

UNIT OR FORMATION NAME: 'Durendin' Grey Knight Chaplain**POINTS:** 200

DESCRIPTION: The Grey Knights have but few chaplains, so great is the Grey Knights devotion that they often lead themselves in prayer. The Grey Knights Chaplain remains on Titan and provides guidance and scripture teachings to the initiates and acts as a brother confessor and confidant to battle brothers on their return to Titan.

A Chaplain will take to the battlefield only in dire circumstances where the taint of chaos is great and his presence is required to bolster the resilience of the Grey Knights forces.

During the Varnardis incursion Durendin and his body guard of Paladins arrived by drop pod to slay the Greater Daemon Heradom the Plague Lord of Inkariion and subsequently thwarted the enslavement of the populace.

Durendin and his guard landed in the midst of Heradom's inner circle and slayed the daemon king before his minions had time to react. No sooner was the greater daemon slain than Durendin and his bodyguard were plucked from the planet surface by thunder hawk from the strike cruiser 'Hammer of Vengeance', the incursion crumbled without the continued pestilent power of the Plague Lord

The people of Varnardis and Imperial Guard defenders remained unaware of the Grey Knights intervention.



WS	BS	S	T	W	I	A	LD	Sv
5(6)	5	4	4	2	4	3	10	2/4

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (character)

Wargear

- Terminator Armour
- Master Crafted Storm Bolter
- Nemesis Lightning Claw
- Crozius Arcanum
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Blind grenades
- Iron Halo

Hammerhand: see page 25 of Codex Grey Knights.

Sacred Ground: The ground around Durendin and any squad he joins remains sacred to the Grey Knights and represents the burial tombs on Titan.

This power used during the movement phase in either players turn instils all Daemons with an all-consuming fear of banishment should they cross over the threshold of sacred ground. All Daemons executing an assault against Durendin's squad must pass a leadership test, if the test fails all ground within 5" of Durendin and his squad is impassable to all Daemons and the assault fails.

*Note: If only one unit of Daemons fails the test then all Daemons attempting to assault cannot pass over the Sacred Ground. If any Daemon is within 5" when activated, move the model away by the shortest route, ignoring terrain modifiers and maintaining unit coherency.

Special Rules

- The Aegis
- And They Shall Know No Fear
- Independent Character
- Preferred Enemy (Daemons)
- Honour of the Chapter (codex Space Marines)
- Liturgies of Hate/Battle (codex Space Marines)
- Prayer for the Fallen
- Psyker (Mastery Level 2)

Psychic Powers

- Hammerhand
- Sacred ground

Honour of the Chapter: A Chaplain and his squad are Fearless.

Liturgies of Hate/Battle: On the player's assault, the Chaplain and his squad may re-roll failed to hit rolls.

Prayer for the Fallen: It is a rare occasion for the chaplain of the Grey Knights to take to the battle field and indicative of the gravity of the threat to the imperium. Durendin leads the battle brothers in the 'Prayer for the Fallen' in memory of battle brothers who have paid the ultimate sacrifice in service to the emperor.

Durendin's chaplain's crozius glows with the power of Titan, this infuses battle brothers with the determination to vanquish their foes and avenge the honour of fallen brothers.

The 'Prayer for the Fallen' grant's all Grey Knight units within 6" of Durendin +1 Weapons Skill.

UNIT OR FORMATION NAME: GK Chaplain Strike Force

DESCRIPTION A Chaplain Strike Force consists of 1 GK Chaplain, 5 Paladins plus one drop pod. Up to 5 Additional squads of Paladins, Purifiers or Venerable Dreadnaughts in any combination plus a drop pod per unit can be added to the body guard.

Each Paladin squad can marry up once deployed to form 10 man strong squads or remain as 5 man combat squads. If squads decide to marry up they must run instead of shooting to attempt to bring them into unit coherency, unless they can disembark within unit coherency.

When units in drop pods arrive you may place the drop pod anywhere on the table as long as it is not in impassable terrain or within 1" of an enemy model. Roll a scatter dice, if a hit results the drop pod lands on target, otherwise it scatters 2D6" in the direction shown. If this would take it into impassable terrain or within 1" of an enemy model, reduce the distance by the minimum to avoid them.

Once the drop pod has landed the hatches are blown and the passengers must disembark. The Grey Knights may run to regain unit coherency and form full squads or shoot as described above. Units count as moving on the turn they arrive. Up to two additional drop pods may deploy as fire support platforms, these platforms are fitted with twin linked Psycannon's for 40 points each.

Special Rules

- **Immobile:** A drop pod may not move once it has entered battle, and counts in all respects as an open topped vehicle that has suffered an immobilised damage result (which cannot be repaired).
- After the drop pod lands, all passengers must immediately disembark, (they may not assault that turn). No models can embark on it for the rest of the game.
- Additional Grey Knights HQ units may join the formation and arrive with any 5 or 10 man deployed squad, taking into account the capacity restrictions for drop pods.

POINTS: 100 points plus cost of models (drop pods cost 50 points)

Insert photo of GK Drop pod

Type	BS	Front	Side	Rear
Open	4	12	12	12
Topped				

Capacity 12 Models or 1 Dreadnaught
(Terminators count as two models)

Insert photo of GK Drop pod and squads of Paladins, Purifiers and Venerable Dreadnaught/s