

## GAY KNIGHTS (1799pts)

### Grey Knights: Codex (2014) (Combined Arms Detachment) (1799pts)

#### HQ (350pts)

##### Brother-Captain (150pts)

Frag, Krak and Psyk-out grenades, Iron Halo, Nemesis force sword, Psyker [ML 1], Storm bolter, Terminator Armour

*And They Shall Know No Fear, Bulky, Daemonbane, Daemonology (Sanctic), Deep Strike, Divination, Independent Character, Preferred Enemy (Daemons), Psi-shock, Purity of Spirit, Pyromancy, Relentless, Telekinesis, Telepathy, Terminator Armour, The Aegis*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Brother-Captain	Infantry (Character)	6	5	4	4	3	5	3	10	2+/4++	Codex: Grey Knights p60

Name	Description	Ref
Frag grenade (melee)	Fight at normal Initiative, despite charging through difficult terrain.	Wh40k: The Rules
Psyk-out grenade (melee)	Works as Defensive Grenades against Psykers, Brotherhood of Psykers/Sorcerers and Psychic Pilots.	Codex: Grey Knights p91

Name	Range	Strength	AP	Type	Ref
Frag grenade	8"	3	-	Assault 1, Blast	Wh40k: The Rules
Krak grenade	8"	6	4	Assault 1	Wh40k: The Rules
Krak grenade (melee)	-	6	4	-	Wh40k: The Rules
Nemesis force sword	-	User	3	Melee, Force, Daemonbane	Codex: Grey Knights p87
Psyk-out grenade	8"	2	-	Assault 1, Blast, Psi-shock	Codex: Grey Knights p91
Storm bolter	24"	4	5	Assault 2	Wh40k: The Rules p176

## Grand Master (200pts)

Cuirass of Sacrifice (Replace TDA) (15pts), Frag, Krak and Psyk-out grenades, Iron Halo, Nemesis force sword, Psyker [ML 2], Storm bolter, Terminator Armour

*And They Shall Know No Fear, Bulky, Daemonbane, Daemonology (Sanctic), Deep Strike, Divination, Independent Character, Preferred Enemy (Daemons), Psi-shock, Purity of Spirit, Pyromancy, Relentless, Telekinesis, Telepathy, Terminator Armour, The Aegis*

## Warlord

*Warlord*

### Warlord Traits: Grey Knight

Warlord Trait 1: Daemon-slayer, Warlord Trait 2: Hammer of Righteousness, Warlord Trait 3: Unyielding Anvil, Warlord Trait 4: First to the Fray, Warlord Trait 5: Perfect Timing, Warlord Trait 6: Lore Master

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Grand Master	Infantry (Character)	6	5	4	4	3	5	4	10	2+/4++	Codex: Grey Knights p60

Name	Description	
Cuirass of Sacrifice	Terminator-armour with Feel No Pain and It Will Not Die.	
Frag grenade (melee)	Fight at normal Initiative, despite charging through difficult terrain.	Wh40k: The Rules
Psyk-out grenade (melee)	Works as Defensive Grenades against Psykers, Brotherhood of Psykers/Sorcerers and Psychic Pilots.	Codex: Grey Knights p91
Warlord Trait: Daemon-slayer	Warlord gains Hatred: Daemons and successfully harnesses Warp Charges on a 2+ when trying to manifest 'Banishment'.	Codex: Grey Knights p86
Warlord Trait: First to the Fray	If placed in Deep Strike Reserve, the Warlord and his unit automatically arrive in your first turn and can re-roll the scatter dice.	Codex: Grey Knights p86
Warlord Trait: Hammer of Righteousness	Warlord and his unit have Hammer of Wrath	Codex: Grey Knights p86
Warlord Trait: Lore	The Warlord knows one more Psychic power from Daemonology	Codex: Grey

<b>Master</b>	(Sanctic)	Knights p86
<b>Warlord Trait: Perfect Timing</b>	The Warlord and his unit have Counter-attack.	Codex: Grey Knights p86
<b>Warlord Trait: Unyielding Anvil</b>	The Warlord and all friendly Grey Knight-units within 12" have Stubborn.	Codex: Grey Knights p86

Name	Range	Strength	AP	Type	Ref
<b>Frag grenade</b>	8"	3	-	Assault 1, Blast	Wh40k: The Rules
<b>Krak grenade</b>	8"	6	4	Assault 1	Wh40k: The Rules
<b>Krak grenade (melee)</b>	-	6	4	-	Wh40k: The Rules
<b>Nemesis force sword</b>	-	User	3	Melee, Force, Daemonbane	Codex: Grey Knights p87
<b>Psyk-out grenade</b>	8"	2	-	Assault 1, Blast, Psi-shock	Codex: Grey Knights p91
<b>Storm bolter</b>	24"	4	5	Assault 2	Wh40k: The Rules p176

