

Ordo Malleus

Army Special Rules

The Shrouding

A model with The Shrouding has the Stealth rule, and counts as 12" further away than it is for purposes of Night Fighting.

The Aegis

Models protected by The Aegis have the Adamantium Will special rule. A model with the Improved Aegis special rule passes all Deny the Witch saves on a 2+ instead. A model with The Aegis does not count as a psyker for purposes of the Chaos Daemons' Warp Storm table.

Psychic Pilot

A vehicle with this rule counts as a Mastery 1 psyker with Leadership 10 for purposes of psychic tests. If the vehicle suffers a Perils of the Warp attack, it takes a glancing hit.

Special Operations

All squads with this special rule must select one of the Special Operations rules available to them before the game begins. The Special Operations are as follows:

Reconnaissance: This squad gains the Scout, Move Through Cover, and Night Vision rules

Airborne Assault: This squad may reroll the scatter dice whenever they Deep Strike or deploy by Rapid Deployment from a Valkyrie or a Vendetta.

Behind Enemy Lines: This squad gains the Infiltrate rule and their weapons count as Pinning the first time they fire, in addition to any other effects.

Shock Troopers: This squad gains the Fleet and Furious Charge rules.

Marksmen: This squad generates Precision Shots on a roll of 5+ to hit and Rending on a roll of 5+ to Wound rather than the normal 6+ when using Sniper weapons.

Purge: This squad has the Adamantium Will and Preferred Enemy (Daemons) rules.

Fire Support: This squad rolls 1d6 for scatter distance when firing Barrage weapons rather than the normal 2d6.

Unit-Specific Special Rules

Masters of Titan

An Ordo Malleus army may include one Grey Knight Terminator squad as a Troops choice for every Grey Knight Brother-Captain or Grand Master it has.

Grand Strategy

A Grey Knight Grand Master has the experience, tactical expertise, and charisma to motivate his subordinates to perform above and beyond the call of duty. Before the game begins, a Grand Master may roll a d3 and select that many Grey Knight units (this includes Grey Knight infantry, Dreadnaughts, and Dreadknights, but does not include vehicles, Inquisitors, Assassins, Arbitors, Stormtroopers, or any Allies) to be given one of the following four special rules. All nominated squads must have the same rule:

Hammer of Wrath: The nominated units reroll to-wound rolls of 1

Shield of Blades: The nominated units have the Counter-Attack rule

Spear of Light: The nominated units have the Scouts rule

Unyielding Shield: The nominated units count as Scoring Units, regardless of the mission

Sword of Titan

At the beginning of any Fight sub-phase in which a Brotherhood Champion is engaged in combat, choose one of the following stances for him to adopt. The stance lasts for the remainder of the Assault Phase.

Bladestorm: The Champion makes +d3 Attacks over his normal number.

Shield of Steel: The Champion reduces his total Attacks in this round of combat by two, to a minimum of one, but he may reroll any failed Armor or Invulnerable saves for the duration of combat.

The Heavens' Wrath: The Champion makes his Attacks as normal, but any target hit by one or more of his Attacks must make a Ld test or be removed as a casualty. This does not affect models immune to Instant Death.

Lightning Strike: The Champion makes his Attacks as normal, but his Strength is reduced by 1 and his Initiative is increased to 10.

Sheathing the Sword: If this option is selected, the Champion may only make one attack in that phase, but if it connects the Champion and the target of his attack are both removed from play as casualties with no save of any kind allowed. If the attack misses, the Champion is still removed.

Orders

Stormtrooper Officers have the experience, tactical expertise, and charisma to motivate their soldiers to perform above and beyond the call of duty for short periods. Once per Shooting phase, a Stormtrooper Officer may issue one of three Orders to any friendly Stormtrooper unit or Drop Sentinel unit within 12" or vox contact. Make a Ld test with the squad the Order is issued to, if it passes the squad gains the benefits of the Order, otherwise nothing happens. If the Ld test passes on a double 6, the Officer can issue one additional Order this phase. The three Orders are as follows:

Suppressing Fire!: The target unit's weapons gain the Pinning special rule for the remainder of the phase.

On The Double!: The target unit immediately either runs and then shoots normally, counting as having moved, or shoots normally, counting as having moved, and then runs.

Target It's Weak Point!: The target unit's weapons gain the Rending special rule for the remainder of the phase.

Indomitable Will

Inquisitors and Inquisitor Lords are Fearless, and any unit within 12" or vox-contact of them may reroll failed Morale tests. If you include an Inquisitor Lord in your army, he must be the Warlord.

Alignment

Each Inquisitor must select an alignment: either Puritan or Radical. This alters some of the Inquisitor's upgrade options, retinue options, and the like, but it also affects the composition of the Force Organization Chart; in a Radical Inquisitor's army, you may not take any Grey Knight units, and in a Puritan Inquisitor's army you may not take Daemonhosts.

Conclave

The three Ordos of the Inquisition sometimes join together under one banner to combat the greatest threats to the Imperium, wielding the weight of their combined expertise and armies to crush their foes. A Conclave army may only be an army of over 2,000pts; you may take two Allied detachments per Primary Detachment in a Conclave army, but the primary list and the Allied detachments must all be of different Ordos of the Inquisition, and they all must be led by an Inquisitor Lord, one of whom must be selected as the army's Warlord. In addition, all of the Inquisitors in a Conclave army must have the same alignment.

Independent Allies

Inquisitorial Henchmen Warbands may be chosen as Troops in an army with an Inquisitor Lord as the Warlord. Note, however, that Henchmen Warbands chosen as Troops have more stringent restrictions than those chosen as a retinue for an Inquisitor.

Agility

A model with this rule has an Invulnerable save listed on their profile instead of an Armor save.

Mindlock

If at any point a Henchmen warband includes Servitors and does not include either a techpriest, an Inquisitor, or an Interrogator, roll a die for that warband at the beginning of a turn. On a 4+, the unit acts as normal, but otherwise the unit cannot move, shoot, or initiate combat, though it will fight if it is already locked in close combat.

Hymn of Reforging

This model may attempt to repair a vehicle instead of shooting. If the model is in base contact with any vehicle that is not a Zooming Flyer, or embarked upon any vehicle, roll a die in the Shooting phase, and add +1 for

every Combat Servitor in the unit. If the total roll is 5 or more, you may remove one Immobilized, Locked Velocity, or Weapon Destroyed effect from the vehicle, and you may restore one Hull Point to the vehicle. A weapon that is repaired in this way may not fire until the following Shooting phase.

Blessed by the Machine

This model passes repair rolls from Hymn of Reforging on a 4+ instead of a 5+.

Auto-Repair

This model may use the Hymn of Reforging, but only on itself.

Null Aura

An Untouchable, also known as a Blank or a Pariah, is anathema to creatures of the Warp and psychic powers, and her presence is extremely unpleasant for most people. A unit including an Untouchable automatically passes Deny The Witch rolls, no psyker (friendly or enemy) may make psychic tests within 12" of the Untouchable, Daemons within 12" of the Untouchable lose their Invulnerable save and the effects of any Daemonic Gifts, and enemy psykers must take a Morale test every turn they begin within 12" of the Untouchable. In addition, all enemy models within 12" lose the benefit of the Fearless and Stubborn rules, use the lowest Ld in the squad instead of the highest for Morale and Pinning tests, and may not use another model's Ld for anything.

Archaeotech

Some Techpriests are masters of ancient and forgotten technology. At the beginning of the game, roll a die for every Henchmen Warband including a Techpriest with this rule and check the following table for the modification the Techpriest applies to the unit:

1. **Nothing.** Something goes wrong with the Techpriest's modifications, or they turn out to be merely aesthetic.
2. **Improved Accuracy.** The range of all non-template shooting weapons in the unit improves by +12".
3. **Reinforced Armor.** All models in the unit improve their armor save by one step. This does not affect Invulnerable saves.
4. **Penetrating Ammunition.** All shooting weapons in the unit gain the Rending rule in addition to their normal effects.
5. **Energy Shields.** All models in the unit gain a 5+ Invulnerable save.
6. **Multiple Customizations.** Choose two of the effects from #2 to #4.

Intercept Reserves

As long as a model with this rule is on the table, you may choose to modify any enemy Reserves rolls by -1. This rule is not cumulative with itself.

Astropathic Beacon

As long as a model with this rule is on the table, all of your Reserves rolls are modified by +1. This rule is not cumulative with itself. In addition, any friendly model deploying by Deep Strike within 6" of the Astropath will not scatter.

Bomber Strike

A model with this rule may make a special Shooting attack if he does not move. This attack may be targeted anywhere within his line of sight or the line of sight of any unit within vox contact of the firing model's unit, and scatters a full 2d6", moving in the direction of the small arrow on the 'hit' symbol if a hit is rolled. This attack may use one of the following two profiles:

Hellstorm Bomb: Template, S7, AP3, Inaccurate (to fire the Hellstorm bomb, roll the scatter dice to determine the direction of the template; if a 'hit' is rolled here the firing player may choose which direction the template goes)

Tactical Bomb: Unlimited range, S6, AP4, Ordnance Barrage d3, Large Blast (roll a d3 before every shot to determine how many bombs are dropped)

Fire Discipline

An Adeptus Arbites squad may fire with deadly precision and speed when their riot shields are deployed. Any time an Adeptus Arbites squad equipped with riot shields deploys their riot shields, replace the profiles of any boltguns or Arbites combat shotguns in the squad with the following:

Arbites combat shotgun (Executioner round): 18", S4, AP5, Salvo 1/3

Arbites combat shotgun (shell): 12", S3, AP-, Salvo 2/4

Boltgun: 24", S4, AP5, Salvo 2/4

Additionally, an Adeptus Arbites squad with riot shields deployed hits on a 5+ when firing Overwatch instead of the normal 6+.

Assassin

Operatives of the Officio Assassinorium are subject to the Fearless, Move Through Cover, and Fleet universal special rules, and have a 4+ Invulnerable save.

Bio-Meltdown

Eversor Assassins explode violently on death. Place a small blast template over the Eversor before removing it, any models under the template take a S4 hit at AP2.

Deadeye

All hits inflicted by a model with this rule are Precision Shots.

Invulnerability

A Daemonhost has a 4+ Invulnerable save and the Eternal Warrior rule

Instability

A Daemonhost is Fearless, but it takes one Wound if it is ever defeated in combat

Daemonic Power

At the beginning of your turn, roll a d6 on the following table for each Daemonhost. The effect lasts until you roll for a power again.

