

1850 Pts - Grey Knights

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Librarian (1 ⚔, 245 pts)												
Librarian	1		5	4	4/8	4	2	4/1	2	10	2+5(i)	245
(C:GK, pg. 24); Infantry (Character); Assault Grenades; Krak Grenades; Psyk-out Grenades; Psychic Hood; Terminator Armour; Digital Weapons; Teleport Homer; Master-craft Nemesis Weapon(s); Servo-skulls (x3); Storm Bolter; MC Nemesis Daemonhammer; And They Shall Know No Fear; Bulky; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 3); The Aegis; Warlord ; Hammerhand												
HQ: Inquisitor Coteaz (1 ⚔, 100 pts)												
Inquisitor Coteaz	1		4	4	3/6	3	3	4/1	3	10	2+	100
(C:GK, pg. 45); Infantry (Character); Assault Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Psyber-Eagle; Bolt Pistol; Master-crafted Nemesis Daemonhammer; I've Been Expecting You; Independent Character; Psyker (Mastery Level 2); Spy Network; Stubborn												
Elite: Vindicare Assassin (1 ⚔, 145 pts)												
Vindicare Assassin	1		8	8	4	4	2	7	4	10	4+4(i)	145
(C:GK, pg. 52); Infantry (Character); Assault Grenades; Blind Grenades; Synskin; Exitus Pistol; Exitus Rifle; Deadshot; Fearless; Fleet; Infiltrate; Lightning Reflexes; Move Through Cover; Stealth												
Troops: Inquisitorial Henchmen Warband (4 ⚔, 84 pts)												
Inquisitorial Henchmen Warband	1											84
(C:GK, pg. 48-51); Infantry ; Razorback												
Crusader	1		4	3	3	3	1	3	1	8	5+3(i)	[15]
(C:GK, pg. 48); Infantry ; Flak Armour; Storm Shield; Power Sword												
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage												
Warrior Acolyte	1		3	3	3	3	1	3	1	8	5+	[9]
(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Hot-shot Lasgun (x1)												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3										[50]
(C:GK, pg. 33); Vehicle (Transport, Tank); 6 model capacity; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
Troops: Inquisitorial Henchmen Warband (4 ⚔, 84 pts)												
Inquisitorial Henchmen Warband	1											84
(C:GK, pg. 48-51); Infantry ; Razorback												
Crusader	1		4	3	3	3	1	3	1	8	5+3(i)	[15]
(C:GK, pg. 48); Infantry ; Flak Armour; Storm Shield; Power Sword												
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage												
Warrior Acolyte	1		3	3	3	3	1	3	1	8	5+	[9]
(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Hot-shot Lasgun (x1)												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3										[50]
(C:GK, pg. 33); Vehicle (Transport, Tank); 6 model capacity; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
Troops: Inquisitorial Henchmen Warband (4 ⚔, 84 pts)												
Inquisitorial Henchmen Warband	1											84
(C:GK, pg. 48-51); Infantry ; Razorback												
Crusader	1		4	3	3	3	1	3	1	8	5+3(i)	[15]
(C:GK, pg. 48); Infantry ; Flak Armour; Storm Shield; Power Sword												
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage												
Warrior Acolyte	1		3	3	3	3	1	3	1	8	5+	[9]
(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Hot-shot Lasgun (x1)												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3										[50]
(C:GK, pg. 33); Vehicle (Transport, Tank); 6 model capacity; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Inquisitorial Henchmen Warband (4 ⚔, 84 pts)												
Inquisitorial Henchmen Warband	1											84
	(C:GK, pg. 48-51); Infantry ; Razorback											
Crusader	1		4	3	3	3	1	3	1	8	5+/3(i)	[15]
	(C:GK, pg. 48); Infantry ; Flak Armour; Storm Shield; Power Sword											
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage											
Warrior Acolyte	1		3	3	3	3	1	3	1	8	5+	[9]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Hot-shot Lasgun (x1)											
Razorback	1		Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3									[50]
	(C:GK, pg. 33); Vehicle (Transport, Tank); 6 model capacity; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude											
Troops: Inquisitorial Henchmen Warband (4 ⚔, 84 pts)												
Inquisitorial Henchmen Warband (Troops) [UM]	1											84
	(C:GK, pg. 48-51); Infantry ; Razorback											
Crusader [UM]	1		4	3	3	3	1	3	1	8	5+/3(i)	[15]
	(C:GK, pg. 48); Infantry ; Flak Armour; Storm Shield; Power Sword											
Psyker [UM]	1		3	3	3	3	1	3	1	8	5+	[10]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage											
Warrior Acolyte [UM]	1		3	3	3	3	1	3	1	8	5+	[9]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Hot-shot Lasgun (x1)											
Razorback [UM]	1		Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3									[50]
	(C:GK, pg. 33); Vehicle (Transport, Tank); 6 model capacity; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude											
Heavy Support: Nemesis Dreadknight (1 ⚔, 155 pts)												
Nemesis Dreadknight	1		5	4	6/10	6	4	4	3/4	10	2+/5(i)	155
	(C:GK, pg. 34); Monstrous Creature (Character); Dreadknight Armour; Nemesis Doomfist; Nemesis Greatsword; And They Shall Know No Fear; Fear; Hammer of Wrath; Move Through Cover; Preferred Enemy (Daemons); Psyker (Mastery Level 1); Relentless; Smash; The Aegis; Dark Excommunication; Hammerhand											
Heavy Support: Nemesis Dreadknight (1 ⚔, 155 pts)												
Nemesis Dreadknight	1		5	4	6/10	6	4	4	3/4	10	2+/5(i)	155
	(C:GK, pg. 34); Monstrous Creature (Character); Dreadknight Armour; Nemesis Doomfist; Nemesis Greatsword; And They Shall Know No Fear; Fear; Hammer of Wrath; Move Through Cover; Preferred Enemy (Daemons); Psyker (Mastery Level 1); Relentless; Smash; The Aegis; Dark Excommunication; Hammerhand											
HQ: Chief Librarian Tigurius (1 ⚔, 165 pts)												
Chief Librarian Tigurius (HQ) [UM]	1		5	4	4/6	4	3	4	2/3	10	3+	165
	(C:SM, pgs. 107 & 160); Infantry (Character); Frag Grenades; Krak Grenades; Hood of Hellfire; Power Armour; Bolt Pistol; Rod of Tigurius; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Independent Character; Psyker (Mastery Level 3)											
Troops: Scout Squad (5 ⚔, 55 pts)												
Scout Squad (Troops) [UM]	4		3	3	4	4	1	4	1	8	4+	55
	(C:SM, pp. 85 & 167); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Infiltrate; Move Through Cover; Scouts											
Sergeant [UM]	1		4	4	4	4	1	4	1	8	4+	[11]
	Infantry (Character); Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads; Infiltrate; Move Through Cover; Scouts											
Heavy Support: Centurion Devastator Squad (5 ⚔, 410 pts)												
Centurion Devastator Squad (Heavy) [UM]	4		4	4	5	5	2	4	1	8	2+	410
	(C:SM, pgs. 94 & 175); Infantry ; Grav-amp; Hurricane Bolter (x4); Grav-cannon (x4); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Decimator Protocols; Slow and Purposeful; Very Bulky											
Centurion Sergeant [UM]	1		4	4	5	5	2	4	2	9	2+	[80]
	(C:SM, pgs. 94 & 175); Infantry (Character); Grav-amp; Hurricane Bolter; Grav-cannon; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Decimator Protocols; Slow and Purposeful; Very Bulky											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
											Total Cost:	1850

