

# *Codex: Grey Knights*

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*Hail, Battle-brother. This codex will describe a  
revision attempted by this tech-scribe. The Emperor  
protects.*  
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## Contents

<i>Grey Knights Special Rules</i> .....	3
<i>Feats</i> .....	4
<i>Wargears</i> .....	5
<i>Grey Knight Grand Master</i> .....	7
<i>Grey Knight Brother-Captain</i> .....	8
<i>Grey Knight Marine Squad</i> .....	9
<i>Grey Knight Terminator Squad</i> .....	10
<i>Grey Knight Teleport Assault Squad</i> .....	11
<i>Grey Knight Purgation Squad</i> .....	12

## **Grey Knights Special Rules**

### **Fearless**

*Every Grey Knight is inured to all manner of horror and death for their initiation; no power in the galaxy or beyond it can blunt their purpose. All Grey Knights thus have the universal special rule "Fearless"*

### **Rites of Exorcism**

*Any unit attempting to charge a squad of Grey Knights will have to test for difficult terrain. All Grey Knight infantry also count as though they are equipped with frag and defensive grenades.*

### **Teleport Assault**

*All Grey Knight infantry may teleport into combats using the Deep Strike special rule. If all Grey Knight infantry deploy in this manner, they may start to Deep Strike on the first turn instead of the second.*

### **The Shrouding**

*Any unit attempting to fire at a squad of Grey Knights will have to check for range using the Night Fighting rules. This special rule will not work for squads containing only attached characters that are Grey Knights.*

### **True Grit**

*All Grey Knights count their storm bolters as an additional close combat weapon.*

### **Feats**

*Every Grey Knight, from marine to grand master is a hero in his own rights. They are able to perform feats considered impossible for any other Space Marine. Listed in the Feats page are the feats they may perform. Terminators may perform all Marine feats in addition to Terminator feats and Heroes may perform all feats. Feats may be performed any time during the game, and it may only be done once during the entire game. Only Grey Knights will receive the benefits of Feats.*

## Feats

### GREY KNIGHT MARINES

**THIS SECTION INCLUDES GREY KNIGHTS SQUADS EQUIPPED WITH POWER ARMOUR, INCLUDING MARINE SQUADS, TELEPORT ASSAULT SQUADS AND PURGATION SQUADS.**

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#### THE DIVINE WIND.

*The squad gains the "Fleet" Universal Special Rule turn this feat is performed.*

#### NO MERCY FOR THE MERCILESS.

*The squad shreds the enemy with blistering storm bolter fire. Storm bolters become Heavy 4 for the turn this feat is performed. Psycannons may fire 1 more shot than normally permitted.*

#### SANCTUARY OF FAITH

*Armoured by their faith, the Grey Knights fear nothing. The squad gains an invulnerable save of 3+ for the turn this feat is performed.*

### GREY KNIGHT TERMINATORS

**THIS SECTION INCLUDES GREY KNIGHT TERMINATOR SQUADS AND TERMINATOR COMMAND SQUADS ONLY**

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#### ASHES TO ASHES

*The squad members equipped with their Nemesis Force Weapon roll 2D6 for vehicle penetration and may reroll to wound for the turn this feat is performed.*

#### VINDICTIVE RAGE

*The squad may reroll to hit for the turn this feat is performed.*

### GREY KNIGHT HEROES

*This section includes all Grey Knights HQ selections.*

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#### THE HOLY AVENGER

*The Grey Knight Hero will strike before any other model in the turn this feat is performed. This attack will ignore invulnerable save in addition to any other benefits the Nemesis Force Weapon grants.*

## Wargears

### **Aegis Power Armour**

Every time an enemy psyker uses a power that targets a squad of Grey Knights, add 4 to the final result of Psychic test. If the Psychic test fails in this manner, the psyker will not suffer the results of Perils of the Warp. This special rule will not work for squads containing only attached characters that are Grey Knights. The Aegis Power Armour also grants a 3+ armour save.

### **Aegis Terminator Armour**

Every time an enemy psyker uses a power that targets a squad of Grey Knights, add 4 to the final result of Psychic test. If the Psychic test fails in this manner, the psyker will not suffer the results of Perils of the Warp. This special rule will not work for squads containing only attached characters that are Grey Knights. The Aegis Terminator Armour also grants a 2+ armour save, 5+ invulnerable save, and the "Relentless" Universal Special Rule. Models wearing the Aegis Terminator Armour may not perform a sweeping advance.