1: Terrify: All units not embarked in a transport within 12" of the Daemonhost must take a Pinning test

2: Reknit Host Form: The Daemonhost gains d3 Wounds. This may bring it above its starting Wounds total, but it may never bring it above 10 Wounds.

3: Teleport: The Daemonhost is immediately removed from the table and placed back on the table as if by Deep Strike, scattering as normal. It may assault that turn.

4: Bloodboil: Place the Large Blast template over the Daemonhost, all models underneath the template suffer a S3 hit at AP2.

5: Timeshift: The Daemonhost may move 12" and rolls 3d6" for assault distance this turn and doubles its base Attacks characteristic this turn. If it has Daemonic Flight, it may only use this while moving on the ground, not while flying.

6: Warp Strength: The Daemonhost gets +d3 to its Strength and Toughness characteristics (roll twice) until the beginning of the next turn.

The Daemonhost does not count as a psyker and does not take psychic tests, but the effects of Terrify and Bloodboil may be resisted by a Deny the Witch test as if the Daemonhost were a Mastery 1 psyker.

Daemonic Flight

A Daemonhost with this rule is a Flying Monstrous Creature, and rerolls failed grounding tests

Amphibious

A Chimera ignores the effects of any water terrain.

Air Cavalry

Models firing from a Valkyrie or a Vendetta's door fire points may fire if the Flyer Zoomed, but they may only fire at ground targets, and the Flyer may not move Flat Out in that turn. The unit may not fire Mortars in this way, and if they fire Javelin missile launchers they may target Flyers.

Rapid Deployment

Models may disembark from a Valkyrie or a Vendetta using grav-chutes in addition to the doors. Nominate any point the vehicle moved over during its Movement phase, and place the unit as if by Deep Strike on that point,

rolling for scatter as normal. If any part of the unit lands in Difficult Terrain, the entire unit must take a Dangerous Terrain test.

Hypersonic

A Flyer with Hypersonic may move up to 36" when moving Flat Out.

Agile

A Flyer with this special rule increases any Jink saves by +1

Improved Communications

An army including one or more Land Raider Prometheuses may modify any Reserve roll by +1 or -1.

Assault Vehicle

Models disembarking from a Land Raider may assault on the turn they disembark.

Armory

Weapons

The rules for the following weapons can be found in the core rulebook: autocannon, bolt pistol, boltgun, storm bolter, heavy bolter, combi-weapon, hand flamer, flamer, heavy flamer, lascannon, hot-shot laspistol, hot-shot lasgun, multi-laser, inferno pistol, missile launcher, meltagun, multi-melta, plasma pistol, plasma gun, shotgun, chainsword, eviscerator, force weapon, lightning claw, power fist, thunderhammer, power weapon, frag grenade, krak grenade, meltabomb.

New Ranged Weapons

Animus Speculum: 12", S5, AP1, Assault 2. The Animus Speculum may fire one additional shot per psyker within 12".

Arbites Combat Shotgun: This weapon may fire with one of two different profiles, as follows:

Shot: 12", S3, AP-, Assault 2

Executioner Shell: 18", S4, AP4, Assault 1

Exitus Pistol: 12", SX, AP1, Pistol, Sniper. This weapon fires the same specialized ammunition as the Exitus Rifle, see below.

Exitus Rifle: 36", SX, AP1, Heavy 1, Sniper. This weapon fires three different types of ammunition that provide different bonuses to the shot:

Hellfire Round: The shot wounds on 2+ instead of the normal 4+

Shield Breaker: This shot ignores Invulnerable saves granted by equipment. A model hit by a Shield Breaker round immediately loses all Invulnerable saves granted by items of equipment, though Invulnerable saves from special rules such as the Daemon special rule still apply.

Turbo-Penetrator: This shot inflicts 2 Wounds rather than 1. If fired against a vehicle, it has an armor penetration value of 2d6+6.

Grenade Launcher: This weapon may fire with one of three different profiles, as follows:

Krak: 24", S6, AP4, Assault 1

Frag: 24", S3, AP5, Assault 1, Small Blast

Smoke: 24", S3, AP-, Assault 1, Small Blast, Blind

Heavy Incinerator: Template, S6, AP4, Heavy 1, Torrent

Heavy Psycannon: 48", S6, AP3, Heavy 9

Heavy Sniper Rifle: 36", S3, AP5, Heavy 1, Sniper

Hellpistol: 12", S3, AP5, Pistol

Hellgun: 24", S3, AP5, Rapid Fire

Incinerator: Template, S6, AP4, Assault 1

Javelin missile launcher: 36", S7, AP4, Heavy 1, Skyfire, Interceptor, Heat-Seeking (Heat-Seeking: This weapon may reroll missed to-hit rolls against Flyers or Fast Skimmers)

Mortar: This weapon may fire with one of five different profiles, as follows:

Frag Rounds: 48", S4, AP6, Heavy 2, Small Blast, Barrage

Flares: 48", S*, AP*, Heavy 1, Blast, Barrage, Flare (Fire this as if it were a Barrage weapon. Once the final position of the blast marker is determined, place a flare marker no larger than one standard 28mm infantry base on the center of the marker, or as near to it as possible if the target location is over a model. Until your next Shooting phase, models firing at targets wholly or partially within 12" of the flare marker may ignore the effects of the Night Fighting rule)

Phosphorus Rounds: 48", S3, AP5, Heavy 1, Small Blast, Barrage, Blind, Marker (Once the final position of the blast marker has been determined, place a smoke marker no larger than one standard 28mm infantry base on the center of the marker, or as near to it as possible if the target location is over a model. Until your next Shooting phase, friendly Barrage weapons targeted within 12" of the smoke marker or friendly Stormtroopers attempting to Deep Strike within 12" of the smoke marker may reroll their scatter dice)

Krak Rounds: 48", S4, AP5, Heavy 1, Small Blast, Barrage, Anti-Armor (If the center of the marker is placed over a vehicle, the shot has the Armorbane rule when dealing with that vehicle)

Chemical Warfare Rounds: 48", S1, AP3, Heavy 1, Small Blast, Barrage, Poisoned (2+)

Needle Pistol: 12", SX, AP4, Pistol, Poisoned (2+)

Neural Shredder: Template, S8, AP1, Pistol. The Neural Shredder's hits are resolved using the target's Ld value instead of their Toughness value. A Neural Shredder cannot damage vehicles.

Orbital Strike Beacon: This is a very powerful vox-link that can reach ships in orbit and be used to relay targeting data for precision orbital strikes; it counts as a ranged weapon that may only be fired if the unit remains stationary, regardless of whether the unit has the Relentless rule; the firing model also may not charge. The types of orbital strikes are as follows:

Plasma Battery: Unlimited range, S6, AP4, Ordnance d3, Barrage, Large Blast, Ignores Cover

Lance Strike: Unlimited range, S10, AP1, Heavy 1, Blast, Barrage, Lance

Psycannon: This weapon may fire with one of two profiles:

Moving: 18", S6, AP4, Assault 3

Stationary: 36", S6, AP4, Heavy 3

Melee Weapons

Daemon Weapon: Some Radical Inquisitors make use of them. A Daemon Weapon is a two-handed close combat weapon that strikes at AP3 on its own, but in addition roll twice on the following table at the beginning of the game to determine what powers the blade possesses:

2-3: Warpflame: The Daemon Weapon strikes at +3 Strength.

4: Unholy Speed: The Inquisitor has +3 Attacks.

5: Etherblade: The weapon is AP2 instead of AP3.

6: Vampiric Thirst: Whenever the Daemon Weapon inflicts an unsaved Wound, the wielder gains a Wound, up to a maximum of ten.

7: Dark Blessing: Successful Invulnerable saves against Wounds from this weapon must be rerolled.

8: Deathlust: The Inquisitor gains Furious Charge and Rage

9: Dark Resurrection: The Inquisitor gains the Feel No Pain (4+) and Eternal Warrior rules.

10: Daemonic Venom: This weapon gains the Poisoned (2+) rule.

11-12: Familiar: The weapon counts as a Force Weapon, and the Inquisitor gains one more Mastery Level than he would otherwise have.

Nemesis Force Weapons: All Nemesis weapons are Force Weapons as per the core rulebook, though with the addition of the Daemonbane rule: any daemon that suffers one or more unsaved Wounds from a Nemesis weapon must pass a Ld test at the end of the Assault phase or be removed as a casualty, with no saves allowed. There are several types of Nemesis weapons with different abilities, as follows:

Nemesis Force Sword: A model wielding a Nemesis Force Sword improves any existing Invulnerable save by 1, and strikes at AP3 in close combat. It is a two-handed weapon.

Nemesis Force Halberd: A model wielding a Nemesis Force Halberd strikes at +2 Initiative, and has AP3 in close combat. It is a two-handed weapon.

Nemesis Daemonhammer: A Nemesis Daemonhammer follows all the normal rules for Thunderhammers, except that it also is a Force Weapon, has the Daemonbane rule, and a Dreadknight armed with a Daemonhammer strikes in normal Initiative order. It is a two-handed weapon.

Nemesis Warding Stave: A model with a Nemesis Warding Stave has a 2+ Invulnerable save against wounds caused in close combat, and strikes at AP2. It is a two-handed weapon.

Nemesis Falchion: Nemesis falchions are one-handed, and strike at AP3 in close combat.

Nemesis Doomfist: A Nemesis Doomfist is a Dreadnaught close combat weapon, except that it is also a Force Weapon and has the Daemonbane rule.

Nemesis Greatsword: A Nemesis Greatsword allows a Dreadknight to reroll failed rolls to hit, to wound, and to penetrate armor in close combat.

Phase Blade: Melee, S User, AP 2. Hits from a Phase Blade automatically inflict Instant Death, regardless of the target's Toughness.

Servo-Arm: This model may attack as if it were equipped with a power fist. Additionally, the model adds +1 to any Hymn of Reforging roll made by a model in its unit.

