame - 4+ wounds on everyone - Purifiers

LIBRARIAN PSYCHIC POWERS

In addition to the Hammerhand power, a Librarian can purchase further psychic powers, as described in the army list.

Smite

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

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

Range	Strength	AP	Type
12"	4	2	Assault 4

Quicksilver

Quickened by the Librarian's uncanny mind, the Grey Knights advance at incredible speed.

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

Warp Rift

With a simple gesture the Librarian rends the material realm asunder, drawing his foes into the crushing caprices of the Warp.

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

Range	Strength	AP	Type
Template *	-	Assault 1	

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

Might of Titan

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

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

The Shrouding

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

This power is used during the opponent's Shooting phase. If the Psychic test is successful, the Librarian, and any friendly unit within 6" of him, have the Stealth special rule. Additionally, the unit benefits from a 6+ cover save even in the open. This power lasts until the end of the turn.

Mind Blades

The Librarian imbues his allies' blades to seek weakpoints in the foes' fighting stance.

This power is used during the Assault phase (in either turn) after assault moves have been completed, but before any blows are struck. If the psychic test is passed, choose an enemy unit within 6". Models in the unit suffer a -1 penalty to their Toughness until the end of the phase (this does affect the victims' instant death threshold).

Vortex of Doom

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

This power is a psychic shooting attack with the following profile:

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

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

Sanctuary

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

This power is used at the start of the Assault phase. If the psychic test is successful, any enemy attempting to assault Grey Knight units within 12" of the psyker treat all terrain, including open terrain, as both difficult and dangerous.

The Summoning

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

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

THE LIBER DAEMONICA

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

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

GREY KNIGHTS GRAND MASTERS

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

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

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

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

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

– Grand Master Agraveld Tor
speaking at the Antares Conclave

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

UNIT TYPE: Infantry, character.

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

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

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

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

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

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

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

Psychic Powers: Hammerhand (see page 25), Psychic Communion (see page xx).

GREY KNIGHTS BROTHER-CAPTAINS

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

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

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

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

“Why should I fear the Daemon?
He has no power over me.”

- Brother-Captain Castavor Drak

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

UNIT TYPE: Infantry, character.

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

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

Psychic Powers: Hammerhand (see page 25).

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

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

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

BROTHERHOOD CHAMPION

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

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

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

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

UNIT TYPE: Infantry, character.

Wargear: Artificer armour, storm bolter, frag grenades, krak grenades, psyk-out grenades, iron halo.

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

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

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

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

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

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

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

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

Psychic Powers: Hammerhand (see page 25).

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

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

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

GREY KNIGHTS TERMINATORS

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

On Titan, unlike on other Chapter Planets, there is no initial training as a Scout. There is only an unyielding and brutal regime whose success at turning raw recruits into the finest warriors in the galaxy has been honed over the course of centuries. Only a fraction of the youths who enter the Fortress Monastery as neophytes survive the gruelling trials set before them. Those that finally emerge do so armoured with a superhuman physique, unyielding will, razor-sharp battle skills and an all-encompassing knowledge of daemonic lore and psychic sorcery. In short, from the moment a Grey Knight initiate's training is complete, and he is presented with the suit of Terminator armour that shall be his constant companion for the remainder of his life, he is to be counted amongst the mightiest of Space Marines – and his abilities

will only improve once he is tested in battle. Only here, on Titan, can recruits be trained so completely – and so fast – but only here is it so necessary.

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

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

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

UNIT TYPE: Infantry.

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

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

PSYCHIC POWERS:

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

This power is used at the start of the Assault phase in either player's turn, after assault moves have been made, but before any blows have been struck.

If the psychic test is passed, all models in the unit (including independent characters) have +1 Strength until the end of the Assault phase. Note that this Strength bonus is applied before any other modifiers, such as for Nemesis Daemonhammers and so forth).

GREY KNIGHTS STRIKE SQUADS

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

Many Strike Squads carry personal teleporters – backpack-sized devices that allow the squad to teleport site-to-site, without the massive arrays of machinery employed by conventional devices. Unlike other Strike Squads, those equipped with personal teleporters can react to battlefield circumstances on the fly and cover huge straight-line distances by ‘shunting’ themselves through Warp-space. This makes a properly equipped Strike Squad far more mobile than a Terminator Squad. Whilst Terminators routinely teleport into battle, they cannot do so again without access to a massive teleport chamber.

Indeed, it has been proven that skilful use of a personal teleporter can transport the wearer from one neighbouring planet to another, if his calculations and vectors are correct. Of all the warriors in service to the Imperium, only Grey Knights could hope to utilise such technology. The wearer must possess great fortitude of mind and body to traverse Warp-space without the protection of a Geller field. Worse,

he must do so without the added protections of Terminator armour. Such wargear is too bulky for the limitations of the personal teleporter, which is why Strike Squads – though they are otherwise armed identically to their Terminator Battle-Brothers – are instead issued with suits of finely wrought power armour.

Thus armed and armoured, it is simplicity itself for a Strike Squad to arrive at a daemonic portal within moments of its conception, there to slay its conjurer and prevent the establishment of a proper foothold. More decisive, however, is if the squad can arrive before the portal forms. Should this happen, they can unleash a psychic shockwave along the boundary between real- and Warp-space. Though this tremor rarely causes direct harm to the foe, it plays havoc with neuro-guidance systems, engine stabilisers and, crucially, the ethereal energy currents of the Warp. Under such conditions it is impossible for a portal to open, buying a few more precious moments in which the Grey Knights can bring an end to the daemonic threat.

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

UNIT TYPE: Infantry.

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

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

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

PSYCHIC POWERS: Hammerhand (see page xx).

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

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

PURGATION SQUADS

Purgation Squads are the Grey Knights' foremost means of delivering punishing firepower. Each squad carries not one, but up to four of the Chapter's heavy weapons, their ponderous weight offset by suspensor-harnesses to maintain utmost mobility.

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

The Grey Knights well appreciate that precision fire support can swing the fortunes of war, and so a Battle-Brother who earns a place in a Purgation Squad will not only have shown his steadfastness, but will also have proven himself to be the master of a keen eye and a steady hand.

Yet sometimes a keen eye is not enough. Fate often ensures that the Grey Knights go to battle greatly outnumbered, and warriors outnumbered are prone to being overwhelmed from an unseen source whilst their attention is elsewhere. So it is that those Battle-Brothers who serve in a Purgation Squad hone their minds to see through the roiling energies of the otherworldly Warp, to perceive the foe and guide their shots upon him, regardless of what might lie in between. This astral vision allows a Purgation Squad to attempt seemingly impossible shots, bending the path of projectiles and even energy beams around corners, between trees and around fortifications mid-flight. Many an enemy has met a swift and bloody end whilst believing himself shielded by a permacrete wall or the burnt-out hull of a tank. So it is that Purgation Squads are commonly seen as the truest expression of the Emperor's Will, for their onslaught cannot be stayed by earthly protections.

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

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

UNIT TYPE: Infantry.

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

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

PSYCHIC POWERS: Hammerhand (see page xx).

Astral Aim: Little is hidden from the gaze of a Grey Knight Purgation Squad. Marshalling ancient sorceries, they can project an astral image that guides their shots onto the proper target.

This power is used during the Grey Knights' Shooting phase. If the test is passed, the unit (including any independent character) can shoot at any enemy unit within range, regardless of whether or not they have line of sight to it. The target unit automatically has a 4+ cover save (which cannot be modified by any means) against this attack.

This power cannot be used to target an enemy unit that is embarked on a transport vehicle.

PALADINS

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

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

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

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

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

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

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

UNIT TYPE: Infantry.

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

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

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

PSYCHIC POWERS: Hammerhand (see page xx).

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

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

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

PURIFIERS

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

Just as the Paladins serve as exemplars of the Grey Knights' warrior ideal, the Purifiers stand as living reminders of the Chapter's sanctity of purpose. They are dour and taciturn even by the standards of Grey Knights, and their eyes burn with a black fire that borders on fanaticism. There is neither training regime nor set process by which a Grey Knight can join these ranks. Membership of the Purifier order is not granted through skill, valour or a tally of grim deeds soaked in blood. Indeed, a Grey Knight can serve his Chapter with distinction for centuries without end, yet still this ultimate honour may well be denied him. Rather, Purifiers recruit only from those amongst their Battle-Brothers whose souls are considered to be utterly incorruptible and resistant to the temptations of the Warp – even by the exacting standards of the Grey Knights.

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

UNIT TYPE: Infantry.

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

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

PSYCHIC POWERS: Hammerhand (see page 25).

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

This power is used at the start of the Assault phase in either player's turn, after assault moves have been made, but before any blows have been struck.