### **Daemonhammer**

A Daemonhammer is only granted to those who have proved themselves pure and valorous above all. A Daemonhammer is capable of smashing aside all who defy the wielder, but only if the intention is pure and just. A servant of Chaos will have his very soul charred to ashes should he attempt to use this weapon. *This is a thunder hammer that will ignore invulnerable saves.*

### **Grimoire of True Names**

Knowing the true name of a daemon grants power over it. The Ordos Malleus has such a book which details all known daemons previously banished by the Grey Knights and Inquisitors that have come to pass. Simply holding the book will allow it to extend its malicious will to the unfortunate individual, but no Grey Knight will ever fall to this evil. *This equipment allows the user to count his weapon as a Force Weapon in addition to any other benefits. It will also always force attackers to strike the user on a 5+. If the said attacker has a special rule that always allows him to strike on a 3+ or less, then it is modified to 4+. If this item is used by a model without the Independent Character special rule, then it will not force attackers to hit on a 5+.*

### **Sacred Incense**

The holy incense projects a scent intoxicating any evil. It slows and befuddles anyone within its range, and those pure of heart may resist this effect. *Units engaged with the user of Sacred Incense in close combat will strike at -1 Initiative.*

### **Incinerator**

The Incinerator is a modification of a standard Astartes Heavy Flamer. There is so much arcane add-ons to it that it no longer resembles the original design. The Incinerator is specially designed to effectively purify the daemonic in large swats.

<i>Range</i>	<i>Strength</i>	<i>AP</i>	<i>Type</i>
<i>Template</i>	5	4	<i>Assault 1 Ignores Invulnerable saves.</i>

### **Psycannon**

The Psycannon is similar to the Heavy Bolter in purpose, but it is far deadlier than its counterpart. Obscure machine-lore and technology are used in the design of this daemon-cleansing weapon, such that it is extremely effective against any form of daemonic foes.

<i>Range</i>	<i>Strength</i>	<i>AP</i>	<i>Type</i>
36"	6	4	<i>Heavy 3, Ignores Invulnerable saves.</i>
18"	6	4	<i>Assault 3, Ignores Invulnerable saves</i>

### **Psybane Missile Launcher**

For the most severe of daemonic infestations, the Purgation squads may bring forth the Psybane Missile Launcher, which is capable of utterly annihilating even greater daemons with but a single missile. The warheads of these missiles are loaded with a similar material as Psycannon shells, but they are far more potent as the concentration is equally greater.

<i>Range</i>	<i>Strength</i>	<i>AP</i>	<i>Type</i>
48"	9	3	<i>Heavy 1, Blast Ignores Invulnerable saves.</i>

## Grey Knight Grand Master

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	225	6	5	4	4	3	5	5	10	2+

### Special Rules

**The Grand Masters:** A Grand Master is one who have braved the fires of gruelling trials, beyond and far exceeding any normal Space Marine standards, if Space Marines were even normal to begin with. They have faith in the Emperor beyond any and their conviction in the path they walk is incredible indeed. Armoured and equipped with the best that the Imperium can offer, they are truly legendary figures. A Grand Master has the “**Eternal Warrior**” Universal Special Rule.

**Psyker:** The Grand Master may select a power from the psychic powers list.

**Grey Knight,  
Independent Character.**

### Wargears

**Grand Master’s Nemesis Force Weapon:** This is a weapon that adds +2 S to the wielder and counts as a Force Weapon. May reroll failed wounding rolls and armour penetration rolls.

**Storm Bolter**

**Icon of the Just:** This holy icon protects its user with a protective force field. Grants the user 4+ invulnerable save.

**Aegis Terminator Armour**

### Options

The Grand Master may exchange his storm bolter for:

- Incinerator Free
- Psycannon +10 points
- Storm shield Free

The Grand Master may exchange his Nemesis Force Weapon for:

- Daemonhammer +10 points
- Thunder Hammer Free

The Grand Master may take with any of the following

- Psychic Hood +5 points
- Grimoire of True Names +10 points
- Sacred Incense +10 points
- Holy Relic +25 points

## Grey Knight Brother-Captain

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Brother-Captain	100	6	5	4	4	2	5	3	10	2+

### Special Rules

#### Grey Knight,

**Psyker:** The Brother-Captain may select a power from the psychic powers list.

**Independent Character.**

### Wargears

**Brother-Captain's Nemesis Force Weapon:** This is a weapon that adds +2 S to the wielder and counts as a Power Weapon. May reroll failed wounding rolls and armour penetration rolls.

#### Storm Bolter

**Icon of the Just:** This holy icon protects its user with a protective force field. Grants the user 4+ invulnerable save.