Shock Maul: Melee, S +1, AP 5, Concussive

Vehicle Weapons

Avenger Bolt Cannon: 36", S7, AP3, Heavy 7

Hellfury Missile: 72", S4, AP5, Heavy 1, Large Blast, Ignores Cover, One-Shot, Missile

Hellstrike Missile: 72", S8, AP3, Ordnance 1, One-Shot, Missile

Hunter-Killer Missile: 72", S8, AP3, Heavy 1, One-Shot, Missile

Multiple Rocket Pod: 24", S4, AP6, Heavy 1, Large Blast

Punisher Cannon: 24", S5, AP -, Heavy 20

Skystrike Missile: 72", S7, AP4, Heavy 1, Skyfire, Heat-Seeking, One-Shot, Missile

Tactical Bombs: Bomb, S6, AP4, Heavy 1, Small Blast, Barrage, Bomb, One-Shot

Tauros Grenade Launcher: This weapon may fire with one of three different profiles, as follows:

Krak: 24", S6, AP4, Assault 2

Frag: 24", S3, AP5, Assault 2, Small Blast

Smoke: 24", S3, AP-, Assault 2, Small Blast, Blind

Whirlwind Missile Launcher: This weapon may be fired with one of three profiles:

Castellan missiles: 12"-48", S4, AP5, Ordnance 1, Barrage, Ignores Cover

Vengeance missiles: 12"-48", S5, AP4, Ordnance 1, Barrage

Helios missiles: 48", S8, AP3, Heavy 1, Skyfire

Wargear

Arbites Riot Shield: A squad that includes any members equipped with Arbites Riot Shields may choose to either have them stowed or deployed at the beginning of the turn. This choice may only be made at the beginning of the Movement phase, and may not be altered after. If the squad has chosen to deploy their riot shields, they are subject to the following changes: the unit moves as if it were moving through difficult terrain in clear terrain and must roll an additional die and select the lowest when moving through difficult terrain, all models equipped with riot shields gain a 3+ Invulnerable save, all models equipped with riot shields may only fire shotguns or one-handed weapons during the Shooting phase, and the unit may not run or charge, though if it is charged or already locked in close combat it may fight as normal, except that models with riot shields may only make a single Attack. If the unit chooses to leave their riot shields stowed, they move and fire as normal.

Auspex: A model with an auspex may choose to use it instead of shooting. If he does so, pick a target unit within 12" and line of sight of the auspex-user and reduce its Cover save by 1 for the remainder of the phase. Multiple auspexes do not stack.

Boosted Vox-Bead: Any squad including a model with a boosted vox-bead is considered to be in vox-contact with all other squads that have a boosted vox-bead, which some special rules will reference.

Brotherhood Banner: A squad including a Brotherhood Banner will automatically pass a psychic test to activate its force weapons, and needs not expend a point of Warp Charge to do so. In addition, all models in the unit get +1 Attacks.

Camo-Cloaks: Models equipped with camo-cloaks have the Stealth rule.

Etherium: Enemies attempting to shoot at a Culexis Assassin must pass an unmodified Ld test on 3d6; vehicles count as Ld 10 for purposes of this test. If they fail, they may not shoot the Assassin, but they may shoot at other targets.

Frenzon: A very dangerous but very powerful narcotic. A model on Frenzon gets d6 bonus Attacks for charging instead of 1.

Homing Beacon: Models attempting to aim barrage weapons or Deep Strike within 12" of a model with a Homing Beacon may reroll their scatter dice.

Iron Halo: A model with an Iron Halo has a 4+ Invulnerable save

Medi-Pack: A unit containing a medi-pack and any characters that join the unit are subject to the Feel No Pain rule.

Personal Teleporter: A model with a Personal Teleporter moves as Jump Infantry. Once per game a squad composed entirely of models with personal teleporters may make a special shunt move of up to 30", ignoring intervening units or terrain entirely; they may not assault on a turn they make the shunt move, but they may shoot as normal, counting as having moved.

Polymorphine: When a Callidus Assassin arrives from Reserves, pick an enemy unit. The target unit immediately takes d6 S4 AP2 hits, and the Callidus Assassin is placed within 3" of that unit. She may move, shoot, and assault as normal that turn.

Psybolt Ammunition: A model equipped with a boltgun, bolt pistol, storm bolter, heavy bolter, or hurricane bolter equipped by psybolt ammunition increases the Strength of the weapon by 1.

Psychotroke Grenades: When a unit containing one or more models with psychotroke grenades assaults or is assaulted, roll on the following table to determine the effect on the enemy unit for the duration of that Assault phase:

- 1: No effect.
- 2: The enemy unit is hit automatically and can only make one Attack per model.
- 3: Reroll failed rolls to hit against the enemy.
- 4: The enemy is reduced to Ld 2.
- 5: The enemy is reduced to Initiative 1.
- 6: All enemy models must make an Initiative test, any models that fail strike blows against their own unit instead of fighting normally. Units composed of one model reroll this result.

Rad Grenades: When a unit containing one or more models with rad grenades assaults or is assaulted, the enemy unit is treated as having a Toughness one lower than normal for the duration of that Assault phase.

Refractor Field: The model wearing this item gains a 5+ Invulnerable save.

Rosarius: The model wearing this item gains a 4+ Invulnerable save.

Servo-Skull: Deploy one servo-skull marker anywhere onto the field after Scout moves and Infiltrator deployment for each servo-skull purchased by the army. A servo-skull counts as a homing beacon, but is automatically destroyed if an enemy model moves within 6" of it.

Signum: A model with a Signum may grant a friendly model in the same squad BS5 for the duration of one Shooting phase in lieu of shooting during that phase.

Spotting Gear: A model with Spotting Gear may forego shooting to relay targeting data to one friendly squad within 12" or vox contact. So long as the friendly squad is firing at a target within line of sight of the model with Spotting Gear, they may reroll all rolls to hit and all scatter dice if using blast weapons.

Synskin: A model wearing synskin has the Feel No Pain (4+) rule.

Vehicle Wargear

Armored Cockpit: If the Flyer suffers a Crew Shaken or a Crew Stunned damage result, roll a die. On a 4+, ignore the result.

Battle Auspex: A Land Raider Prometheus has the Night Vision rule. In addition, one unit it shoots at per turn has its Cover save reduced by 1, to a minimum of 6+.

Ceramite Plating: Melta weapons do not roll extra dice to penetrate this vehicle's armor

Dozer Blade: A model with a dozer blade may reroll all Difficult and Dangerous Terrain tests.

Extra Armor: A model with Extra Armor treats Crew Stunned damage results as Crew Shaken.

Flares: Place a flare counter at any point the Flyer moved over during its turn. All models firing at targets within 12" of the flare counter may ignore the Night Fighting rules.

Infrared Targeting: A Flyer with Infrared Targeting has the Night Vision special rule.

Missile Countermeasures: If an enemy fires at the Flyer with a weapon that has the Missile rule, you may ignore any hits on a roll of 4+.

Army List

HQ

Grey Knight Hero

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Grand Master	6	6	4	4	4	5	4	10	2+	175pts
Brother-Captain	6	5	4	4	3	5	3	10	2+	150pts
Brotherhood Champion	7	5	4	4	2	6	3	10	2+	125pts

Unit Type: Infantry (Independent Character)

Unit Composition: 1 Hero of any of the three types

Equipment

- A Grand Master or a Brother-Captain has Terminator Armor, a Nemesis force sword, halberd, or Daemonhammer, a storm bolter, and an Iron Halo
- A Brotherhood Champion has artificer armor, a Nemesis force sword, halberd, or Daemonhammer, a storm bolter, an Iron Halo, and frag and krak grenades

Special Rules

- Psyker (Mastery 1): A Grey Knight Hero knows either Hammerhand or Astral Aim, and Psychic Communion
- Preferred Enemy (Daemons)
- The Shrouding
- The Aegis
- Fearless
- Masters of Titan (Grand Master and Brother-Captain only)
- Grand Strategy (Grand Master only)
- Sword of Titan (Brotherhood Champion only)

Options

- Any Grey Knight Hero may upgrade to Mastery 2 for +25pts.
- A Grand Master or a Brother-Captain may replace his storm bolter with an Incinerator for +15pts or a Psycannon for +25pts.
- A Grand Master or a Brother-Captain may replace his Nemesis weapon with a pair of Nemesis falchions for +5pts or a Warding Stave for +20pts.
- A Grey Knight Hero may take up to three servo-skulls for +5pts
- A Grey Knight Hero may make any weapon master-crafted for +5pts per weapon
- A Grey Knight Hero may take psybolt ammunition for +5pts.
- A Brotherhood Champion may purchase meltabombs for +5pts or psychotroke or rad grenades for +15pts

Grey Knight Paladin Bodyguard

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Paladin	5	4	4	4	1	5	3	9	2+	50pts

Unit Type: Infantry

Unit Composition: 2-5 Paladins

Equipment

- Terminator Armor
- Nemesis force sword, force halberd, or Daemonhammer
- Storm Bolter

Special Rules

- Brotherhood of Psykers: A Paladin squad knows either the Hammerhand or Astral Aim powers.
- The Aegis
- Fearless
- The Shrouding
- Preferred Enemy (Daemons)

Options

- One model may be upgraded to an Apothecary with a medi-pack for +30pts
- One model may take a Brotherhood Banner for +20pts
- Up to two Paladins may replace their storm bolters with Incinerators for +10pts or Psycannons for +20pts.
- Any model may replace his Nemesis weapon with a pair of Nemesis Falchions for +5pts
- Any model may make any of his weapons master-crafted for +5pts
- The squad may take Psybolt Ammunition for +20pts

Inquisitor

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Inquisitor	4	4	3	3	3	4	3	9	4+	45pts
Inquisitor Lord	5	5	3	3	4	5	4	10	4+	75pts

Unit Type: Infantry (Character)

Unit Composition: 1 Inquisitor OR 1 Inquisitor Lord. Note that you may only include one Inquisitor Lord per detachment.

Equipment

- Carapace armor
- Bolt pistol
- Chainsword
- Boosted vox-bead
- Frag and krak grenades

Special Rules

- Indomitable Will
- Alignment
- Conclave
- Independent Allies (Inquisitor Lord only)

Retinue

- An Inquisitor may select one Henchmen Warband that does not take up a slot in the list, but is otherwise treated as a separate HQ choice.

