

GREY KNIGHTS REDEEMER FORCE

POINTS: 100 + MODELS

The Grey Knights are the elite warrior-knights of the Ordo Malleus, that secret arm of the Inquisition whose sole responsibility is the location and banishment of daemonic incursion. They are called upon only in the direst of circumstances, for they number but few, and their abilities are too potent to be wasted on any normal conflict. Instead the Grey Knights are only summoned when a rift between the material dimension and the nightmarish realm of the Empyrean has opened fully, allowing daemons to spill through like blood from a wound.

The legendary Redeemer Force is summoned when a rift is so large that the evil threatens to engulf a planet. Only the Grey Knights have the holy might to banish the mightiest of daemons back to the Warp and close the rift once and for all so that order and reason might rule once more.

Just as the cabals of Chaos can blight and desecrate a holy site, a Redeemer force can reconsecrate a location with

sacred incense and pious litany. Though this will ultimately seal the rift into the daemonic realms it is not the primary purpose of a Redeemer force. It is they who must take the fight to the daemons themselves, exterminating them to the exclusion of all else. Once this is achieved the Grey Knights quickly and efficiently perform rituals of cleansing to wash the filth and corruption of the daemonic stain from the land.

But that is not the end of the Ordo Malleus's duties. Once the daemonic taint has been cleansed, the Grey Knights and their Inquisitorial comrades will exterminate or mind-wipe those mortal men that have fought beside them. No one must be allowed to witness the taint of Chaos in its most purified form and live, for the once the seed of corruption is planted it is virtually impossible to remove it. Such is the terrible truth of the Redeemer force, for the only true redemption they offer is death.

FORMATION:

1+ Grand Master or Brother-Captain of the Grey Knights

6+ Squads of Grey Knights, Grey Knight Purgation Squads or Grey Knight Terminators (any combination).

SPECIAL RULES

Strike Force: All models in the Redeemer force enter play via Deep Strike. They must attempt to enter play within 12" of the Brother-Captain/Grand Master (though scatter may carry them further away).

Hexagrammatic Ritual of Reconsecration: The Grey Knights are so pious in their faith that their mere presence can rob the Warp of its strength and return purity to the ground beneath their feet. If, at any time, six Justicars and/or Brother-Captains are within 6" of an objective, they may perform the Hexagrammatic Ritual of Reconsecration upon it. The Justicars and Brother-Captains may not shoot that turn, though the units they are leading may fire as normal. If these criteria are

met then, for the rest of the game, any Daemon units within 12" of the objective lose their Invulnerable save.

The Tools of the Just: All Grey Knight Justicars and Brother-Captains are automatically equipped with a Grimoire of True Names, Unguents of Warding and Sacred Incense at no additional cost.

Redemptors: A Grey Knight Redemptor Force may only enter the table if the opponent is using a Greater Daemon and/or a Warp Rift in his army. If at any point after the Grey Knights have entered play there are no Chaos models on the table, the Chaos player may control the Grey Knights as if they were his own troops as they begin the purification of those who have witnessed the warp breach.



Though Imperial records are devoid of any mention of Grey Knight Redeemer Forces, the history of the Imperium is punctuated with countless warp rifts and the drastic countermeasures used to combat them. Perhaps the most shocking of all was the Scourging of Drugh. Drugh was a planet that had been riddled with a violent contagion called the Soul Ague. Such was the power of this supernatural disease that warp rifts opened up in the very bellies of the plague's victims, allowing the footsoldiers of Nurgle to claw their way out. Though the planetary defence force fought bravely with faith and fury, and the timely intervention of the Ordo Malleus prevented the plague from spreading out of the capital, the city was ultimately disintegrated by firestorms launched by the strike cruisers of the Grey Knights. The entire population of Drugh was mind-scrubbed to prevent the legacy of the daemonic infestation, reducing the once-prosperous planet from the status of Industrial world to Feral world in less than a month.

GREY KNIGHTS REDEEMER FORCE

GREY KNIGHT
CAPTAIN



Brother-Captain Melchior

GREY KNIGHT
TERMINATORS



Squad Everitus

GREY KNIGHT
TERMINATORS



Squad Lemuel

GREY KNIGHT
TERMINATORS



Squad Jutius

GREY
KNIGHTS



Squad Asriel

GREY
KNIGHTS



Squad Gabrius

GREY
KNIGHTS



Squad Malkiel