**Aegis Terminator Armour**

### Options

The Brother-Captain may exchange his storm bolter for:

- Incinerator Free
- Psycannon +10 points
- Storm shield Free

The Brother-Captain may exchange his Nemesis Force Weapon for:

- Daemonhammer +20 points
- Thunder Hammer Free

The Brother-Captain may take with any of the following

- Psychic Hood +5 points
- Grimoire of True Names +50 points
- Sacred Incense +10 points

## Grey Knight Marine Squad

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Justicar	50	5	4	4	4	1	4	2	9	3+
Battle-Brother	25	5	4	4	4	1	4	1	9	3+

### Special Rules

**Grey Knight.**

### Wargears

**Nemesis Force Weapon:** This is a weapon that adds +2 S to the wielder.

**Justicar's Nemesis Force Weapon:** This is a weapon that adds +2 S to the wielder and counts as a Power Weapon

**Storm Bolter**

**Frag and Krak Grenades**

**Aegis Power Armour**

### Unit Composition

**1 Justicar and 4 to 9 Battle-Brothers**

### Options

Two members of the squad may exchange his storm bolter for:

- Incinerator +5 points
- Psycannon +10 points

The Justicar may take with any of the following

- Melta bomb +5 points
- Grimoire of True Names +50 points
- Sacred Incense +10 points

## Grey Knight Terminator Squad

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Brother-Captain	60	5	4	4	4	1	4	3	10	2+
Terminator	45	5	4	4	4	1	4	2	9	2+

### Special Rules

#### Grey Knight,

**Psyker:** The Brother-Captain may select a power from the psychic powers list.

#### Deep Strike

### Wargears

**Terminator's Nemesis Force Weapon:** This is a weapon that adds +2 S to the wielder and counts as a Power Weapon

**Brother-Captain's Nemesis Force Weapon:** This is a weapon that adds +2 S to the wielder and counts as a Power Weapon.

User may reroll failed wounding rolls and armour penetration rolls.

#### Storm Bolter

#### Aegis Terminator Armour

### Unit Composition

**1 Brother-Captain and 4-9 Terminators**

### Options

Two members of the squad may exchange his storm bolter for:

- Incinerator Free
- Psycannon +5 points

Any member of the squad may exchange his Nemesis Force Weapon and Storm Bolter for:

- Thunder Hammer and Storm Shield Free

The Brother-Captain may exchange his Nemesis Force Weapon for:

- Daemonhammer +20 points

The Brother-Captain may take with any of the following

- Grimoire of True Names +50 points
- Sacred Incense +10 points

## Grey Knight Teleport Assault Squad

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Justicar	50	5	4	4	4	1	4	2	9	3+
Battle-Brother	30	5	4	4	4	1	4	1	9	3+

### Special Rules

#### Grey Knight

**The Sudden Storm:** The Grey Knights are equipped with the best technologies the Imperium can provide, including the most ancient of teleport machineries. Along with the endless training they receive in the vaults of Titan, they can easily strike at the heart of the enemy with precision. A Grey Knight Teleport Assault Squad enters the game via Deep Strike, and may assault on the turn they arrive. They may also choose to reroll the Deep Strike scatter dice.

### Wargears

**Nemesis Force Weapon:** This is a weapon that adds +2 S to the wielder.

**Justicar's Nemesis Force Weapon:** This is a weapon that adds +2 S to the wielder and counts as a Power Weapon

**Storm Bolter**

**Frag and Krak Grenades**

**Aegis Power Armour**

### Unit Composition

**1 Justicar and 4 to 9 Battle-Brothers**

### Options

Two members of the squad may exchange his storm bolter and Nemesis Force Weapon for:

- Incinerator +0 points
- Psycannon +5 points

The Justicar may take with any of the following

- Melta bomb +5 points
- Grimoire of True Names +50 points
- Sacred Incense +10 points

## Grey Knight Purgation Squad

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Justicar	50	5	4	4	4	1	4	2	9	3+
Battle-Brother	30	5	4	4	4	1	4	1	9	3+

### Special Rules

#### Grey Knight

**The Fires of Vengeance:** The Purgation squads exists for one purpose: To cleanse the taint of daemon by fire. To this end, they receive specialised training in consecrated weaponry that can lay low even the greatest of daemons. All weapons in a Purgation Squad count as twin-linked.

### Wargears

**Nemesis Force Weapon:** This is a weapon that adds +2 S to the wielder.

**Justicar's Nemesis Force Weapon:** This is a weapon that adds +2 S to the wielder and counts as a Power Weapon

**Storm Bolter**

**Frag and Krak Grenades**

**Aegis Power Armour**

### Unit Composition

1 Justicar and 4 to 9 Battle-Brothers

### Options

Four members of the squad may exchange his storm bolter and Nemesis Force Weapon for:

- Incinerator +10 points
- Psycannon +15 points
- Psybane Missile Launcher +30 points

The Justicar may take with any of the following

- Melta bomb +5 points
- Grimoire of True Names +50 points
- Sacred Incense +10 points