Options

- An Inquisitor may replace his bolt pistol and/or chainsword with any of the following:
 - A bolter for free
 - A storm bolter or combi-weapon for +5pts
 - A power weapon or a single lightning claw for +10pts
 - A plasma pistol or an Inferno pistol for +15pts
 - A power fist or two lightning claws for +15pts
 - A thunderhammer for +25pts
- An Inquisitor may replace his carapace armor with power armor for +10pts or artificer armor for +15pts.
- An Inquisitor may replace his equipment with Terminator armor, a power weapon, and a storm bolter for +30pts. If he does so, he may take no other weapon options, but he may replace either weapon with one of the following:
 - A combi-weapon for free
 - A lightning claw for free
 - A power fist for +10pts
 - If Puritan, an Incinerator for +15pts or a psycannon for +25pts
 - If Puritan and a psyker, a Nemesis force sword or halberd for +10pts, a Nemesis Warding Stave for +20pts, or a Daemonhammer for +25pts.
 - A thunderhammer for +20pts
 - If Radical, a Daemon Weapon for +20pts.
- An Inquisitor may take any of the following:
 - Psycannon Bolts for +5pts
 - An Auspex for +5pts
 - A Rosarius for +15pts
 - Psychotroke or rad grenades for +15pts
- If Puritan, an Inquisitor may replace his chainsword with a
- An Inquisitor may purchase one or two psychic Mastery Levels at +20pts each. He may choose to use powers from any of the disciplines in the core rulebook, or he may select one power per Mastery level from the Inquisition or Grey Knights psychic powers section of this Codex. If he does so, he may also swap his chainsword for a Force Weapon for +20pts, and he may take a psychic hood for +10pts.
- A Puritan Inquisitor with at least one psychic mastery level may replace his chainsword with a Nemesis force sword for +20pts, a Nemesis force halberd for +25pts, a Nemesis Warding Stave for +30pts, or a Nemesis Daemonhammer for +30pts
- A Radical Inquisitor may purchase a Daemon Weapon for +30pts

Henchmen Warband

An Inquisitorial Henchmen Warband is composed of 3-12 models selected from the following assortment, with restrictions on the number of models of a specific type. They are all Infantry, except for the Interrogator, who is Infantry (Character); the unit may be mounted in any Transport from the Dedicated Transports section if the entire

unit plus the Inquisitor fits in the transport. The number given in parentheses after the unit's name is the restriction on how many of a given model may be employed in a Henchmen Warband taken as Troops.

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Interrogator (1)	4	4	3	3	2	4	2	9	4+	35pts

Equipment

- Carapace armor
- Bolt pistol
- Chainsword
- Frag and krak grenades
- Boosted Vox-Bead

Options

- An Interrogator may replace his bolt pistol and/or chainsword with one of the following:
 - Boltgun for free
 - Storm bolter or combi-bolter for +5pts
 - Hand flamer for +5pts
 - Power weapon for +10pts
 - Plasma pistol or Inferno pistol for +15pts
 - Power fist for +15pts
- An Interrogator may take a refractor field for +10pts
- An Interrogator may take Blessed Bolts for +2pts
- An Interrogator may replace his carapace armor with power armor for +10pts
- An Interrogator in an army led by a Radical Inquisitor may take one psychic Mastery Level at +20pts. If he does so, he may take a force weapon for +15pts, and he may take a psychic hood for +10pts. He may choose to roll for a power from the core rulebook or select one from the Psychic Powers section of this book.

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Warrior (3+)	3	4	3	3	1	3	1	8	4+	10pts

Equipment

- Carapace armor
- Hellgun
- Hellpistol
- Frag and krak grenades

Options

- Any Warrior may swap his hellgun for a shotgun for free or an Arbites combat shotgun for +2pts
- Any Warrior may swap his hellgun and hellpistol for a boltgun and bolt pistol for +2pts. If he does so, he may take Blessed Bolts for a further +2pts.
- A Warrior may swap his hellgun and hellpistol for a hot-shot lasgun and a hot-shot laspistol for +5pts
- Up to three Warriors may trade their hellguns for one of the following upgrade weapons:
 - Flamer or heavy sniper rifle for +5pts
 - Meltagun for +10pts
 - Plasma gun for +15pts
- Any Warrior may trade one weapon for an Arbites combat shield for +5pts

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Crusader (0-2)	4	3	3	3	1	3	1	8	4+	15pts

Equipment

- Power weapon
- Storm shield
- Carapace armor
- Frag and krak grenades

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Assassins (0)	5	3	3	3	1	5	2	8	5+	15pts

Equipment

- Two power weapons

Special Rules

- Agility

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Techpriest (0-1)	3	3	3	3	1	3	2	9	3+	35pts
0-3 Combat Servitor (0-1)	4	3	3	3	1	2	1	7	4+	15pts
0-3 Gun Servitor (0-1)	3	4	3	3	1	2	1	7	4+	20pts

You may only include Servitors in a Henchmen Warband that includes a Techpriest

Equipment

- Techpriest: Power armor, servo-arm, chainsword, bolt pistol, frag and krak grenades
- Combat Servitor: Carapace armor, servo-arm
- Gun Servitor: Carapace armor, heavy bolter

Options

- Any Gun Servitor may replace his heavy bolter with a multi-melta for +10pts or a plasma cannon for +15pts
- The Techpriest may purchase the Archaeotech rule for +20pts

Special Rules

- Hymn of Reforging (Techpriest only)
- Mindlock (Servitors only)

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Untouchable (0)	3	3	3	3	1	3	1	10	4+	50pts

Equipment

- Carapace armor
- Chainsword
- Hellpistol

Special Rules

- Null Aura
- Fear

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Fighter Command Liason (0)	3	3	3	3	1	3	1	9	4+	45pts

Equipment

- Carapace armor
- Laspistol

Special Rules

- Intercept Reserves

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Bomber Command Liason (0)	3	3	3	3	1	3	1	9	4+	50pts

Equipment

- Carapace armor
- Laspistol

Special Rules

- Bomber Strike

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Astopath (0)	3	3	3	3	1	3	1	9	4+	45pts

Equipment

- Carapace armor
- Laspistol
- Close combat weapon

Special Rules

- Astopathic Beacon

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Psykers (0-1)	3	3	3	3	1	3	1	9	4+	30pts

Equipment

- Carapace armor
- Laspistol
- Close combat weapon

Special Rules

- Psyker (Mastery 1). A Psyker rolls for his power off the tables in the core rulebook, but may reroll any result that requires 2 Warp Charge.

Options

- A Psyker may take a Psychic Hood for +10pts

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-1 Chirurgeon (0)	3	3	3	3	1	4	1	9	4+	40pts

Equipment

- Medi-pack
- Laspistol
- Close combat weapon
- Carapace armor

Options

- A Chirurgeon may replace her laspistol with a needle pistol for +10pts
- A Chirurgeon may give her close combat weapon the Poisoned (4+) rule for +5pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
0-3 Grey Knights (0-1)	4	4	4	4	1	4	2	9	3+	25pts

Grey Knights may only be taken in a retinue taken by a Puritan Inquisitor.

Equipment

- Power armor
- Storm Bolter
- Nemesis Force Sword
- Frag and Krak grenades

Special Rules

- Preferred Enemy (Daemons)
- The Aegis
- The Shrouding
- And They Shall Know No Fear
- Brotherhood of Psykers (With the following modifications: A Henchmen Warband including Grey Knights may use the Hammerhand and Astral Aim powers, but only so long as the Grey Knights are alive; use the Grey Knights' Ld for psychic tests and resolve any Perils of the Warp attacks against a Grey Knight of your choice)

Options

- A Grey Knight may swap his force sword for one of the following:
 - A Nemesis halberd for +5pts
 - A pair of Nemesis falchions for +5pts
 - A Warding Stave for +15pts
 - A Nemesis Daemonhammer for +20pts

Stormtrooper Command Section

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper Lieutenant	5	5	3	3	3	4	3	10	4+	40pts
Stormtrooper Veteran	4	4	3	3	1	4	2	9	4+	15pts

Unit Type: Infantry. The Lieutenant is Infantry (Character)

Unit Composition: 1 Lieutenant and 4 Veterans. The squad may additionally purchase 0-1 Astropath, 0-1 Fighter Command Liason, and 0-1 Bomber Command Liason from the Inquisitorial Henchmen Warband section, above; the Advisors are subject to the squad's special rules but may not take any of the upgrade weapons.

Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades
- Boosted Vox-bead (Lieutenant only)
- Refractor Field (Lieutenant only)

Special Rules

- Special Operations (A Stormtrooper Command Section may choose any Special Operation rule)
- Deep Strike
- Stubborn
- Orders (Lieutenant only)

Options

- Any model may swap his hellgun for a shotgun or a close combat weapon for free
- Any model may swap his hellgun and hellpistol for a boltgun and bolt pistol for +2pts. If any models in the squad do this, the entire squad may take Blessed Bolts for +10pts
- Any model may swap his hellgun and hellpistol for a hot-shot lasgun and a hot-shot laspistol for +5pts
- The Lieutenant may swap his hellgun and/or hellpistol for one of the following:
 - A combi-weapon or a hand flamer for +5pts
 - A power weapon for +10pts
 - A plasma pistol or an Inferno pistol for +15pts
 - A power fist for +15pts
- The Lieutenant may take any of the following:
 - Meltabombs, an Auspex, or a Signum for +5pts
 - A homing beacon for +15pts
 - Spotting gear for +20pts
- One Veteran may be upgraded to a Medic with a medi-pack for +20pts
- Up to two Veterans may replace their hellguns with one of the following weapons:
 - Flamer, grenade launcher, or heavy sniper rifle for +5pts
 - Meltagun or Javelin missile launcher for +10pts
 - Mortar with frag, phosphorus, and flare rounds for +10pts. A Veteran with a mortar may also purchase krak rounds for +5pts or chemical warfare rounds for +10pts.
 - Heavy flamer or plasma gun for +15pts
- Any model may take a riot shield for +5pts
- The entire squad may take camo-cloaks for +15pts

Transport

- The squad may select a Chimera, a Valkyrie, an Aquila, or a Vendetta as a Dedicated Transport, providing all models in the squad fit into the transport vehicle.

Techmarine

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Techmarine	4	4	4	4	2	4	2	9	3+	85pts

An Ordo Hereticus army may include 0-3 Techpriests. They do not take up space on the Force Organization Chart, but they otherwise count as independent HQ choices. You may not have more Tech-Magi than Techpriests.