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 111.
Psychic Powers	
Dark Excommunication	Dark Excommunication (see C:GK, pg. 25, note FAQ update).
Fortitude	Fortitude (see C:GK, pg. 33).
Hammerhand	Hammerhand (see C:GK, pg. 25, note FAQ update).
Psychic Barrage	Psychic Barrage (see C:GK, pg. 51).
Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 33).
Bulky	Bulky (see WH40k, pg. 35).
Chapter Tactics (Ultramarines)	Chapter Tactics (Ultramarines) (see C:SM, pg. 78).
Combat Squads	Combat Squads
Deadshot	Deadshot (see C:GK, pg. 53).
Decimator Protocols	Decimator Protocols (see C:SM, pg. 94).
Fear	Fear (see WH40k, pg. 35).
Fearless	Fearless (see WH40k, pg. 35).
Fleet	Fleet (see WH40k, pg. 35).
Gift of Prescience	Gift of Prescience (see C:SM, pg. 107).
Hammer of Wrath	Hammer of Wrath (see WH40k, pg. 37).
I've Been Expecting You	I've Been Expecting You (see C:GK, pg. 45).
Independent Character	Independent Character (see WH40k, pg. 39).
Infiltrate	Infiltrate (see WH40k, pg. 38).
Lightning Reflexes	Lightning Reflexes (see C:GK, pg. 52).
Master Psyker	Master Psyker (see C:SM, pg. 107).
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Preferred Enemy (Daemons)	Preferred Enemy (see WH40k, pg. 40).
Psychic Pilot	Psychic Pilot (see C:GK, pg. 21).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 41).
Psyker (Mastery Level 2)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Relentless	Relentless (see WH40k, pg. 41).
Scouts	Scouts (see WH40k, pg. 41).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 42).
Smash	Smash (see WH40k, pg. 42).
Spy Network	Spy Network (see C:GK, pg. 45).
Stealth	Stealth (see WH40k, pg. 42).
Stubborn	Stubborn (see WH40k, pg. 43).
The Aegis	The Aegis (see C:GK, pg. 21).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Tank)	See WH40K rulebook, pgs. 44-49.
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Digital Weapons	Digital Weapons; see (C:SM, pg. 98).
Dreadknight Armour	Dreadknight Armour (see C:GK, pg. 28).
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Grav-amp	Grav-amp (see C:SM, pg. 122).