If the Psychic test is passed, all enemy models that are part of the same assault suffer one wound on a roll of 4+. Armour saves can be taken as normal. Once the effects of Cleansing Flame have been resolved (and any casualties removed) blows are struck as normal. Unsaved wounds caused by Cleansing Flame are counted as having been caused in close combat for all purposes.

So careful is the selection that there are seldom more than a few score Purifiers, yet never has thought been given to relaxing the restrictions upon induction. To do so would be to compromise the sanctity of spirit that defines the order.

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

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

LIBRARIANS

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

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

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

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

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

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

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

UNIT TYPE: Infantry, character.

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

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

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

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

Psychic Powers: Hammerhand (see page 25).

TECHMARINES

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

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

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

*Bolster Def
Steal*

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

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

UNIT TYPE: Infantry, character.

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

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

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

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

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

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

Psychic Powers: Hammerhand (see page 25).

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

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

RHINO AND RAZORBACK

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

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

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

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

RAZORBACKS

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

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

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

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

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

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

SPECIAL RULES: The Aegis, Psychic Pilot.

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

Psychic Powers:

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

NEMESIS DREADKNIGHTS

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

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

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

Is the technology that drives the Nemesis Dreadknight: a fragment of Mankind's lost knowledge, preserved through the Dark Age of Technology and the terrible times since? Or do its origins owe more to alien influence? Either way, the Grey Knights aren't saying, and they certainly aren't sharing. Few organisations in the Imperium could afford such an attitude, for it would bring them foursquare into conflict with the edicts of the Adeptus Mechanicus, and indeed the principles under which all of Mankind's military are supplied. However, the Grey Knights answer only to the Inquisition, and so stand apart from such pettifogging politics.

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

	WS	BS	S	T	W	I	A	Ld	Sv
Nemesis Dreadknight	5	4	7	7	4	4	3	10	2+

UNIT TYPE: Monstrous Creature.

WARGEAR: Two Nemesis Doomfists.

Dreadknight Armour: A model wearing Dreadknight armour has a 2+ armour save and a 4+ invulnerable save. Any model wearing Dreadknight armour can be teleported onto the battlefield. They can always start the game in reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played.

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

Psychic Powers: Hammerhand (see page xx)
Holocaust (see page 25).

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

– from the Rites of Awakening

DREADNOUGHTS & VENERABLE DREADNOUGHTS

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

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

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

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

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

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

UNIT TYPE: Vehicle, Walker.

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

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

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

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

Psychic Powers: Fortitude (see page XX)

LAND RAIDERS

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

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

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

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

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



Type	[Armour]			
	BS	F	S	R
Land Raider	4	14	14	14

WARGEAR:

Land Raider: Two twin-linked lascannons, one twin-linked heavy bolter, smoke launchers.

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

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

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

Fire Points: None.

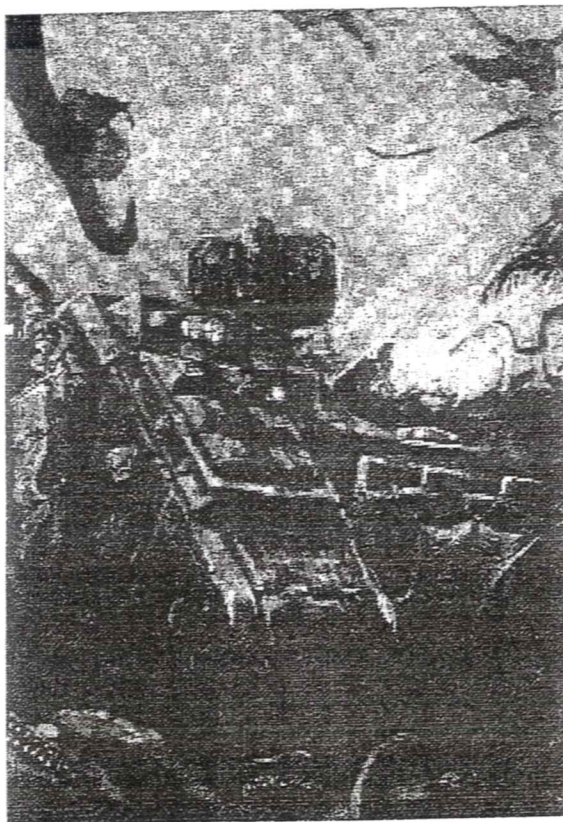
Access Points: A Land Raider has one access point on each side of the hull and one at its front.

SPECIAL RULES: Psychic Pilot, The Aegis.

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

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

Psychic Powers: Fortitude (see page XX).



STORMRAVEN GUNSHIPS

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

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

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

WARGEAR: Twin-linked heavy bolter, twin-linked assault cannon, and four psi-strike missiles.

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

TRANSPORT

The Stormraven can carry two separate squads: one unit of up to 12 models in its cabin, and/or a single Dreadnought in its rear grapples (if the Stormraven explodes, the Dreadnought will suffer a Strength 4 hit on its rear armour). Unlike other transports, the Stormraven can carry jump infantry (each takes up two points of transport capacity). For the purposes of claiming/contesting objectives and embarking/disembarking from a Stormraven, measure to and from its base. For example, a unit wishing to embark a Stormraven can do so if, at the end of their movement, all models in the unit are within 2" of the Stormraven's base.



Fire Points: None.

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

SPECIAL RULES:

Deep Strike, Psychic Pilot, The Aegis.

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

Power of the Machine Spirit (see page 36).

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

Psychic Powers: Fortitude (see page XX).

GRAND MASTER MORDRAK

THE HAUNTED KNIGHT OF MORTAIN

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

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

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

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

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

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

UNIT TYPE: Infantry, character.

Wargear: Terminator armour, storm bolter, master-crafted Nemesis force hammer, frag grenades, krak grenades, psyk-out grenades, iron halo.

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

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

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

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



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

Note that it is entirely possible that a Ghost Knight might appear mid-assault, in which case it can attack if the wound was caused by an attack made at Initiative 5 or higher – otherwise the Ghost Knight appears simultaneously with, or after, its own Initiative step and therefore cannot attack.

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

Psychic Powers: Hammerhand (see page 25), Psychic Communion (see page xx).

BROTHER-CAPTAIN STERN

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

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

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

Stern and M'kachen have fought many times since that day. On each occasion, the Daemon has fled the field, though not before slaughtering Stern's companions, often leaving the Brother-Captain as the sole, and often unwounded, survivor. Is M'kachen loyng with Stern, or is the Brother-Captain too difficult a prey? It is impossible to say for sure.

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

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

UNIT TYPE: Infantry, character.

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

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

The Strands of Fate: Although Stern achieves feats of true heroism, his nemesis M'kachen forever works behind the scenes to bring about his ruin. Stern can re-roll one To Hit, To Wound or saving throw each phase. However, for each dice re-rolled in this manner, your opponent can re-roll one To Hit, To Wound or saving throw at any point later in the game.

Psychic Powers: Hammerhand (see page 25), Psychic Communion (see page 33).

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



CASTELLAN GARRAN CROWE

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

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

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

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

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

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

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

UNIT TYPE: Infantry, character.

Wargear: Artificer armour, storm bolter, frag grenades, krak grenades, psyk-out grenades, iron halo.

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

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

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

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

Psychic Powers: Hammerhand (see page 25), Heroic Sacrifice (see page xx), Cleansing Flame (page xx).

JUSTICAR ANVAL THAWN

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

On his ascension to the rank of Knight, Thawn was swift to fulfil expectations. On Varios, it was Thawn who struck the deathblow on the Bloodthirster Kor'agar'and. On Ghori, it was he who stood guard over the fallen Grand Master Leorac, fending off two score of Bloodletters until help arrived. These deeds and many more did Thawn perform – so many notable feats that his personal legend soon came to rival those of the Chapter's greatest and most honoured heroes. But then the unthinkable occurred.

Whilst scouring Daemons from the deserted halls of Craftworld Melan'rai, Thawn was slain, spitted like a boar on the Daemon N'kan's unholy spear. Silence fell upon Titan when Thawn's body was brought home to be interred. Yet as the cortege bore Thawn into the Dead Fields, the impossible happened – the procession was halted by a clamour from within the sarcophagus. With great haste and confusion, the bearers cracked the casket's seal to find Thawn alive and apparently unharmed.

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

In the decades since, Thawn has continued to battle with all the dedication and skill that first marked him for greatness. He has died several times, but on each occasion he has returned to full life and vigour within days, hours or even minutes of his passing. Most Grey Knights no longer question his seeming immortality. A few believe him to be an agent of destiny – one prophecy in particular speaks of an immortal warrior who, at the last, will die surrounded by enemies at the foot of the Golden Throne.

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

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

UNIT TYPE: Infantry, character.