## Elites (653pts)

### Paladin Squad (315pts)

Brotherhood of Psykers [ML 1], Terminator Armour

*And They Shall Know No Fear, Banishment, Bulky, Combat Squads, Deep Strike, Hammerhand, Preferred Enemy (Daemons), Purity of Spirit, Relentless, Terminator Armour, The Aegis*

### Apothecary (75pts)

Nartheicum, Nemesis force sword

*Daemonbane, Feel No Pain*

### Paladin (55pts)

Nemesis force sword, Storm bolter

*Daemonbane*

### Paladin (55pts)

Nemesis force sword, Storm bolter

*Daemonbane*

### Paladin (55pts)

Nemesis force sword, Storm bolter

*Daemonbane*

### Paladin (special weapon) (75pts)

Nemesis force sword, Psycannon (20pts)

*Daemonbane*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Apothecary</b>	Infantry (Character)	5	4	4	4	2	4	2	9	2+/5++	Codex: Grey Knights p69
<b>Paladin</b>	Infantry	5	4	4	4	2	4	2	9	2+/5++	Codex: Grey Knights p69

Name	Range	Strength	AP	Type	Ref
<b>Nemesis force sword</b>	-	User	3	Melee, Force, Daemonbane	Codex: Grey Knights p87
<b>Psycannon</b>	24"	7	4	Salvo 2/4, Rending	Codex: Grey Knights p89
<b>Storm bolter</b>	24"	4	5	Assault 2	Wh40k: The Rules p176

### Purifier Squad (338pts)

Brotherhood of Psykers [ML 2], Frag, Krak and Psyk-out grenades

*And They Shall Know No Fear, Banishment, Cleansing Flame, Combat Squads, Fearless, Hammerhand, Preferred Enemy (Daemons), Psi-shock, Purifying Flame, Purity of Spirit, The Aegis*

### Knight of the Flame (25pts)

Nemesis force sword, Storm bolter

*Daemonbane*

### 4x Purifier (halberd) (108pts)

4x Nemesis force halberd (8pts), 4x Storm bolter

*Daemonbane*

### Purifier (hammer) (35pts)

Nemesis Daemon hammer (10pts), Storm bolter

Daemonbane

**Purifier (psycannon) (40pts)**

Psycannon (15pts)

**3x Purifier (sword) (75pts)**

3x Nemesis force sword, 3x Storm bolter

Daemonbane

**Rhino (55pts)**

Dozer blade (5pts), Extra armour (10pts), Searchlight, Smoke launchers, Storm bolter (5pts)

Repair, Transport (10)

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Knight of the Flame</b>	Infantry (Character)	4	4	4	4	1	4	2	9	3+	Codex: Grey Knights p68
<b>Purifier</b>	Infantry	4	4	4	4	1	4	2	9	3+	Codex: Grey Knights p68

Name	BS	Front	Side	Rear	HP	Type	Ref
<b>Rhino</b>	4	11	11	10	3	Vehicle (Tank, Transport)	Codex: Grey Knights p71

Name	Description	Ref
<b>Frag grenade (melee)</b>	Fight at normal Initiative, despite charging through difficult terrain.	Wh40k: The Rules
<b>Psyk-out grenade (melee)</b>	Works as Defensive Grenades against Psykers, Brotherhood of Psykers/Sorcerers and Psychic Pilots.	Codex: Grey Knights p91
<b>Searchlight</b>		Wh40k: The Rules p98
<b>Smoke launchers</b>		Wh40k: The Rules p98

Name	Range	Strength	AP	Type	Ref
<b>Frag grenade</b>	8"	3	-	Assault 1, Blast	Wh40k: The Rules

<b>Krak grenade</b>	8"	6	4	Assault 1	Wh40k: The Rules
<b>Krak grenade (melee)</b>	-	6	4	-	Wh40k: The Rules
<b>Nemesis Daemon hammer</b>	-	x2	2	Melee, Force, Concussive, Daemonbane, Unwieldy, Specialist Weapon	Codex: Grey Knights p87
<b>Nemesis force halberd</b>	-	+1	3	Melee, Force, Daemonbane, Two-handed	Codex: Grey Knights p87
<b>Nemesis force sword</b>	-	User	3	Melee, Force, Daemonbane	Codex: Grey Knights p87
<b>Psycannon</b>	24"	7	4	Salvo 2/4, Rending	Codex: Grey Knights p89
<b>Psyk-out grenade</b>	8"	2	-	Assault 1, Blast, Psi-shock	Codex: Grey Knights p91
<b>Storm bolter</b>	24"	4	5	Assault 2	Wh40k: The Rules p176