Unit Type: Infantry (Independent Character)

Unit Composition: 1 Techpriest OR 1 Tech-Magos

Equipment

- Power armor
- Storm Bolter
- Nemesis Force Sword
- Servo-arm
- Frag and Krak grenades

Special Rules

- Hymn of Reforging
- Blessed by the Machine (Tech-Magos only)

Options

- A Techmarine may replace his bolt pistol or close combat weapon with any of the following:
 - Bolter for free
 - Combi-weapon or flamer for +5pts
 - Power weapon or meltagun for +10pts
 - Plasma pistol or plasma gun for +15pts

Troops

Grey Knight Strike Squad

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Grey Knight	4	4	4	4	1	4	2	8	3+	21pts
Justicar	5	4	4	4	1	5	3	9	3+	28pts

Unit Type: Infantry. The Justicar is Infantry (Character)

Unit Composition: Justicar and 4-9 Grey Knights

Equipment

- Power armor
- Storm bolter
- Nemesis force sword
- Frag and Krak Grenades

Special Rules

- The Aegis
- The Shrouding
- And They Shall Know No Fear
- Deep Strike
- Preferred Enemy (Daemons)
- Brotherhood of Psykers. A Strike Squad knows the Warp Quake and either the Astral Aim or Hammerhand powers.

Options

- One Grey Knight may trade his weapons for an Incenerator for +15pts or a Psycannon for +20pts. If the squad numbers ten models, a second Grey Knight may do so.
- Any model may replace his Nemesis force sword with one of the following:
 - A Nemesis halberd for +5pts
 - Two Nemesis falchions for +5pts
 - A Nemesis Daemonhammer for +15pts
- The Justicar may replace his Nemesis force sword with a Nemesis Warding Stave for +20pts
- The Justicar may make any of his weapon master-crafted for +5pts
- The squad may take psybolt ammunition for +20pts

Transport

- The squad may take a Grey Knight Rhino or a Grey Knight Razorback as a Dedicated Transport, provided the entire squad fits.

Stormtrooper Squad

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper	3	4	3	3	1	3	1	8	4+	10pts
Stormtrooper Sergeant	4	4	3	3	1	3	2	9	4+	15pts

Unit Type: Infantry, the Sergeant is Infantry (Character)
 Unit Composition: Sergeant and 4-9 Stormtroopers

Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades
- Boosted Vox-bead (Sergeant only)

Special Rules

- Deep Strike
- Special Operations (A Stormtrooper squad may select the Reconnaissance, Airborne Assault, Shock Troops, or Behind Enemy Lines Special Operations)

Options

- Any model may replace his hellgun with a shotgun for free
- Any model may replace his hellgun and hellpistol with a boltgun and bolt pistol for +2pts
- Any model may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- The Sergeant may replace his hellgun and/or his hellpistol with any of the following:
 - A combi-weapon or a hand flamer for +5pts
 - A power weapon for +10pts
 - A plasma pistol or an Inferno pistol for +15pts
 - A power fist for +15pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take an auspex for +5pts
- One Stormtrooper may replace his hellgun with one of the following. If the squad numbers ten models, a second Stormtrooper may also do so:
 - A flamer, heavy sniper rifle, or grenade launcher for +5pts
 - A meltagun or a Javelin missile launcher for +10pts
 - A mortar with frag, flare, and phosphorus rounds for +10pts
 - A heavy flamer or a plasma gun for +15pts
- If the squad has selected the Reconnaissance Special Operation, the entire squad may be equipped with camo-cloaks for +3pts/model
- If the squad has selected the Shock Troops Special Operation, any model may take a riot shield for +5pts

Transport

- The squad may select a Chimera, a Valkyrie, or a Vendetta as a Dedicated Transport if they would fit inside the transport.

Adeptus Arbites Squad

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Arbitrator	3	4	3	3	1	3	1	8	4+	10pts
Arbitor Senioris	3	4	3	3	1	4	2	9	4+	15pts

Unit Type: Infantry, the Arbitor Senioris is Infantry (Character)
 Unit Composition:

Equipment

- Arbites combat shotguns
- Carapace armor
- Frag and Krak grenades

Special Rules

- Fire Discipline

Options

- Any Arbitor may swap his combat shotgun for a boltgun for +2pts
- Any Arbitor may take a riot shield for +5pts
- Any Arbitor may swap his combat shotgun for a shock maul for +3pts
- The Arbitor Senioris may swap his combat shotgun for a power maul for +5pts
- Up to two Arbitrators may take heavy sniper rifles for +5pts each.

Transport

- An Adeptus Arbites squad may be mounted in a Rhino or a Valkyrie

Elites

Grey Knight Terminators

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Terminator Justicar	5	4	4	4	1	5	3	9	2+	50pts
Terminator	5	4	4	4	1	4	3	9	2+	45pts

Unit Type: Infantry. The Justicar is Infantry (Character)

Unit Composition: Justicar and 2-9 Terminators

Equipment

- Terminator Armor
- Nemesis force sword, force halberd, or Daemonhammer
- Storm Bolter

Special Rules

- Brotherhood of Psykers: A Terminator squad knows either the Hammerhand or Astral Aim powers.
- The Aegis
- And They Shall Know No Fear
- The Shrouding
- Preferred Enemy (Daemons)

Options

- One Terminator may replace his storm bolter with an Incinerator for +10pts or a Psycannon for +20pts. If the squad numbers ten models, a second Terminator may do so.
- Any model may replace his Nemesis weapon with a pair of Nemesis Falchions for +5pts
- The Justicar may make any of his weapons master-crafted for +5pts
- The squad may take Psybolt Ammunition for +20pts

Grey Knight Purifiers

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Purifier	5	4	4	4	1	4	2	9	3+	26pts
Knight of the Flame	5	4	4	4	1	5	3	9	3+	33pts

Unit Type: Infantry. The Knight of the Flame is Infantry (Character)

Unit Composition: Knight of the Flame and 4-9 Purifiers

Equipment

- Power armor
- Storm bolter
- Nemesis force sword
- Frag and Krak Grenades

Special Rules

- The Aegis
- The Shrouding
- Fearless
- Preferred Enemy (Daemons)
- Brotherhood of Psykers. A Purifier squad knows the Cleansing Flame and either the Hammerhand or the Astral Aim powers.

Options

- Two Purifiers may trade their weapons for an Incenerator for +10pts or a Psycannon for +20pts. If the squad numbers ten models, two more may do so.
- Any model may replace his Nemesis force sword with one of the following:
 - A Nemesis halberd for +5pts
 - Two Nemesis falchions for +5pts
 - A Nemesis Daemonhammer for +15pts
- The Knight of the Flame may replace his Nemesis force sword with a Nemesis Warding Stave for +20pts
- The Knight of the Flame may make any of his weapon master-crafted for +5pts
- The squad may take psybolt ammunition for +20pts

Transport

- A Purifier Squad may be mounted in a Grey Knight Rhino or a Grey Knight Razorback, provided they fit.

Grey Knight Venerable Dreadnaught

	WS	BS	S	I	A	Front	Side	Rear	Hull	Cost
Venerable Dreadnaught	5	5	6	4	3	12	12	10	3	200pts

Unit Type: Walker

Unit Composition: 1 Venerable Dreadnaught

Equipment

- Twin-linked psycannon
- Nemesis Doomfist with built-in storm bolter
- Smoke Launchers
- Searchlight

Special Rules

- Reinforced Aegis
- Psychic Pilot. A Venerable Dreadnaught knows the Fortitude and Astral Aim powers.
- Venerable
- The Shrouding
- Preferred Enemy (Daemons)

Options

- A Venerable Dreadnaught may replace its twin-linked psycannon with a twin-linked incinerator or a multi-melta for free, a twin-linked autocannon for +10pts, a plasma cannon or an assault cannon for +10pts, or a twin-linked lascannon for +30pts
- A Venerable Dreadnaught may replace its Doomfist with a twin-linked autocannon or a missile launcher for +10pts
- A Venerable Dreadnaught may replace its storm bolter with an incinerator for +15pts
- A Venerable Dreadnaught may take extra armor for +15pts

0-1 Daemonhosts

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Daemonhost	6	4	5	5	4	4	4	10	4+	100pts

Unit Type: Monstrous Creature

Unit Composition: You may take up to three Daemonhosts as one Elites choice in an army led by a Radical Inquisitor, but they all operate separately

Special Rules

- Daemon
- Deep Strike
- Invulnerable
- Instability
- Daemonic Power

Options

- Any Daemonhost may purchase the Daemonic Flight rule for +50pts

Stormtrooper Veterans

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper Veteran	4	4	3	3	1	4	2	9	4+	15pts
Stormtrooper Vet. Sergeant	4	4	3	3	1	4	3	9	4+	20pts

Unit Type: Infantry. The Veteran Sergeant is Infantry (Character)

Unit Composition: 1 Sergeant and 4-9 Veterans

Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades

Special Rules

- Deep Strike
- Special Operations (A Stormtrooper Veteran squad may select any Special Operation)

Options

- Any model may replace his hellgun with a shotgun for free
- Any model may replace his hellgun and hellpistol with a bolter and a bolt pistol for +2pts
- Any model may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- Any model may replace his hellgun with a close combat weapon for free
- The Sergeant may replace his hellgun and/or hellpistol with any of the following:
 - A combi-weapon or a hand flamer for +5pts
 - A power weapon or a lightning claw for +10pts
 - A plasma pistol or an Inferno pistol for +15pts
 - A power fist for +15pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take an auspex for +5pts
- Up to three Veterans may take meltabombs for +5pts
- Up to two Veterans may swap their hellguns for one of the following upgrade weapons. If the squad numbers ten models, two more Veterans may do so:
 - A flamer, heavy sniper rifle, or grenade launcher for +5pts
 - A meltagun or a Javelin missile launcher for +10pts
 - A mortar with frag, flare, and phosphorus rounds for +10pts. If the squad selects the Fire Support Special Operation, any Veteran with a mortar may take krak rounds for +5pts or chemical warfare rounds for +10pts
- If the squad selects the Reconnaissance Special Operation, the entire squad may take camo-cloaks for +3pts/model
- If the squad selects the Shock Troopers Special Operation, any Veteran may take a riot shield for +5pts

Transport

- The squad may be mounted in a Chimera, a Valkyrie, or a Vendetta, provided the entire squad fits in the transport.