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

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

I Shall Not Yield: Every time Thawn is removed as a casualty, leave a suitable counter in place to mark the spot where he 'died'. Roll a D6 at the start of each of your subsequent turns. If the result is a 4 or more, place him back on the battlefield with his wound restored, within 1" of the counter – he is treated as a separate unit from this point. If Thawn would be placed within 1" of an enemy model, move him by the minimum possible distance so that he is no longer within 1" of the enemy.

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

PSYCHIC POWERS: Hammerhand (see page 25).

LORD KALDOR DRAIGO

SUPREME GRAND MASTER OF THE GREY KNIGHTS

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

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

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

— M'kar the Reborn to Knight Draigo

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

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

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

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

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

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

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

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

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

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

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

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

One day, he will return.

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

UNIT TYPE: Infantry, character.

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

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

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

Psychic Powers: Hammerhand (see page 25), Psychic Communion (see page xx).

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

Range	Strength	AP	Type
Template	5*	-	Assault 1

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

INQUISITORS

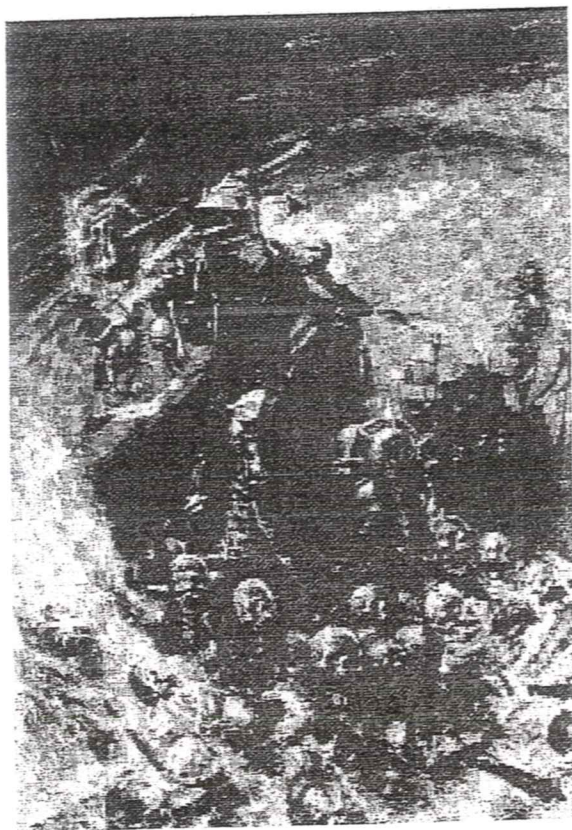
The Inquisition is the most powerful and secretive organisation within the Imperium. Its agents, the Inquisitors, are the last line of defence for the Emperor and Mankind. For an Inquisitor, the end always justifies the means, for he alone can truly begin to comprehend the threats to Mankind's existence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

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

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

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

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



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

UNIT TYPE: Infantry, character.

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

SPECIAL RULES: Independent Character, Stubborn.

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

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

- Inquisitor Torquemada Cotcaz
Protector of the Formosa Sector

INQUISITOR COTEAZ

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

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

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

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

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

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

UNIT TYPE: Infantry, character.

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

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

Range	Strength	AP	Type
24"	4	-	Assault D6

SPECIAL RULES: Stubborn, Independent Character, Psyker (Mastery Level 2), Aura of Faith (see page xx).

Spy Network: Coteaz allows you to re-roll the dice to Seize the Initiative – even if it's your opponent's dice roll!

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

PSYCHIC POWERS: Hammerhand (see page 25), Sanctuary (see page xx), Mindblades (see page xx).

INQUISITOR KARAMAZOV

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

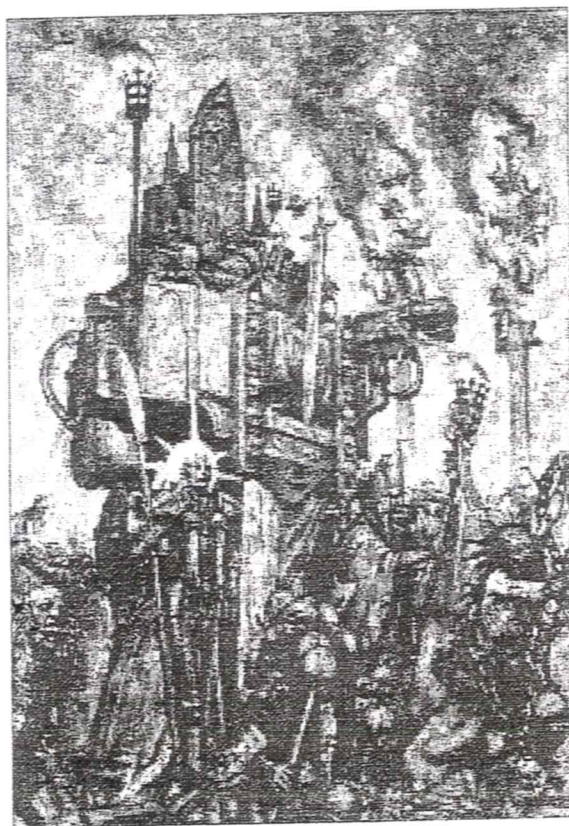
Karamazov's actions are driven, first and foremost, by an unswerving belief that Mankind lives, even now, according to a plan set in motion by the Emperor many thousands of years ago. His life's work has been to ensure that no one, human or alien, Inquisitor or Daemon, interferes with this grand plan.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

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

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

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

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



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

UNIT TYPE: Infantry, character.

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

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

SPECIAL RULES: Independent Character, Relentless.

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

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

INQUISITOR VALERIA

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

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

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

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

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

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

UNIT TYPE: Infantry, character.

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

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

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

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

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

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

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

SPECIAL RULES: Independent Character, Stubborn.

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

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

INQUISITORIAL HENCHMEN

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

ARCO-FLAGELLANT

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

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

UNIT TYPE: Infantry.

WARGEAR: Arco-flails (close combat weapon).

SPECIAL RULES: Feel No Pain.

BANISHER

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

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

UNIT TYPE: Infantry.

WARGEAR: Flak armour, chainsword and laspistol.

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

SPECIAL RULES: Preferred Enemy (Daemons).

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

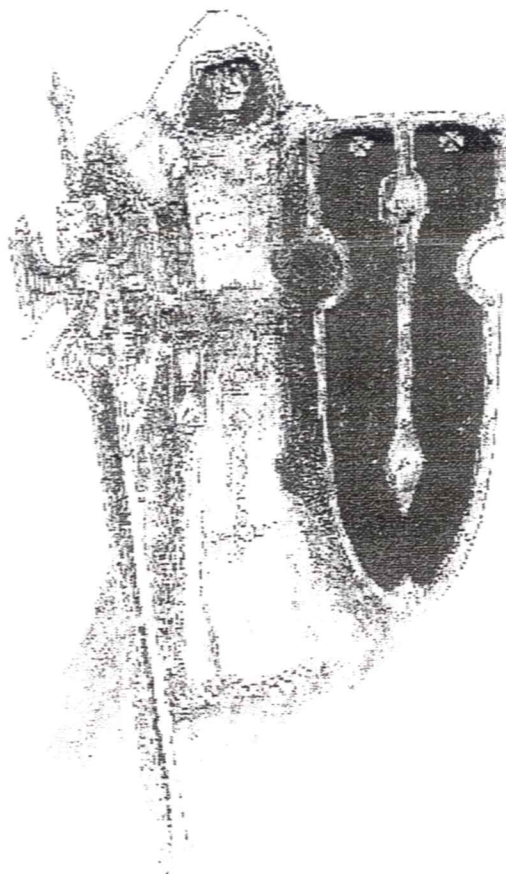
CRUSADER

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

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

UNIT TYPE: Infantry.

WARGEAR: Flak armour, power weapon and storm shield.



JOKAERO WEAPONSMITH

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

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

UNIT TYPE: Infantry.

WARGEAR: Digital Weapons.

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

SPECIAL RULES:

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

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

D6 Result

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

MYSTIC

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

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

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

UNIT TYPE: Infantry.

WARGEAR: Flak armour and laspistol.

SPECIAL RULES:

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



DAEMONHOST

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

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

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

UNIT TYPE: Infantry.

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

SPECIAL RULES:

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

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

D6 Result

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

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

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

Range	Strength	AP	Type
24"	8	-	Assault 1

DEATH CULT ASSASSIN

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

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

UNIT TYPE: Infantry.

WARGEAR: Flak armour, two power weapons.

SPECIAL RULES:

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



INQUISITORIAL SERVITOR

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

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

UNIT TYPE: Infantry.

WARGEAR: Carapace armour and servo-arm (see page xx).