## Troops (581pts)

### Strike Squad (288pts)

Brotherhood of Psykers [ML 1], Frag, Krak and Psik-out grenades

*And They Shall Know No Fear, Banishment, Combat Squads, Deep Strike, Hammerhand, Preferred Enemy (Daemons), Psi-shock, Purity of Spirit, The Aegis*

### 4x Grey Knight (halberd) (88pts)

4x Nemesis force halberd (8pts), 4x Storm bolter

*Daemonbane*

### Grey Knight (hammer) (30pts)

Nemesis Daemon hammer (10pts), Storm bolter

*Daemonbane*

**Grey Knight (incinerator) (25pts)**

Incinerator (5pts)

**3x Grey Knight (sword) (60pts)**

3x Nemesis force sword, 3x Storm bolter

*Daemonbane*

**Justicar (30pts)**

Nemesis force sword, Storm bolter

*Daemonbane*

**Rhino (55pts)**

Dozer blade (5pts), Extra armour (10pts), Searchlight, Smoke launchers, Storm bolter (5pts)

*Repair, Transport (10)*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Grey Knight	Infantry	4	4	4	4	1	4	1	8	3+	Codex: Grey Knights p66
Justicar	Infantry (Character)	4	4	4	4	1	4	2	9	3+	Codex: Grey Knights p66

Name	BS	Front	Side	Rear	HP	Type	Ref
Rhino	4	11	11	10	3	Vehicle (Tank, Transport)	Codex: Grey Knights p71

Name	Description	Ref
Frag grenade (melee)	Fight at normal Initiative, despite charging through difficult terrain.	Wh40k: The Rules
Psyk-out grenade (melee)	Works as Defensive Grenades against Psykers, Brotherhood of Psykers/Sorcerers and Psychic Pilots.	Codex: Grey Knights p91
Searchlight		Wh40k: The Rules p98
Smoke launchers		Wh40k: The Rules p98

Name	Range	Strength	AP	Type	Ref
					Wh40k: The

<b>Frag grenade</b>	8"	3	-	Assault 1, Blast	Wh40k: The Rules
<b>Incinerator</b>	Template	6	4	Assault 1, Soul Blaze	Codex: Grey Knights p89
<b>Krak grenade</b>	8"	6	4	Assault 1	Wh40k: The Rules
<b>Krak grenade (melee)</b>	-	6	4	-	Wh40k: The Rules
<b>Nemesis Daemon hammer</b>	-	x2	2	Melee, Force, Concussive, Daemonbane, Unwieldy, Specialist Weapon	Codex: Grey Knights p87
<b>Nemesis force halberd</b>	-	+1	3	Melee, Force, Daemonbane, Two-handed	Codex: Grey Knights p87
<b>Nemesis force sword</b>	-	User	3	Melee, Force, Daemonbane	Codex: Grey Knights p87
<b>Psyk-out grenade</b>	8"	2	-	Assault 1, Blast, Psi-shock	Codex: Grey Knights p91
<b>Storm bolter</b>	24"	4	5	Assault 2	Wh40k: The Rules p176

### Strike Squad (293pts)

Brotherhood of Psykers [ML 1], Frag, Krak and Psik-out grenades

*And They Shall Know No Fear, Banishment, Combat Squads, Deep Strike, Hammerhand, Preferred Enemy (Daemons), Psi-shock, Purity of Spirit, The Aegis*

#### 4x Grey Knight (halberd) (88pts)

4x Nemesis force halberd (8pts), 4x Storm bolter  
*Daemonbane*

#### Grey Knight (hammer) (30pts)

Nemesis Daemon hammer (10pts), Storm bolter  
*Daemonbane*

#### 4x Grey Knight (sword) (80pts)

4x Nemesis force sword, 4x Storm bolter  
*Daemonbane*

**Justicar (40pts)**

Nemesis Daemon hammer (10pts), Storm bolter  
*Daemonbane*

**Rhino (55pts)**

Dozer blade (5pts), Extra armour (10pts), Searchlight, Smoke launchers, Storm bolter (5pts)  
*Repair, Transport (10)*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Grey Knight</b>	Infantry	4	4	4	4	1	4	1	8	3+	Codex: Grey Knights p66
<b>Justicar</b>	Infantry (Character)	4	4	4	4	1	4	2	9	3+	Codex: Grey Knights p66