Drop Sentinel Squadron

	WS	BS	S	I	A	Front	Side	Rear	Hull	Cost
Drop Sentinel	3	4	5	3	2	11	11	10	2	50pts

Unit Type: Walker, Open-Topped

Unit Composition: 1-3 Drop Sentinels

Equipment

- Searchlight
- Smoke launchers
- Multi-Laser
- Boosted vox bead

Special Rules

- Deep Strike

Options

- Any Drop Sentinel may replace its heavy bolter with one of the following:
 - A heavy flamer or a Javelin missile launcher for free
 - An autocannon or a normal missile launcher for +5pts
 - A multi-melta for +10pts
- Any Drop Sentinel may take a Hunter-Killer Missile for +10pts
- Any Drop Sentinel may take a Homing Beacon for +15pts
- A Drop Sentinel Squadron may be accompanied by a Valkyrie Sky Talon unit large enough to carry the entire squad. The Sky Talons are treated as a Dedicated Transport for the unit.

Assassins

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

Unit Type: Infantry (Character)

Unit Composition: One Assassin. There are four types with differing costs.

Callidus Assassin (130pts)

Equipment

- Phase Blade
- Neural Shredder
- Polymorphine
- Frag Grenades
- Synskin

Rules

- Assassin
- Hit and Run
- Stealth

Culexis Assassin (150pts)

Equipment

- Animus Speculum
- Etherium
- Frag Grenades
- Synskin

Rules

- Assassin
- Night Vision
- Null Aura

Eversor Assassin (100pts)

Equipment

- Meltabombs
- Lightning claw
- Frenzon
- Needle pistol
- Synskin

Rules

- Assassin
- Furious Charge
- Bio-Meltdown

Vindicare Assassin (150pts)

Equipment

- Exitus Pistol
- Exitus Rifle
- Frag Grenades
- Synskin

Rules

- Assassin
- Night Vision
- Deadeye
- Infiltrate
- Shrouded

Fast Attack

Grey Knight Interceptors

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Interceptor	4	4	4	4	1	4	2	8	3+	27pts
Justicar	5	4	4	4	1	5	3	9	3+	35pts

Unit Type: Infantry. The Justicar is Infantry (Character)

Unit Composition: Justicar and 4-9 Interceptors

Equipment

- Power armor
- Personal Teleporter
- Storm bolter
- Nemesis force sword
- Frag and Krak Grenades

Special Rules

- The Aegis
- The Shrouding
- And They Shall Know No Fear
- Deep Strike
- Preferred Enemy (Daemons)
- Brotherhood of Psykers. An Interceptor Squad knows the Warp Quake and either the Astral Aim or Hammerhand powers.

Options

- One Grey Knight may trade his weapons for an Incenerator for +15pts or a Psycannon for +20pts. If the squad numbers ten models, a second Grey Knight may do so.
- Any model may replace his Nemesis force sword with one of the following:
 - A Nemesis halberd for +5pts
 - Two Nemesis falchions for +5pts
 - A Nemesis Daemonhammer for +15pts
- The Justicar may replace his Nemesis force sword with a Nemesis Warding Stave for +20pts
- The Justicar may make any of his weapon master-crafted for +5pts
- The squad may take psybolt ammunition for +20pts

Grey Knight Stormraven

	BS	Front	Side	Rear	Hull	Cost
Stormraven Gunship	4	12	12	12	3	215pts

Unit Type: Flyer, Hover Mode

Unit Composition: 1 Stormraven

Equipment

- Twin-linked psycannon
- Twin-linked assault cannon
- Four hellstrike missiles
- Ceramite plating
- Searchlight

Special Rules

- Improved Aegis
- Assault Vehicle
- Deep Strike
- Psychic Pilot: A Stormraven knows the Fortitude power
- Rapid Deployment

Options

- A Stormraven may replace its twin-linked psycannon with a twin-linked multi-melta for free, or with a Typhoon missile launcher for +20pts
- A Stormraven may replace its twin-linked assault cannon with a twin-linked lascannon or a twin-linked plasma cannon for free
- A Stormraven may take side sponsons with hurricane bolters and psybolt ammunition for +40pts
- A Stormraven may purchase extra armor for +15pts and a homing beacon for +15pts.

Stormtrooper Recon Section

Name	WS	BS	S	T	W	I	A	Ld	Sv	Cost
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Recon Stormtrooper	4	4	3	3	1	4	2	9	4+	18pts
Recon Sergeant	4	4	3	3	1	4	3	9	4+	25pts

Unit Type: Infantry. The Sergeant is Infantry (Character)

Unit Composition: Sergeant and 4-9 Recon Stormtroopers

Equipment

- Hellgun
- Hellpistol
- Carapace armor
- Frag and Krak grenades
- Boosted vox-bead (Sergeant only)

Special Rules

- Special Operations (The Recon Section may take the Behind Enemy Lines, Shock Troopers, or Marksmen Special Operations)
- Scouts
- Night Fighting

Options

- Any model may replace his hellgun with a shotgun for free
- Any model may replace his hellgun and hellpistol with a bolter and a bolt pistol for +2pts
- Any model may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- The Sergeant may replace his hellgun and/or hellpistol with any of the following:
 - A combi-weapon or a hand flamer for +5pts
 - A power weapon or a lightning claw for +10pts
 - A plasma pistol or an Inferno pistol for +15pts
 - A power fist for +15pts
- The Sergeant may take meltabombs for +5pts
- The Sergeant may take an auspex for +5pts
- The Sergeant may take a homing beacon for +15pts
- The Sergeant may take spotting gear for +20pts
- Up to three Stormtroopers may take meltabombs for +5pts
- Two Stormtroopers may swap their Hellguns for one of the following upgrade weapons.
 - A flamer, heavy sniper rifle, or grenade launcher for +5pts
 - A meltagun or a Javelin missile launcher for +10pts
 - A plasma gun or a heavy flamer for +15pts
- The entire squad may take camo-cloaks for +3pts/model
- If the squad selects the Shock Troopers Special Operation, any Stormtrooper may take a riot shield for +5pts

Transport

- A Stormtrooper Recon Section may be mounted in a Valkyrie or a Vendetta, providing they fit.

Vulture Gunship

	BS	Front	Side	Rear	Hull	Cost
Vulture	4	12	11	10	3	125pts

Unit Type: Flyer, Hover

Unit Composition: 1 Vulture

Equipment

- Forward-mounted heavy bolter
- Wing-mounted twin-linked heavy bolter
- Four wing-mounted Hellstrike missiles

Special Rules

- Vector Dancer
- Strafing Run

Options

- A Vulture may add two additional Hellstrike missiles for +10pts or four additional Hellstrike missiles for +20pts.
- A Vulture may trade all of its Hellstrike missiles for Hellfire missiles or Skystrike missiles for free.
- A Vulture may trade its twin-linked heavy bolter for any of the following:
 - A twin-linked autocannon for +5pts
 - A twin-linked Javelin missile launcher for +5pts

- A twin-linked lascannon for +15pts
- Two multiple rocket pods for +20pts
- A Vulture may trade both its twin-linked heavy bolter and four of its Hellstrike missiles for a twin-linked Punisher cannon for +40pts
- A Vulture may take any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Missile Countermeasures for +10pts
 - An Armored Cockpit for +15pts

Tauros Squadron

Name	BS	Front	Side	Rear	Hull	Cost
Tauros	4	10	10	10	2	50pts
Tauros Venator	4	11	11	10	2	65pts

Unit Type: Fast, Open-Topped

Unit Composition: 1-3 Tauroses/Tauros Venators, mixed freely

Equipment

- Heavy bolter (Tauros only)
- Twin-linked multi-laser (Tauros Venator only)
- Galvanic Motors

Special Rules

- Deep Strike

Options

- A Tauros may replace its heavy bolter with one of the following:
 - A heavy flamer for +5pts
 - A Tauros grenade launcher for +5pts
 - A Javelin missile launcher for +5pts
- A Tauros Venator may replace its twin-linked multi-laser with a twin-linked lascannon for +20pts
- Any Tauros may take extra armor for +10pts
- Any Tauros may take a homing beacon for +20pts
- A Tauros squadron may take a Valkyrie Sky Talon squadron that can carry the entire squadron as a Dedicated Transport unit.

Heavy Support

Grey Knight Purgators

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Purgator	4	4	4	4	1	4	2	8	3+	21pts
Justicar	5	4	4	4	1	5	3	9	3+	28pts

Unit Type: Infantry. The Justicar is Infantry (Character)

Unit Composition: Justicar and 4-9 Purgators

Equipment

- Power armor
- Storm bolter
- Nemesis force sword
- Frag and Krak Grenades

Special Rules

- The Aegis
- The Shrouding
- And They Shall Know No Fear
- Deep Strike
- Preferred Enemy (Daemons)
- Brotherhood of Psykers. A Purgator Squad knows the Astral Aim and Hammerhand powers.

Options

- Up to four Purgators may trade their weapons for an Incenerator for +15pts or a Psycannon for +20pts.
- Any model may replace his Nemesis force sword with one of the following:
 - A Nemesis halberd for +5pts
 - Two Nemesis falchions for +5pts
 - A Nemesis Daemonhammer for +15pts
- The Justicar may replace his Nemesis force sword with a Nemesis Warding Stave for +20pts
- The Justicar may make any of his weapon master-crafted for +5pts
- The squad may take psybolt ammunition for +20pts

Nemesis Dreadknights

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Dreadknight	5	4	6	6	5	5	4	10	2+	150pts

Unit Type: Monstrous Creature (Character)

Unit Composition: 1 Dreadknight

Equipment

- Two Nemesis Doomfists
- Dreadknight Armor
- Iron Halo

Special Rules

- The Aegis
- The Shrouding
- Fearless
- Preferred Enemy (Daemons)
- Psyker (Mastery 1): A Dreadknight knows the Hammerhand and Astral Aim powers

Options

- A Dreadknight may take a wrist-mounted Heavy Incinerator for +30pts or a wrist-mounted Heavy Psycannon for +40pts
- A Dreadknight may replace one of his Doomfists with a Nemesis Daemonhammer for +10pts or a Nemesis Greatsword for +25pts
- A Dreadknight may take a Personal Teleporter for +75pts

Grey Knight Dreadnaught

	WS	BS	S	I	A	Front	Side	Rear	Hull	Cost
Dreadnaught	4	4	6	4	3	12	12	10	3	150pts

Unit Type: Walker

Unit Composition: 1 Dreadnaught

Equipment

- Twin-linked psycannon
- Nemesis Doomfist with built-in storm bolter
- Smoke Launchers
- Searchlight