SPECIAL RULES:

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

PSYKER

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

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

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

UNIT TYPE: Infantry.

WARGEAR: Flak armour, laspistol.

Psychic Powers:

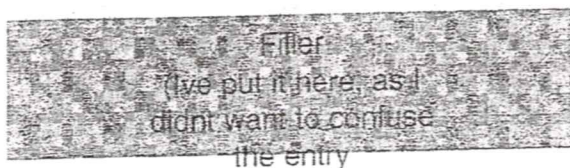
Psychic Barrage: The Psykers can unleash a powerful psychic shooting attack with the following profile:

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

* The Strength of the attack increases by 1 for each additional Rogue Psyker beyond the first

** The AP of the attack improves by 1 for each additional Rogue Psyker beyond the first

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



WARRIOR ACOLYTE

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

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

UNIT TYPE: Infantry.

WARGEAR: Flak armour, chainsword and laspistol.

INQUISITORIAL CHIMERA

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

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

WARGEAR: Multi-laser, heavy bolter, searchlight and smoke launchers.

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

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

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

SPECIAL RULES:

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

ASSASSINS

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

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

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

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

	WS	BS	S	T	W	I	A	Ld	Sv
Assassin	3	8	4	4	2	7	4	10	4+

UNIT TYPE: Infantry, character.

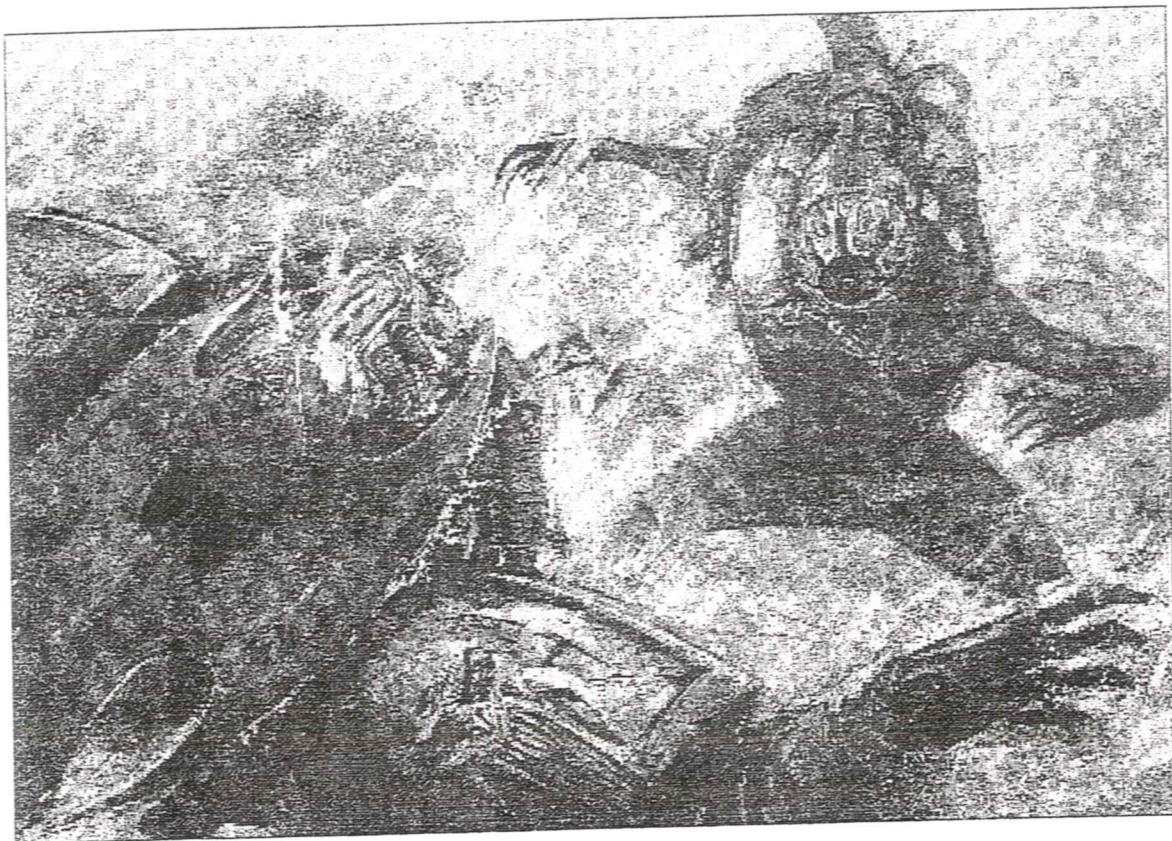
WARGEAR: Frag Grenades.

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

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

SPECIAL RULES: Move Through Cover, Fearless, Fleet.

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



CULEXUS ASSASSIN

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

WARGEAR: Psyk-out Grenades, psyoculum.

Animus Speculum: The Animus Speculum is a huge skull-shaped helm that projects bursts of anti-psyhic energy.

Range	Strength	AP	Type
12"	5	1	Assault 2*

* For every Psyker within 12" of the Culexus Assassin, add +2 to the Animus Speculum's Assault value.

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

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

CALLIDUS ASSASSIN

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

WARGEAR:

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

Neural Shredder: A blast from a neural shredder fatally disrupts synapse activity in both biological and artificial foes.

Range	Strength	AP	Type
Template	8*	1	Pistol

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

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

SPECIAL RULES: Hit and Run, Stealth.

EVERSOR ASSASSIN

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

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

Frenzon: Eversor Assassins are commonly dosed with immense quantities of combat drugs, heightening their already formidable battle prowess to obscene levels.

Eversor Assassins receive D6 extra attacks on a turn in which they charge, rather than just one extra attack.

Executioner Pistol: Loaded with armour piercing, envenomed boltgun rounds, the executioner pistol is as lethal and unforgiving as the Assassin that uses it.

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

SPECIAL RULES: Furious Charge.

VINDICARE ASSASSIN

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

WARGEAR: Blind Grenades

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

Exitus Pistol*

Range	Strength	AP	Type
12"	X	1	Pistol, Sniper

Exitus Rifle*

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

* Exitus weapons use special ammunition. You must declare which type of ammunition you are using before rolling to hit.

Hellfire: The shot always wounds on a 2+.

Shield-Breaker: A model hit by a Shield-breaker round takes no damage, but instead loses any Invulnerable saves granted by items or wargear for the rest of the battle.

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

SPECIAL RULES: Stealth, Infiltrate.

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

Let's Allow Rending, (Sniper)
And AS well

HQ

LORD KALDOR DRAIGO 275 Points

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

Unit Composition:

- 1

Unit Type:

- Infantry (Unique)

Lord of Titan

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

Wargear:

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

Special Rules:

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

Psychic Powers:

- Hammerhand
- Psychic Communion
- Sanctified Flame

GRAND MASTER MORDRAK 200 Points

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

Unit Composition:

- 1

Unit Type:

- Infantry (Unique)

Wargear:

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

Special Rules:

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

Psychic Powers:

- Hammerhand
- Psychic Communion

GHOST KNIGHTS 32 Points

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If your army includes Grand Master Mordrak, he can be joined by a unit of Ghost Knights. This unit does not take up an HQ choice.

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

Unit Composition:

- 1 Ghost Knight

Unit Type:

- Infantry

Wargear:

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

Special Rules:

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

Psychic Powers:

- Hammerhand

Options:

- May include up to nine additional Ghost Knights: 32 points per model
- For every five models in the squad, one Terminator may replace his storm bolter with one of the following:
 - Incinerator 5 points per model
 - Psilencer 15 points per model
 - Psycannon 25 points per model
- Any model may replace his Nemesis force sword with one of the following:
 - A Nemesis force halberd free
 - A Nemesis Daemon hammer free
 - A pair of Nemesis falchions 5 points
 - A Nemesis warding stave 20 points
- The entire squad can have:
 - psybolt ammunition 10 points
- Any model can make any weapon a master-crafted weapon: 10 points per weapon
- One model may take:
 - Brotherhood Banner 25 points

HQ

BROTHER-CAPTAIN STERN

200 Points

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

Unit Composition:

- 1

Unit Type:

- Infantry (Unique)

Wargear:

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

Special Rules:

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

Psychic Powers:

- Hammerhand
- Psychic Communion
- Zone of Banishment

CASTELLAN CROWE

150 Points

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

Unit Composition:

- 1

Unit Type:

- Infantry (Unique)

Keeper of Anarch

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

Wargear:

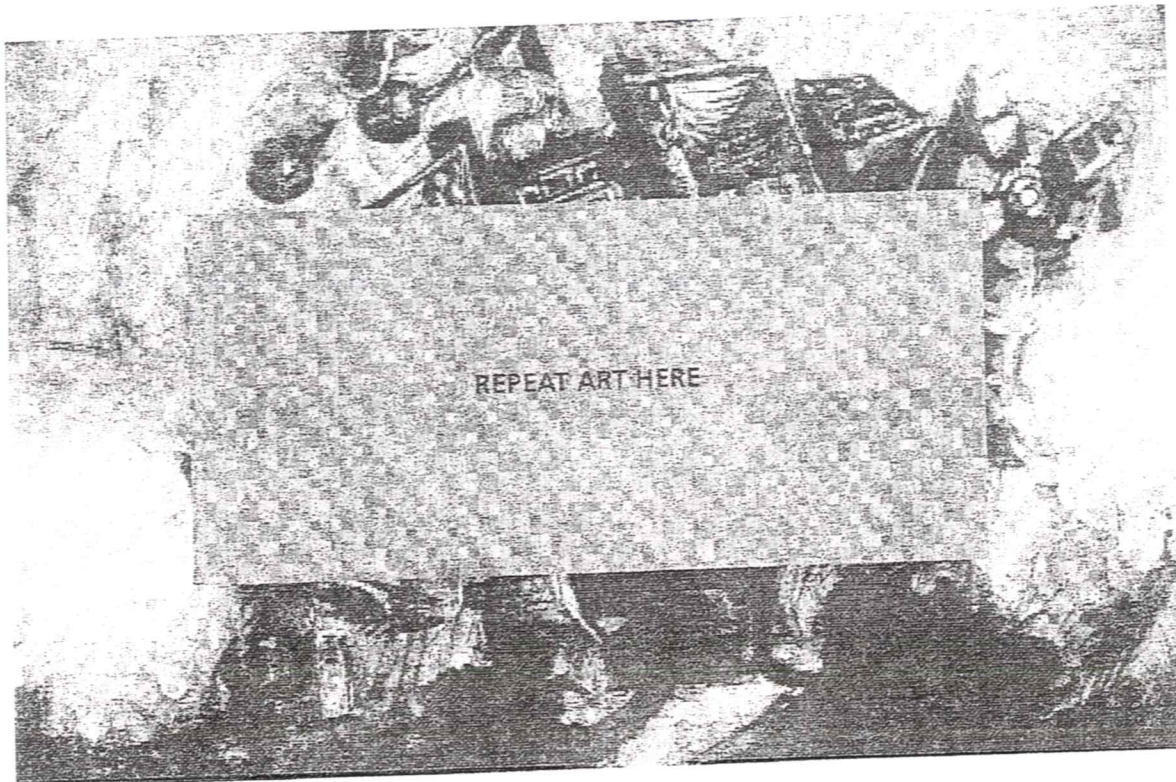
- Artificer armour
- Storm bolter
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron halo
- The Blade of Antwyr

Special Rules:

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

Psychic Powers:

- Hammerhand
- Heroic Sacrifice
- Cleansing Flame



HQ

GRAND MASTER175 Points

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

Unit Composition:

- 1 Grand Master

Unit Type:

- Infantry

Wargear:

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

Special Rules:

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

Psychic Powers:

- Hammerhand
- Psychic Communion

Options:

- Upgrade to Mastery Level 2 35 points
- Replace storm bolter with one of the following:
 - Incinerator 5 points per model
 - Silencer 35 points per model
 - Psycannon 45 points per model
- Replace Nemesis force sword with one of the following:
 - A Nemesis force halberd or a Nemesis Daemon hammer 5 points
 - A pair of Nemesis falchions 10 points
 - A Daemonhammer 15 points
 - A Nemesis warding stave 35 points
- May take up to three Servo-skulls 5 points each
- May take any of the following:
 - Blind grenades, meltabombs, digital weapons or psybolt ammunition 5 points
 - Empyrean brain mines 10 points
 - Psychotrope grenades or Rad grenades 15 points
 - Orbital strike relay 50 points
- Make any weapon a master-crafted weapon 5 points per weapon

BROTHER-CAPTAIN150 Points

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

Unit Composition:

- 1 Brother-Captain

Unit Type:

- Infantry

Wargear:

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

Special Rules:

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

Psychic Powers:

- Hammerhand
- Psychic Communion

Options:

- Replace storm bolter with one of the following:
 - Incinerator 5 points per model
 - Silencer 30 points per model
 - Psycannon 40 points per model
- Replace Nemesis force sword with one of the following:
 - A Nemesis force halberd or a Nemesis Daemon hammer 5 points
 - A pair of Nemesis falchions 10 points
 - A Daemonhammer 15 points
 - A Nemesis warding stave 35 points
- May take up to three Servo-skulls 5 points each
- May take any of the following:
 - Blind grenades, meltabombs, digital weapons or psybolt ammunition 5 points
 - Empyrean brain mines 10 points
 - Psychotrope grenades or Rad grenades 15 points
 - Orbital strike relay 50 points
- Make any weapon a master-crafted weapon 5 points per weapon

HQ

BROTHERHOOD CHAMPION100 Points

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	WS	BS	S	T	W	I	A	Ld	Sv
Brotherhood Champion	7	4	4	4	1	5	8	10	2+

Unit Composition:

- 1 Brotherhood Champion

Unit Type:

- Infantry

Wargear:

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

Special Rules:

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

Psychic Powers:

- Hammerhand
- Heroic Sacrifice

Options:

- May take any of the following:
 - Digital Weapons
 - Empyrean brain mines
 - Psybolt ammunition

5 points
10 points
5 points

LIBRARIAN150 Points

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	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	4	4	4	2	1	2	10	2+

Unit Composition:

- 1 Librarian

Unit Type:

- Infantry

Wargear:

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

Special Rules:

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

Psychic Powers:

- Hammerhand

Options:

- Upgrade to Mastery Level 3
- Replace Nemesis force sword with one of the following:
 - A Nemesis force halberd or a Nemesis Daemon hammer
 - A pair of Nemesis falchions
 - A Daemonhammer
 - A Nemesis warding stave
- May take any of the following:
 - Psybolt ammunition, digital weapons
 - Empyrean brain mines
 - Teleport homer
- May take up to three Servo-skulls
- May take any of the following psychic powers: Smile, Quicksilver, The Shrouding, Mind Blades, Sanctuary, Warp Rift, Might of Titan, The Summoning, Vortex of Doom:
- Make any weapon a master-crafted weapon:

50 points
5 points
10 points
15 points
35 points
5 points
10 points
15 points
5 points each
5 points each
5 points per weapon

HQ

INQUISITOR COTEAZ 100 Points

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

Unit Composition:

- 1

Unit Type:

- Infantry (Unique)

Lord of Formosa

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

Wargear:

- Artificer armour
- Master-crafted Nemesis Daemon hammer
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Psyber-Eagle

Special Rules:

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

Psychic Powers:

- Hammerhand
- Sanctuary
- Mindblades

INQUISITOR KARAMAZOV 200 Points

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

Unit Composition:

- 1

Unit Type:

- Infantry (Unique)

Wargear:

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

Special Rules:

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

INQUISITOR VALERIA 140 Points

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

Unit Composition:

- 1

Unit Type:

- Infantry (Unique)

Wargear:

- Power armour
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Lasopistol
- Grav ton beamer
- Runes of Destiny
- The Dagger of Midnight
- Hyperstone Maze
- Forceshield

Special Rules:

- Independent Character
- Stubborn

HQ

ORDO MALLEUS INQUISITOR 25 Points

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

Unit Composition:

- 1 Inquisitor

Unit Type:

- Infantry

Wargear:

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

Special Rules:

- Independent Character
- Stubborn

Options:

- Replace bolt pistol and/or chainsword with:
 - a power sword, plasma pistol or combi-flamer, 10 points
 - a power fist, an incinerator, Daemonhammer, 15 points
 - Daemonblade, or hellfire 15 points
- Replace carapace armour with artificer armour 15 points
- May take up to three Servo-skulls 3 points each
- May take any of the following:
 - psybolt ammunition 5 points
 - Empyrean brain mines 10 points
- Replace carapace armour, bolt pistol, chainsword, frag and krak grenades with Terminator armour, storm bolter and Nemesis Daemon hammer: 40 points
 - Replace Terminator armour's Storm bolter with:
 - a combi-flamer, combi-melta or -plasma 10 points
 - psycannon 15 points
- Upgrade to a Psyker (Mastery Level 1) with either the Hammerhand or Psychic Communion psychic power and exchanging any one weapon for a force sword 30 points

ORDO HERETICUS INQUISITOR 25 Points

Page xx

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

Unit Composition:

- 1 Inquisitor

Unit Type:

- Infantry

Wargear:

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

Special Rules:

- Independent Character
- Stubborn

Options:

- Replace bolt pistol and/or chainsword with:
 - a power sword, plasma pistol, inferno pistol or combi-flamer, combi-melta or -plasma 10 points
 - power fist or condemnor boltgun 15 points
 - thunder hammer 20 points
 - null rod 25 points
- Replace carapace armour with artificer armour 15 points
- May take up to three Servo-skulls 3 points each
- May take psyoculum 25 points
- Upgrade to a Psyker (Mastery Level 1) with either the Hammerhand or Psychic Communion psychic power and exchanging any one weapon for a force sword 30 points

ORDO XENOS INQUISITOR 25 Points

Page xx

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

Unit Composition:

- 1 Inquisitor

Unit Type:

- Infantry

Wargear:

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

Special Rules:

- Independent Character
- Stubborn

Options:

- Replace bolt pistol and/or chainsword with:
 - power sword, plasma pistol or combi-flamer, combi-melta or -plasma 10 points
 - needle pistol or Scythian venom talon 15 points
 - conversion beamer 45 points
- Replace carapace armour with artificer armour 15 points
- May take up to three Servo-skulls 3 points each
- May take any of the following:
 - Digital weapons 5 points
 - Ulumeatni Plasma Syphon 10 points
 - Rad grenades or Psychotrope grenades 15 points
- Upgrade to a Psyker (Mastery Level 1) with either the Hammerhand or Psychic Communion psychic power and exchanging any one weapon for a force sword 30 points

ELITES

TECHMARINE

80 Points

Page XX

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

Unit Composition:

- 1 Techmarine

Unit Type:

- Infantry

Wargear:

- Artificer armour
- Boltgun
- Power weapon
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Servo-Harness

Special Rules:

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

Options:

- Replace boltgun with storm bolter 3 points
- Replace boltgun and servo-harness with conversion beamer 20 points
- Replace power weapon with one of the following:
 - Nemesis force sword 5 points
 - A Nemesis force halberd 10 points
 - A Nemesis Daemon hammer 10 points
 - A pair of Nemesis falchions 15 points
 - A Nemesis warding stave 25 points
- May take up to three Servo-skulls 3 points each
- May take any of the following:
 - Blind grenades, meltabombs or psybolt ammunition 5 points
 - Rad grenades or Emopyean brain mines 10 points
 - Digital weapons or psychotroke grenades 15 points
 - Orbital strike relay 50 points

PURIFIER SQUAD

120 Points

Page xx

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

Composition:

- 4 Purifiers
- 1 Knight of the Flame

Unit Type:

- Infantry

Wargear:

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

Special Rules:

- Brotherhood of Psykers
- The Aegis
- Fearless
- Preferred Enemy (Daemons)
- Combat Squads

Psychic Powers:

- Hammerhand
- Cleansing Flame

Dedicated Transport:

- May select a Rhino or Razorback as a dedicated transport (see page xx).

Options:

- Include up to five additional Purifiers: 24 points per model
- For every five models in the squad, two Purifiers may replace their Nemesis force swords and storm bolters with one of the following:
 - Incinerator free
 - Psilencer free
 - Psycannon 10 points per model
- Any model may replace his Nemesis force sword with one of the following:
 - A Nemesis force halberd 2 points
 - A Nemesis Daemon hammer 5 points
 - A pair of Nemesis falchions 5 points
 - A Nemesis warding stave 25 points
- The entire squad can have psybolt ammunition 20 points
- The Knight of the Flame can:
 - make any weapon master-crafted: 5 points per weapon
 - take digital weapons 5 points

VENERABLE DREADNOUGHT

175 Points

Page xx

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

Composition:

- 1 Venerable Dreadnought

Unit Type:

- Vehicle, Walker

Wargear:

- Multi-melta
- Nemesis doomfist with built-in storm bolter
- Smoke launchers

Special Rules:

- Psychic Pilot
- The Aegis
- Reinforced Aegis
- Preferred Enemy (Daemons)
- Venerable

Psychic Powers:

- Fortitude

Options:

- Replace multi-melta with:
 - twin-linked heavy flamer free
 - twin-linked heavy bolter 5 points
 - twin-linked autocannon 10 points
 - plasma cannon or assault cannon 10 points
 - twin-linked lascannon 30 points
- Replace Nemesis doomfist with:
 - twin-linked autocannon or missile launcher 5 points
- Take any of the following:
 - Searchlight 1 point
 - Psybolt ammunition 5 points
 - Psyflame ammunition 5 points
 - Warp stabilisation field 10 points
 - Truesilver armour 15 points
 - Extra armour

ELITES

PALADIN SQUAD

55 Points

Page xx

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

Unit Composition:

- 1 Paladin

Unit Type:

- Infantry

Wargear:

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

Special Rules:

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

Psychic Powers:

- Hammerhand
- Holocaust

Options:

- Include up to nine additional Paladins: 55 points per model
- Upgrade one model to an Apothecary, replacing storm bolter with narthecium 75 points
- For every five models in the squad, two Paladins may replace their storm bolters with one of the following:
 - Incinerator 5 points per model
 - Silencer 10 points per model
 - Psycannon 20 points per model
- Any model may replace his Nemesis force sword with one of the following:
 - A Nemesis force halberd free
 - A Nemesis Daemon hammer free
 - A pair of Nemesis falchions 5 points
 - A Nemesis warding staff 20 points
- One model may replace his Nemesis force sword with a Brotherhood Banner 25 points per model
- The entire squad can have psybolt ammunition 20 points
- Any model can make any weapon a master-crafted weapon: 5 points per weapon

CALLIDUS ASSASSIN

145 Points

Page XX

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

Unit Composition:

- 1

Wargear:

- Synskin
- C'tan phase sword
- Polymorphine
- Neural shredder
- Frag grenades

Unit Type:

- Infantry (Unique)

Special Rules:

- Fearless
- Fleet
- Hit and Run
- Move Through Cover
- Stealth
- Uncanny Reflexes

EVERSOR ASSASSIN

130 Points

Page XX

	WS	BS	S	T	W	I	A	Ld	Sv
Eversor Assassin	3	2	4	4	2	7	4	10	4+

Unit Composition:

- 1

Wargear:

- Synskin
- Melitabombs
- Neuro Gauntlet
- Frenzon
- Frag grenades
- Executioner pistol

Unit Type:

- Infantry (Unique)

Special Rules:

- Move Through Cover
- Fleet
- Fearless
- Uncanny Reflexes
- Furious Charge

CULEXUS ASSASSIN

135 Points

Page XX

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

Unit Composition:

- 1

Wargear:

- Synskin
- Etherium
- Animus speculum
- Psyk-out grenades
- Frag grenades
- Psycoculum

Unit Type:

- Infantry (Unique)

Special Rules:

- Move Through Cover
- Fleet
- Fearless
- Uncanny Reflexes

VINDICARE ASSASSIN

145 Points

Page XX

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

Unit Composition:

- 1

Wargear:

- Synskin
- Exitus weaponry
- Frag grenades
- Blind grenades

Unit Type:

- Infantry (Unique)

Special Rules:

- Move Through Cover
- Infiltrate
- Fleet
- Fearless
- Uncanny Reflexes
- Stealth
- Deadshot

ELITES

INQUISITORIAL HENCHMEN WARBAND

Page xx

For each Inquisitor in your army you may also include a unit of 3-12 henchmen, chosen in any combination. This unit does not use up a force organisat on slot.

	WS	BS	S	T	W	I	A	Ld	Sv
Arco-Flagellant	5	1	5	3	1	3	4	8	-
Banisher	3	3	3	3	1	3	1	8	5+
Crusader	4	3	3	3	1	3	1	8	5+
Daemonhost	3	3	4	4	1	3	1	8	-
Death Cult Assassin	5	3	4	3	1	6	2	8	5+
Inquisitorial Servitor	3	3	3	3	1	3	1	8	4+
Jokaero Weaponsmith	1	3	2	3	1	3	1	8	-
Mystic	3	3	3	3	1	3	1	8	5+
Psyker	3	3	3	3	1	3	1	8	5+
Warrior Acolyte	3	3	3	3	1	3	1	8	5+

ARCO-FLAGELLANT

Special Rules:

- Fee No Pain

Wargear:

- Arco-flails
(close combat weapon)

BANISHER

Special Rules:

- Aura of Faith
- Preferred Enemy (Daemons)

Wargear:

- Flak armour
- Chainsword
- Lasipistol

CRUSADER

Wargear:

- Flak Armour
- Power weapon
- Storm shield

DAEMONHOST

Special Rules:

- Warp Shield
- Daemonic Power

Wargear:

- Fearsome claws & runic chains
(close combat weapon)

DEATH CULT ASSASSIN

Special Rules:

- Uncanny Reflexes

Wargear:

- Flak armour
- Two Power weapons

INQUISITORIAL SERVITOR

Special Rules:

- Mindlock

Wargear:

- Servo-arm
- Carapace armour

JOKAERO WEAPONSMITH

Special Rules:

- Inconceivable Customisation
- Jokaero Ingenuity

Wargear:

- Defence Orbs
- Jokaero Digital Weapons

Options:

- Arco-Flagellant 15 points per model
- Banisher 5 points per model
 - any Banisher can exchange his chainsword for an eviscerator 15 points per model
- Crusader 15 points per model
- Mystic 10 points per model
- Inquisitorial Servitor 10 points per model
 - up to three Servitors can replace servo-arm with: free
 - heavy bolter or multimelta 10 points per model
 - plasma cannon 35 points per model
- Jokaero Weaponsmith 10 points per model
- Daemonhost 15 points per model
- Death Cult Assassin 10 points per model
- Psyker 4 points per model
- Warrior Acolyte
 - any Warrior Acolyte can replace his laspistol and/or chainsword with:
 - boltgun 1 point per model
 - a storm bolter 3 points per model
 - a hot-shot lasgun 5 points per model
 - a combi-flamer, -melta or -plasma 10 points per model
 - a plasma gun, melta gun or flamer 10 points per model
 - a power sword or plasma pistol 15 points per model
 - a storm shield 20 points per model
 - a power fist 25 points per model
 - any Warrior Acolyte can replace flak armour with:
 - carapace armour 4 points per model
 - power armour 10 points per model
 - any Warrior Acolyte can take meltabombs: 5 points per model

Dedicated Transport:

- The Inquisitorial Henchmen Warband can select any dedicated transport (see page xx)

MYSTIC

Special Rules:

- Psychic Beacon

Wargear:

- Flak Armour
- Lasipistol

PSYKER

Special Rules:

- Psychic Barrage

Wargear:

- Flak armour
- Lasipistol

WARRIOR ACOLYTE

Wargear:

- Flak Armour
- Lasipistol
- Chainsword

TROOPS

GREY KNIGHTS TERMINATOR SQUAD 200 Points

Page xx

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

Composition:

- 4 Terminators
- 1 Terminator Justicar

Unit Type:

- Infantry

Wargear:

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

Special Rules:

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

Psychic Powers:

- Hammerhand

Options:

- Include up to five additional Terminators: 40 points per model
- For every five models in the squad, one Terminator may replace his storm bolter with one of the following:
 - Incinerator 5 points per model
 - Psilencer 15 points per model
 - Psycannon 25 points per model
- Any model may replace his Nemesis force sword with one of the following:
 - A Nemesis force halberd free
 - A Nemesis Daemon hammer free
 - A pair of Nemesis falchions 5 points
 - A Nemesis warding staff 20 points
- One model may replace his Nemesis force sword with a Brotherhood Banner 25 points per model
- The entire squad can have psybolt ammunition 20 points
- The Terminator Justicar can make any of his weapons master-crafted: 5 points per weapon

JUSTICAR ANVAL THAWN

75 Points

Page XX

One Terminator squad can upgrade their Justicar to Anval Thawn

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

Unit Composition:

- 1

Unit Type:

- Infantry (Unique)

Wargear:

- Terminator armour
- Nemesis force halberd
- Storm bolter
- Frag and krak grenades
- Psyk-out grenades

Special Rules:

- Fearless
- Psyker (Mastery Level 2)
- The Aegis
- I Shall Not Yield
- Preferred Enemy (Daemons)

Psychic Powers:

- Hammerhand

GREY KNIGHTS STRIKE SQUAD 100 Points

Page xx

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

Unit Composition:

- 4 Grey Knights
- 1 Justicar

Unit Type:

- Infantry

Wargear:

- Power armour
- Storm bolter
- Nemesis force sword
- Frag and krak grenades
- Psyk-out grenades

Special Rules:

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

Psychic Powers:

- Hammerhand
- Warp Quake

Dedicated Transport:

- If personal teleporters are not taken, the squad can select a Rhino or Razorback dedicated transport (page xx)

Options:

- Include up to five additional Grey Knights: 20 points per model
- For every five models in the squad, one Grey Knight may replace his storm bolter and Nemesis force sword with one of the following:
 - Psilencer free
 - Psycannon 10 points per model
 - Incinerator 20 points per model
- Any model may replace his Nemesis force sword with one of the following:
 - A Nemesis force halberd 5 points
 - A Nemesis Daemon hammer 10 points
 - A pair of Nemesis falchions 10 points
 - A Nemesis warding staff 25 points
- The entire squad can take:
 - psybolt ammunition 20 points
 - personal teleporters 6 points per model
- The Justicar can make any of his weapons master-crafted: 5 points per weapon

DEDICATED TRANSPORTS

RHINO40 POINTS

Page XX

	Armour			
	BS	F	S	R
Rhino	4	11	11	10

Unit Composition:

- 1 Rhino

Unit Type:

- Vehicle (Tank)

Wargear:

- Storm bolter
- Smoke launchers

Transport Capacity:

- Ten models

Special Rules:

- Repair
- Psychic Pilot
- The Aegis

Psychic Powers:

- Fortitude

Options:

- Can take any of the following:
 - searchlight 1 points
 - a dozer blade 5 points
 - psybolt ammunition 5 points
 - Warp stabilisation field 10 points
 - a storm bolter 10 points
 - a hunter-killer missile 10 points
 - Truesilver armour 15 points
 - extra armour

RAZORBACK45 Points

Page XX

	Armour			
	BS	F	S	R
Razorback	4	11	11	10

Unit Composition:

- 1 Razorback

Unit Type:

- Vehicle (Tank, Fast)

Wargear:

- Twin-linked heavy bolter
- Smoke launchers

Transport Capacity:

- Six models

Options:

- Replace twin-linked heavy bolters with:
 - twin-linked heavy flamer +25 pts
 - twin-linked assault cannon +35 pts
 - twin-linked lascannon +35 pts
 - lascannon and twin-linked plasma gun: +35 pts
- Can take any of the following:
 - searchlight 1 points
 - Warp stabilisation field 5 points
 - psybolt ammunition 5 points
 - Psyflame ammunition 5 points
 - a dozer blade 10 points
 - a storm bolter 10 points
 - a hunter-killer missile 10 points
 - Truesilver armour 10 points
 - extra armour 15 points

INQUISITORIAL CHIMERA55 POINTS

Page XX

	Armour			
	BS	F	S	R
Inquisitorial Chimera	3	12	10	10

Unit Composition:

- 1 Inquisitorial Chimera

Unit Type:

- Vehicle (Tank)

Wargear:

- Multi-laser
- Heavy bolter
- Smoke launchers

Transport Capacity:

- Twelve models

Special Rules:

- Amphibious

Options:

- Replace multi-laser with:
 - Heavy flamer or heavy bolter free
- Replace heavy bolter with heavy flamer free
- Can take any of the following:
 - searchlight 1 points
 - Warp stabilisation field 5 points
 - a dozer blade 5 points
 - a storm bolter 10 points
 - a hunter-killer missile 10 points
 - Truesilver armour 10 points
 - extra armour 15 points

FAST ATTACK

STORMRAVEN GUNSHIP

205 Points

Page XX

	Armour			
	BS	F	S	R
Stormraven	4	12	12	12

Unit Composition:

- 1 Stormraven

Unit Type:

- Vehicle
(Fast, Skimmer)

Wargear:

- Twin-linked heavy bolter
- Twin-linked assault cannon
- Four psi-strike missiles
- Ceramite Plating

Transport Capacity

- Twelve models and one Dreadnought

Special Rules:

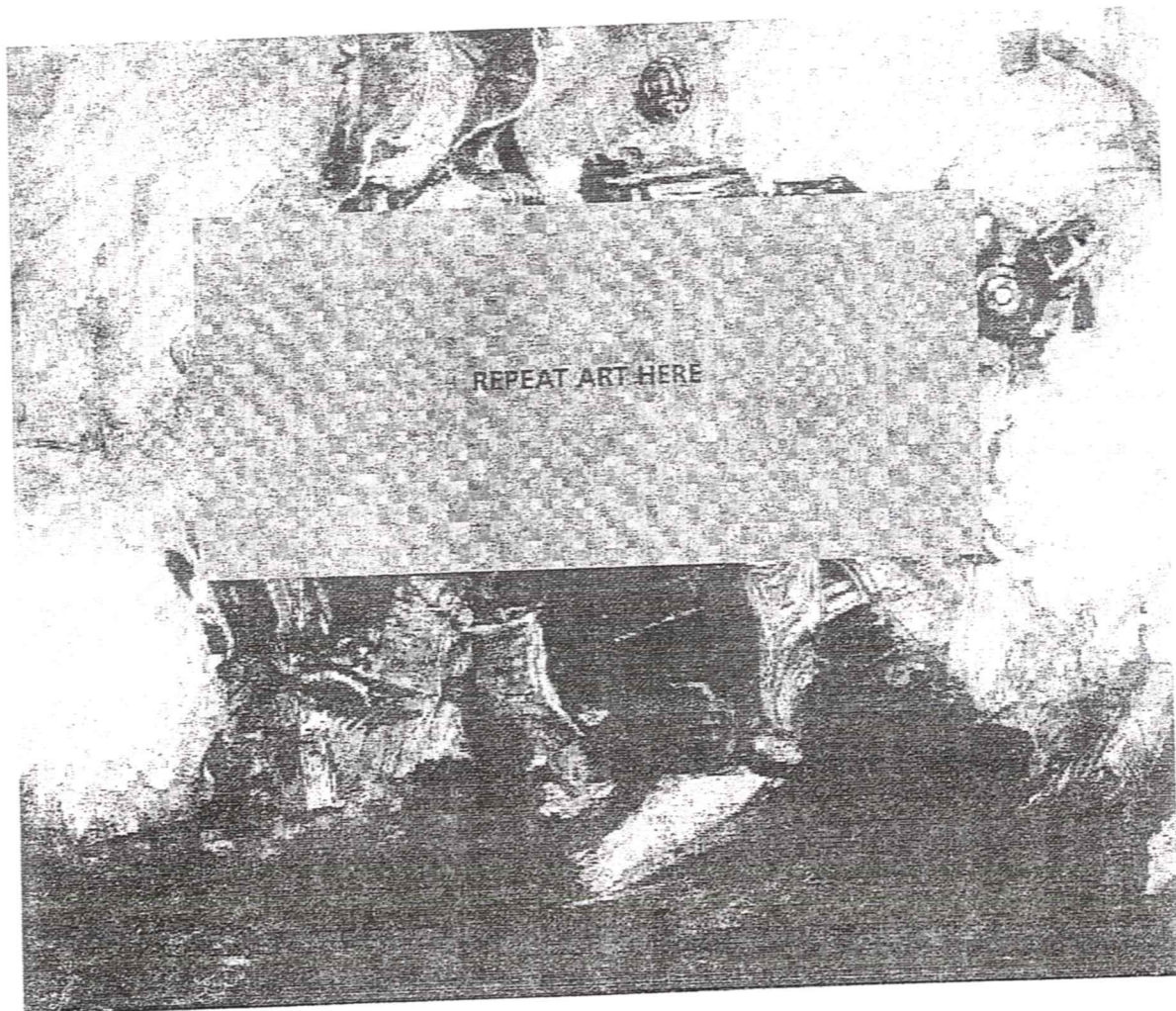
- Assault Vehicle
- Deep Strike
- Power of the Machine Spirit
- Shadow Skies
- The Aegis
- Psychic Pilot

Psychic Powers:

- Fortitude

Options:

- Replace twin-linked heavy bolter with:
 - twin-linked multi-melta free
 - typhoon missile launcher 25 points
- Replace twin-linked assault cannon with:
 - twin-linked plasma cannon free
 - twin-linked lascannons free
- Can take side sponsons with hurricane bolters 30 points
- Can take any of the following:
 - search light 1 point
 - psybolt ammunition 20 points
 - Waro stabilisation field 5 points
 - Truesilver armour 10 points
 - teleport homer 15 points
 - extra armour 15 points



HEAVY SUPPORT

PURGATION SQUAD100 Points

Page xx

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

Composition:

- 4 Grey Knights
- 1 Justicar

Unit Type:

- Infantry

Wargear:

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

Special Rules:

- And They Shall Know No Fear
- Brotherhood of Psykers
- The Aegis
- Preferred Enemy: Daemons
- Combat Squads

Psychic Powers:

- Hammerhand
- Astral Aim

Dedicated Transport:

- The squad can select a Rhino or Razorback as a dedicated transport (see page xx).

Options:

- Include up to five additional Grey Knights: 20 points per model
- Up to four Grey Knights may replace their storm bolter and Nemesis force sword with one of the following:
 - Incinerator: free
 - Psilencer: 10 points per model
 - Psycannon: 20 points per model
- Any model may replace his Nemesis force sword with one of the following:
 - A Nemesis force halberd: 3 points
 - A Nemesis Daemon hammer: 5 points
 - A pair of Nemesis falchions: 10 points
 - A Nemesis warding stave: 25 points
- The entire squad can have psybolt ammunition: 20 points
- The Justicar can make any of his weapons master-crafted: 5 points per weapon
- The Justicar can have a teleport homer: 5 points per model

DREADNOUGHT115 Points

Page xx

	WS	BS	S	F	S	R	I	A
Dreadnought	4	4	6	12	12	10	4	2

Composition:

- 1 Dreadnought

Unit Type:

- Vehicle, Walker

Wargear:

- Multi-melta
- Nemesis doomfist with built-in storm bolter
- Smoke launchers

Special Rules:

- Psychic Pilot
- The Aegis
- Reinforced Aegis
- Preferred Enemy: Daemons

Psychic Powers:

- Fortitude

Options:

- Replace multi-melta with:
 - twin-linked heavy flamer: free
 - twin-linked heavy bolter: 5 points
 - twin-linked autocannon: 10 points
 - plasma cannon or assault cannon: 10 points
 - twin-linked lascannon: 30 points
- Replace Nemesis doomfist with:
 - twin-linked autocannon or missile launcher: 5 points
- Take any of the following:
 - Searchlight: 1 point
 - Psybolt ammunition: 5 points
 - Psyflame ammunition: 5 points
 - Warp stabilisation field: 5 points
 - Truesilver armour: 10 points
 - Extra armour: 15 points

NEMESIS DREADKNIGHT130 Points

Page xx

	WS	BS	S	T	W	I	A	Ld	Sv
Nemesis Dreadknight	5	4	7	7	4	4	3	10	2+

Composition:

- 1 Nemesis Dreadknight

Unit Type:

- Monstrous Creature

Wargear:

- Dreadknight Armour
- Two Nemesis Doomfists

Special Rules:

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

Psychic Powers:

- Hammerhand
- Holocaust

Options:

- Take up to two weapons from the following list (each weapon can be taken only once):
 - heavy incinerator: 30 points
 - galling psilencer: 35 points
 - heavy psycannon: 40 points
- Replace one Nemesis Doomfist with one of the following:
 - Nemesis Daemon hammer: 10 points
 - Nemesis greatsword: 25 points
- Take personal teleporter: 75 points

HEAVY SUPPORT

LAND RAIDER 255 Points

Page XX

	[Armour]			
	BS	F	S	R
Land Raicer	4	14	14	14

- Land Raider

- Vehicle (Tank)

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Smoke launchers

- Ten models

- Assault Vehicle
- Power of the Machine Spirit
- The Aegis
- Psychic Pilot

- Fortitude

- Can take any of the following:

- searchlight
- psypolt ammunition
- Warp stabilisation field
- a storm boiler
- a hunter-killer missile
- a multi-meta
- Invesilver armour
- extra armour

- 1 point
5 points
5 points
10 points
10 points
10 points
10 points
15 points

LAND RAIDER CRUSADER 255 Points

Page XX

	[Armour]			
	BS	F	S	R
Land Raider	4	14	14	14

- 1 Land Raider

- Vehicle (Tank)

- Twin-linked assault cannons
- Two hurricane boilers
- Frag assault launchers
- Smoke launchers

- Sixteen models

- Assault Vehicle
- Power of the Machine Spirit
- The Aegis
- Psychic Pilot

- Fortitude

- Can take any of the following:

- searchlight
- Warp stabilisation field
- a storm boiter
- a hunter-killer missile
- a multi-meta
- Truesilver armour
- extra armour
- psysolt ammunition

- 1 point
5 points
10 points
10 points
10 points
10 points
15 points
20 points

LAND RAIDER REDEEMER 245 Points

Page XX

	Armour			
	BS	F	S	R
Land Raider	4	14	14	14

- Land Raider

- Vehicle (Tandem)

- Twin-linked assault cannon
- Two flamethrower cannons
- Frag assault launchers
- Smoke launchers

- Twelve models

- Assault Vehicle
- Power of the Machine Spirit
- The Aegis
- Psychic Pilot

- Fortitude

- Can take any of the following:

- searchlight
- psybolt ammunition
- Warp stabilisation field
- a storm boiler
- a hunter-killer missile
- a multi-melta
- Truesilver armour
- extra armour
- Psydrame ammunition

- 1 point
5 points
5 points
10 points
10 points
10 points
10 points
15 points
15 points