Name	BS	Front	Side	Rear	HP	Type	Ref
<b>Rhino</b>	4	11	11	10	3	Vehicle (Tank, Transport)	Codex: Grey Knights p71

Name	Description	Ref
<b>Frag grenade (melee)</b>	Fight at normal Initiative, despite charging through difficult terrain.	Wh40k: The Rules
<b>Psyk-out grenade (melee)</b>	Works as Defensive Grenades against Psykers, Brotherhood of Psykers/Sorcerers and Psychic Pilots.	Codex: Grey Knights p91
<b>Searchlight</b>		Wh40k: The Rules p98
<b>Smoke launchers</b>		Wh40k: The Rules p98

Name	Range	Strength	AP	Type	Ref
<b>Frag grenade</b>	8"	3	-	Assault 1, Blast	Wh40k: The Rules
<b>Krak grenade</b>	8"	6	4	Assault 1	Wh40k: The Rules

<b>Krak grenade (melee)</b>	-	6	4	-		Wh40k: The Rules
<b>Nemesis Daemon hammer</b>	-	x2	2	Melee, Force, Concussive, Daemonbane, Unwieldy, Specialist Weapon		Codex: Grey Knights p87
<b>Nemesis force halberd</b>	-	+1	3	Melee, Force, Daemonbane, Two-handed		Codex: Grey Knights p87
<b>Nemesis force sword</b>	-	User	3	Melee, Force, Daemonbane		Codex: Grey Knights p87
<b>Psyk-out grenade</b>	8"	2	-	Assault 1, Blast, Psi-shock		Codex: Grey Knights p91
<b>Storm bolter</b>	24"	4	5	Assault 2		Wh40k: The Rules p176

## Heavy Support (215pts)

### Nemesis Dreadknight (215pts)

2x Power fist, Heavy Incinerator (20pts), Heavy Psycannon (35pts), Personal teleporter (30pts), Psyker [ML 1]  
*And They Shall Know No Fear, Banishment, Deep Strike, Force Shielding, Preferred Enemy (Daemons), Purity of Spirit, Sanctuary, The Aegis*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
<b>Nemesis Dreadknight (Personal teleporter)</b>	Jump Monstrous Creature (Character)	5	4	6	6	4	4	3	10	2+/5++	Codex: Grey Knights p77

Name	Range	Strength	AP	Type	Ref
<b>Heavy incinerator</b>	Template	6	4	Heavy 1, Soul Blaze, Torrent	Codex: Grey Knights p89
<b>Heavy psycannon (area)</b>	24"	7	4	Heavy 1, Large Blast, Rending	Codex: Grey Knights p89

<b>Heavy psycannon (focussed)</b>	24"	7	4	Salvo 3/6, Rending	Codex: Grey Knights p176
<b>Power fist</b>	-	x2	2	Melee, Unwieldy, Specialist Weapon	Wh40k: The Rules p179

## Selection Rules

**And They Shall Know No Fear:** (BRB 2014 p157)

**Banishment:** Daemonology (Sanctic) Psychic Power

**Bulky:** Counts as two models in Transport (BRB 2014 p159)

**Cleansing Flame:** Daemonology (Sanctic) Psychic Power

**Combat Squads:** Ten-man unit may permanently split into two five-man units just before rolling Warlord Traits. Both may embark upon same Transport. (Codex: Grey Knights)

**Daemonbane:** While Force is in effect, re-roll To Wound and Armour Penetration against models with Daemon rule. (Codex: Grey Knights)

**Daemonology (Sanctic)**

**Deep Strike:** (BRB 2014 p162)

**Divination**

**Fearless:** (BRB 2014 p163)

**Feel No Pain:** (BRB 2014 p164)

**Force Shielding:** Invulnerable save 5+ (Codex: Grey Knights p77)

**Hammerhand:** Daemonology (Sanctic) Psychic Power

**Independent Character:** (BRB 2014 p166)

**Preferred Enemy (Daemons):** (BRB 2014 p169)

**Psi-shock:** Random Psyker in hit unit suffers Perils of the Warp. (Codex: Grey Knights p57)

**Purifying Flame:** All close-combat attacks made by Purifiers have Soul Blaze (Codex: Grey Knights p68)

**Purity of Spirit**

**Pyromancy**

**Relentless:** (BRB 2014 p170)

**Repair**

**Sanctuary:** Daemonology (Sanctic) Psychic Power

**Telekinesis**

**Telepathy**

**Terminator Armour:** May not make Sweeping Advances

**The Aegis:** Model's unit re-rolls 1's to Deny the Witch (Codex: Grey Knights)

**Transport (10)**

**Warlord**

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