Special Rules

- Reinforced Aegis
- Psychic Pilot. A Dreadnaught knows the Fortitude and Astral Aim powers.
- The Shrouding
- Preferred Enemy (Daemons)

Options

- A Dreadnaught may replace its twin-linked psycannon with a twin-linked incinerator or a multi-melta for free, a twin-linked autocannon for +10pts, a plasma cannon or an assault cannon for +10pts, or a twin-linked lascannon for +30pts
- A Dreadnaught may replace its Doomfist with a twin-linked autocannon or a missile launcher for +10pts
- A Dreadnaught may replace its storm bolter with an incinerator for +15pts
- A Dreadnaught may take extra armor for +15pts

Grey Knight Land Raider

	BS	Front	Side	Rear	Hull	Cost
Land Raider	4	14	14	14	4	Varies

Unit Type: Vehicle, Tank

Unit Composition: 1 Land Raider of any type

Equipment

- All Land Raider variants have smoke launchers and searchlights
- A Land Raider has two twin-linked lascannons and a twin-linked psycannon (285pts)
- A Land Raider Crusader has two hurricane bolters, frag assault launchers, and a twin-linked assault cannon (275pts)
- A Land Raider Redeemer has two flamestorm cannons and a twin-linked assault cannon (275pts)
- A Land Raider Ares has two twin-linked incinerators, a siege shield, and a Demolisher cannon (320pts)
- A Land Raider Helios has a Whirlwind missile launcher and two twin-linked lascannons (300pts)
- A Land Raider Prometheus has four twin-linked psycannons and a battle auspex (325pts)

Special Rules

- Deep Strike
- Psychic Pilot. A Land Raider knows the Fortitude power.
- Reinforced Aegis
- Power of the Machine Spirit

Options

- Any Land Raider may purchase any of the following:
 - A pintle-mounted twin-linked bolter for +10pts
 - A pintle-mounted multi-melta for +10pts
 - A hunter-killer missile for +10pts
 - Extra armor for +15pts

Transport Capacity

- All Land Raiders can carry a number of models, with Bulky models counting as two as normal; they have access points on both sides and at the front, and no fire points. The number of models varies by type, as follows:
 - Land Raider: Twelve models
 - Land Raider Crusader: Sixteen models
 - Land Raider Redeemer: Twelve models
 - Land Raider Ares: Six models
 - Land Raider Helios: Six models
 - Land Raider Prometheus: Twelve models

- Assault Vehicle
- Improved Communications (Prometheus only)

Imperial Navy support

Name	BS	Front	Side	Rear	Hull	Cost
Lightning Fighter	4	10	10	10	2	150pts
Avenger Fighter	4	12	10	10	2	175pts
Thunderbolt Fighter	4	11	11	10	3	200pts

Unit Type: Flyer

Unit Composition: 1 Lightning OR 1 Avenger OR 1 Thunderbolt

Equipment

- A Lightning has an autocannon, a twin-linked lascannon, and an armored cockpit.
- An Avenger has a hull-mounted Avenger bolt cannon, two wing-mounted lascannons, an armored cockpit, and a defensive heavy stubber
- A Thunderbolt has two twin-linked autocannon, a twin-linked lascannon, and an armored cockpit

Special Rules

- Hypersonic
- Deep Strike
- Strafing Run (Avenger only)
- Agile (Lightning only)
- Auto-Repair (Thunderbolt only)

Options

- A Lightning may replace its autocannon with four Hellstrike, Hellfury, or Skystrike missiles for free, or with two Tactical Bombs and the Strafing Run rule for free.
- A Lightning may take four additional Hellstrike, Hellfury, or Skystrike missiles for +40pts, or six additional Tactical Bombs for +40pts.
- An Avenger may be fitted with two extra wing-mounted hardpoints that can carry one of the following:
 - Four Hellstrike, Hellfury, or Skystrike missiles for +20pts
 - Two Javelin missile launchers for +30pts
 - Two autocannons for +30pts
 - Two multi-lasers for +30pts
 - Two missile launchers for +40pts
 - Six tactical bombs for +40pts
- A Thunderbolt may carry four Hellstrike, Hellfury, or Skystrike missiles for +40pts, or six Tactical Bombs for +40pts
- Any of the three may be upgraded with any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Missile Countermeasures for +10pts

Stormtrooper Fire Support Section

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Stormtrooper	3	4	3	3	1	3	1	8	4+	10pts
Stormtrooper Sergeant	4	4	3	3	1	4	2	9	4+	17pts

Unit Type: Infantry (Sergeant is Infantry (Character))

Unit Composition: 1 Stormtrooper Sergeant and 4-9 Stormtroopers

Equipment

- Hellguns
- Hellpistols
- Carapace armor
- Frag and Krak grenades
- Boosted vox bead (Sergeant only)
- Signum (Sergeant only)

Special Rules

- Special Operations (A Stormtrooper Fire Support Section may select the Reconnaissance, Fire Support, or Airborne Assault Special Operations)
- Deep Strike

Options

- Any Stormtrooper may replace his hellgun with a shotgun for free
- Any Stormtrooper may replace his hellgun and hellpistol with a boltgun and bolt pistol for +2pts
- Any Stormtrooper may replace his hellgun and hellpistol with a hot-shot lasgun and a hot-shot laspistol for +5pts
- The Stormtrooper Sergeant may replace his hellpistol and/or his hellgun with one of the following options:
 - A combi-weapon or a hand flamer for +5pts
 - A power weapon or a lightning claw for +10pts
 - A plasma pistol or an Inferno pistol for +15pts
 - A power fist for +15pts
- The Stormtrooper Sergeant may take an auspex for +5pts
- The Stormtrooper Sergeant may take meltabombs for +5pts
- Two Stormtroopers may replace their hellguns with one of the following upgrade weapons. If the squad numbers ten models, two more Stormtroopers may do so:
 - Grenade launcher for +5pts
 - Sniper rifle for +5pts
 - Javelin missile launcher for +10pts
 - Mortar with frag, smoke, and flare rounds for +10pts. If the squad selected the Fire Support Special Operation, a Stormtrooper with a Mortar may purchase Krak rounds for +5pts or chemical warfare rounds for +10pts
- If the squad selected the Reconnaissance Special Operation, the entire squad may purchase camo-cloaks for +3pts/model

Transport

- A Stormtrooper Fire Support squad may choose a Valkyrie or a Chimera as a Dedicated Transport choice. If the squad numbers six or fewer models, it may select a Vendetta instead.

Dedicated Transports

Grey Knight Rhino

	BS	Front	Side	Rear	Hull	Cost
Rhino	4	11	11	10	3	55pts

Unit Type: Tank

Unit Composition: 1 Rhino, Dedicated Transport

Equipment

- Smoke launchers
- Searchlight

Transport Capacity

- A Rhino may carry ten models, which may not be Bulky; it has access points at the side and the rear, and two models may fire from the top hatch.

Special Rules

- Auto-Repair

Options

- A Rhino may take any of the following:
 - A pintle-mounted storm bolter for +5pts
 - A dozer blade for +5pts
 - Extra armor for +15pts

- Psychic Pilot. A Rhino knows the Fortitude power.

Grey Knight Razorback

	BS	Front	Side	Rear	Hull	Cost
Rhino	4	11	11	10	3	75pts

Unit Type: Tank

Unit Composition: 1 Rhino, Dedicated Transport

Equipment

- Smoke launchers
- Searchlight
- Twin-linked psycannon

Transport Capacity

- A Razorback may carry six models, which may not be Bulky; it has access points at the side and the rear, and two models may fire from the top hatch.

Special Rules

- Auto-Repair
- Psychic Pilot. A Razorback knows the Fortitude power.

Options

- A Razorback may take any of the following:
 - A pintle-mounted storm bolter for +5pts
 - A dozer blade for +5pts
 - Extra armor for +15pts

Rhino

	BS	Front	Side	Rear	Hull	Cost
Rhino	4	11	11	10	3	35pts

Unit Type: Tank

Unit Composition: 1 Rhino, Dedicated Transport

Equipment

- Smoke launchers
- Searchlight

Transport Capacity

- A Rhino may carry ten models, which may not be Bulky; it has access points at the side and the rear, and two models may fire from the top hatch.

Special Rules

- Auto-Repair

Options

- A Rhino may take any of the following:
 - A pintle-mounted storm bolter for +5pts
 - A dozer blade for +5pts
 - Extra armor for +15pts

Chimera

	BS	Front	Side	Rear	Hull	Cost
Chimera	4	12	11	10	3	60pts

Unit Type: Tank

Unit Composition: 1 Chimera, Dedicated Transport

Equipment

- Turret-mounted multi-laser
- Hull-mounted heavy bolter
- Smoke launchers
- Searchlight

Transport Capacity

- A Chimera may carry twelve models, which may not be Bulky; it has access points at the side and the rear, and five models may fire from the top hatch.

Special Rules

- Amphibious

Valkyrie

	BS	Front	Side	Rear	Hull	Cost
Valkyrie	4	11	11	10	3	110pts

Unit Type: Flyer, Hover

Unit Composition: 1 Valkyrie, Dedicated Transport

Equipment

- Forward-mounted multi-laser
- Four wing-mounted Hellstrike missiles
- Searchlight

Transport Capacity

- A Valkyrie may carry twelve models, which may not be Bulky; it has access points at the sides and rear, and two models may fire from each of its side hatches.

Special Rules

- Air Cavalry
- Rapid Deployment
- Vector Dancer

Options

- A Chimera may swap its multi-laser for a heavy bolter or a heavy flamer for free
- A Chimera may swap its hull-mounted heavy bolter for a heavy flamer for free
- A Chimera may take any of the following:
 - A pintle-mounted storm bolter for +5pts
 - A dozer blade for +5pts
 - Blessed Bolts for +10pts
 - Holy Promethium for +10pts
 - Extra armor for +15pts

Options

- A Valkyrie may replace its Hellstrike missiles with two multiple rocket pods for +20pts
- A Valkyrie may take two side-mounted heavy bolters for +15pts
- A Valkyrie may replace its multi-laser with an autocannon for +5pts or a lascannon for +10pts
- A Valkyrie may trade any of its Hellstrike missiles for Skystrike missiles or Hellfire missiles for free
- A Valkyrie may take any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Missile Countermeasures for +10pts
 - An Armored Cockpit for +15pts

Vendetta

	BS	Front	Side	Rear	Hull	Cost
Vendetta	4	12	11	10	3	130pts

Unit Type: Flyer, Hover

Unit Composition: 1 Vendetta, Dedicated Transport

Equipment

- Chin-mounted heavy bolter
- Forward-mounted multi-laser
- Four wing-mounted Hellstrike missiles
- Searchlight

Transport Capacity

- A Vendetta may carry six models, which may not be Bulky; it has access points at the sides and rear, and two models may fire from each of its side hatches.