Grav-cannon	24" Range; S *: AP 2; Salvo 3/5, Concussive, Graviton (see C:SM, pg. 121).
Hood of Hellfire	Hood of Hellfire (see C:SM, pg. 107)
Hurricane Bolter	Three weapons, each Range: 24"; S4; AP5; Rapid Fire, Twin Linked.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Master-craft Nemesis Weapon(s)	Master-craft Nemesis Weapon(s)
Power Armour	Power Armour (see C:SM, pg. 126).
Psyber-Eagle	24" Range; S4; AP-; Assault D6.
Psybolt Ammunition	Psybolt Ammunition (see C:GK, pg. 62).
Psychic Hood	Psychic Hood (see WH40k, pg. 68).
Psyk-out Grenades	Psyk-out Grenades (see C:GK, pg. 61).
Scout Armour	Scout Armour (see C:SM, pg. 126).
Servo-skulls	Servo-skulls (see C:GK, pg. 62).
Smoke Launchers	(see WH40k, pg. 87).
Storm Shield	Storm Shield
Synskin	Synskin (see C:GK, pg. 52).
Teleport Homer	If Grey Knight Strike squads, Interceptor squads or models in Terminator armour wish to teleport via Deep Strike and choose to do so within 6" of model with this, then they won't scatter.
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Weapons	
Blind Grenades	See WH40K, pg. 62.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Exitus Pistol	12" Range, Sx; AP1; Pistol, Sniper, Special Ammunition, see C:GK, pg. 53.
Exitus Rifle	36" Range, Sx; AP1; Heavy1, Sniper, Special Ammunition, see C:GK, pg. 53.
Hot-shot Lasgun	18" Range; S3; AP3; Rapid Fire (see C:IG, pg. 46).
Laspistol	Range: 12"; S 3; AP -; Pistol.
Master-crafted Nemesis Daemonhammer	Master-crafted Nemesis (see C:GK, pg. 54).
MC Nemesis Daemonhammer	S x2; AP2; Melee, Concussive, Daemonbane, Force, Specialist Weapon, Unwieldy (see C:GK, pg. 54 & 6E GK FAQ).
Nemesis Doomfist	Nemesis Doomfist (see C:GK, pg. 54).
Nemesis Greatsword	Nemesis Greatsword (see C:GK, pg. 54).
Power Sword	S User; AP 3; Melee.
Rod of Tigurius	S +2; AP 4; Melee, Master-crafted, Force, Concussive, Soul-blaze (see C:SM, pg. 107).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked

Roster Design Information

Grey Knights Special Rules:

Brotherhood of Psykers (Codex: GK, pg. 21)

Psyker Mastery Levels (Codex: GK, pg. 21)

Psychic Pilot (Codex: GK, pg. 21)

Preferred Enemy (Daemons) (Codex: GK, pg. 21)

And They Shall Know No Fear (Codex: GK, pg. 21)

Combat Squads (Codex: GK, pg. 21)

The Aegis (Codex: GK, pg. 21)

Validation Report

c-1. File Version: 1.43 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Allies of Convenience

Roster satisfies all enforced validation rules

Roster Statistics

% HQ: 18.6

% Knight: 0

% Elite: 7.8

% Troops: 18.2

% Fast: 0







% Heavy: 16.8

% Fortification: 0

% Wargear: 0

Model Count: 36

Files version: 1.43

Group	Min	Max	Used
	1	2	2
	0	3	1
	2	6	4
	0	3	0
	0	3	2
	0	1	0