Special Rules

- Air Cavalry
- Rapid Deployment
- Vector Dancer

Options

- A Vendetta may replace four of its Hellstrike missiles with any of the following:
 - A twin-linked autocannon for +5pts
 - A twin-linked Javelin missile launcher for +5pts
 - A twin-linked lascannon for +15pts
 - Two multiple rocket pods for +20pts
- A Vendetta may take two side-mounted heavy bolters for +15pts
- A Vendetta may add four additional Hellstrike missiles to its arsenal at +5pts per missile
- A Vendetta may trade any of its Hellstrike missiles for Skystrike missiles or Hellfire missiles for free
- A Vendetta may replace its multi-laser with an autocannon for +5pts or a lascannon for +10pts
- A Vendetta may take any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Missile Countermeasures for +10pts
 - An Armored Cockpit for +15pts

Aquila Lander

	BS	Front	Side	Rear	Hull	Cost
Aquila	4	11	11	10	3	75pts

Unit Type: Flyer, Hover

Unit Composition: 1 Aquila, Dedicated Transport

Equipment

- Chin-mounted heavy bolter
- Searchlight

Transport Capacity

- An Aquila may carry twelve models, which may not be Bulky; it has one access point at the rear

Special Rules

- Hypersonic

Options

- An Aquila may replace its heavy bolter with an autocannon for +5pts
- An Aquila may take any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Missile Countermeasures for +10pts
 - An Armored Cockpit for +15pts

Valkyrie Sky Talon

	BS	Front	Side	Rear	Hull	Cost
Valkyrie Sky Talon	4	11	11	10	3	75pts

Unit Type: Flyer, Hover

Unit Composition: 1-3 Sky Talons, Dedicated Transport

Equipment

- Forward-mounted multi-laser
- Four wing-mounted Hellstrike missiles
- Searchlight

Transport Capacity

- A Sky Talon may carry up to one Tauros or Tauros Venator, or up to two Drop Sentinels, which may be deployed by Rapid Deployment normally or may disembark from the Sky Talon as if it was an open-topped vehicle otherwise.

Special Rules

- Rapid Deployment

Options

- A Sky Talon may replace its Hellstrike missiles with two multiple rocket pods for +20pts
- A Sky Talon may replace its multi-laser with an autocannon for +5pts or a lascannon for +10pts
- A Sky Talon may take any of the following:
 - Flares for +5pts
 - Infrared Targeting for +5pts
 - Missile Countermeasures for +10pts
 - An Armored Cockpit for +15pts

Special Characters

Inquisitor Talos Nevaren

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Inquisitor Nevaren	5	4	3	3	3	4	3	9	2+	

Unit Type: Infantry (Independent Character)

Unit Composition: Inquisitor Talos Nevaren

Equipment

- Artificer Armor
- Bolt Pistol
- Iron Halo
- Frag and Krak Grenades
- Sandoval (A legendary Daemon Weapon with origins lost in the legendary days of pre-Imperial Terra, the Sandoval has the Familiar, Dark Resurrection, and Vampiric Thirst qualities)

Special Rules

- Radical Alignment
- Indomitable Will
- Conclave
- Psyker (Mastery 2). Inquisitor Draco knows the Psychic Communion and Castigate powers.

Inquisitor Torquemada Coteaz

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Torquemada Coteaz	5	5	3	3	4	5	4	10	2+	

Unit Type: Infantry (Independent Character)

Unit Composition: 1 Inquisitor Coteaz

Equipment

- Artificer Armor
- Bolt Pistol
- Master-crafted Nemesis Daemonhammer
- Frag and Krak Grenades
- Boosted vox-bead
- Psyber-Eagle (Coteaz' pet cybernetically-enhanced eagle allows him to make a Shooting attack with the following profile: 24", S4, AP-, Assault d6)

Special Rules

- Indomitable Will
- Puritan Alignment
- Conclave
- Psyker (Mastery 2). Coteaz knows the Divine Pronouncement, Castigate, and Psychic Communion powers.
- Spy Network (Coteaz permits you to reroll the die used to Seize the Initiative, or force the opponent to reroll said die)
- I've Been Expecting You (Coteaz and any unit he joins count as having the Interceptor rule, except that they may fire an Interceptor shot any number of times during the enemy Movement phase and they may fire their weapons normally in the subsequent Shooting phase)
- Lord of Formosa (As per Independent Allies, but Coteaz' extensive network of contacts allow Henchmen Warbands chosen as Troops to take models as if they were taken as retinues. He may take a retinue as normal)

Grand Master Kaldor Draigo

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

Unit Type: Infantry (Independent Character)

Unit Composition: Grand Master Draigo

Equipment

- Terminator Armor
- Iron Halo
- Storm bolter
- The Titansword (Master-crafted Nemesis force weapon; strikes at Strength 10 against Daemons)

Special Rules

- Psyker (Mastery 2): Draigo knows the Hammerhand and Psychic Communion powers.
- Preferred Enemy (Daemons)
- The Shrouding
- The Aegis
- Fearless
- Grand Strategy
- Eternal Warrior
- Grand Master of Titan (An army including Kaldor Draigo may include any number of Terminator squads as Troops)

Castellan Garran Crowe

	WS	BS	S	T	W	I	A	Ld	Sv	Cost
Garran Crowe	8	4	4	4	2	6	3	10	2+	

Unit Type: Infantry (Independent Character)

Unit Composition: Castellan Garran Crowe

Equipment

- Artificer Armor
- Iron Halo
- Storm Bolter
- Frag and Krak Grenades
- The Blade of Antwyr (This is a legendary Nemesis force sword; Crowe may reroll to-hit and to-

Special Rules

- The Aegis
- Fearless
- Preferred Enemy (Daemons)
- The Shrouding
- Psyker (Mastery 1): Crowe knows the Hammerhand, Cleansing Flame, and Psychic Communion powers
- Sword of Titan

wound rolls in challenges in addition to the normal effects of the weapon)

- Knight of Amarath (An army including Crowe may include one unit of Purifiers as Troops)

Brother-Captain Stern

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

Unit Type: Infantry (Independent Character)

Unit Composition: Captain Arvann Stern

Equipment

- Terminator Armor
- Iron Halo
- Storm Bolter
- Nemesis Force Sword

Special Rules

- The Aegis
- Fearless
- Preferred Enemy (Daemons)
- The Shrouding
- Psyker (Mastery 2): Stern knows the Hammerhand and Psychic Communion powers
- Banisher (Daemons who lose combat to Captain Stern suffer a Banished! result on any double on their Daemonic Instability test, including a double 1, which does not allow Reality Blinks)
- Threads of Fate (Captain Stern may reroll one to-hit, to-wound, or save in each phase; every time he does, however, he allows the enemy one reroll of any to-hit, to-wound, or save roll at some point later in the game)

Inquisition Psychic Powers

Divine Pronouncement

This is a Witchfire power that automatically hits one unengaged enemy unit within 18". Any unit hit by Divine Pronouncement must immediately make a Morale test as if it took 25% casualties in the Shooting phase.

Fearless units and units that do not take Morale tests are unaffected by Divine Pronouncement.

Force Shield

This is a Blessing power that targets one friendly unit within 12". While it is in effect, the unit improves any Invulnerable save it has by one, or gains a 6+ Invulnerable save if it did not have one already. This power may not be used to improve the effects of the Shield of Faith.

Purge

This is a Focused Witchfire power that must be used to target a psyker. The psyker immediately suffers a Perils of the Warp attack.

Castigate

Target one enemy unit within 24" during the Shooting phase. That unit and the Inquisitor both roll a d6 and add their Leadership value. If the Inquisitor's result is higher, the target unit takes a permanent -3 penalty to its Leadership score for the remainder of the game. This power cannot affect the same unit twice.

Invigorate

This is a Blessing power that grants a friendly unit within 12" the Fleet and Furious Charge rules.

Scour

This is a Witchfire power with the following profile: 18", S5, AP4, Assault 3. Successful Invulnerable saves taken against hits from Scour must be rerolled.

Word of the Emperor

Use at the beginning of the Fight sub-phase, this power affects all models in base contact with the Inquisitor. Each model and the Inquisitor rolls a d6 and adds its Leadership score, any model that rolls lower than the Inquisitor may not attack in that Assault phase.

Grey Knights Psychic Powers

Hammerhand

Use this power at the beginning of the Fight sub-phase. If successful, the entire unit gains +1 Strength for the duration of the phase.

Astral Aim

Use this power at the beginning of the Shooting phase. If successful, pick either Cover saves or Invulnerable Saves; any save of the chosen type taken against this unit's shots in that Shooting phase is reduced by 1, to a minimum of 6+.

Psychic Communion

Use this power at the beginning of the Movement phase, before Reserves rolls are made. The activating model may choose either to target one particular friendly Grey Knight unit or to broadcast a general beacon; if he targets a particular unit, the targeted unit gets +1 on its Reserves roll, must deploy within 6" of the Communion-using model via Deep Strike, and does not scatter, if he broadcasts a general beacon all friendly units may modify their Reserves rolls by +1 or -1, which may be chosen after the result of the roll is seen.

Warp Quake

This power is used at the start of the Movement phase. If the test is successful, enemy models attempting to Deep Strike within 12" of the squad scatter as normal regardless of abilities or items of wargear that normally reduce, reroll, or eliminate Deep Strike scatter.

Cleansing Flame

This power is used at the start of the Assault phase, before charge moves are made. A unit that activates Cleansing Flame causes Impact Hits at Strength 5 for the duration of that phase.

Reconstruction

This power is used at the start of the Shooting phase. Any Hymn of Reforging rolls made by the activating model get a +1 bonus.

Fortitude

This power is used at the start of the Movement phase, and allows the activating model to ignore the effects of a Crew Shaken or Crew Stunned effect.