

Imperial Inquisition – Grey Knights (V2.0-2018)

Forces

The Grey Knights Space Marine Army List uses the datasheets from the Grey Knights Forces section.

Using The Army List

The following army list allows you to field an army based on the Grey Knights or one of their successor chapters using their preferred operational methods.

Grey Knights formations come in four types, the first two types are: *detachments* and *support detachments*. Each formation is made up of one or more units, and may also include a number of extra units called *upgrades*. Each detachment you include in the army allows you to field any two support detachments. Although you can only take two support detachments if you first take a detachment, they are treated as separate independent formations during a battle and do not have to move around together. The third formation type are Grey Knight's aircraft. Each detachment and support detachment allow you to field any one aircraft. The formations that may be taken in a Grey Knights army are shown on the chart that follows. The chart also shows what units comprise it, what upgrades are allowed, and its points cost. For example, an Interceptor detachment consists of four Grey Knight Interceptor units for 225 points, and may include the Grey Knight Librarian and Nemesis Dreadknight upgrades at an additional cost in points. Each upgrade that is taken adds to the cost of the formation, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the formation they are taken for, and sometimes takes the form of additional units for the formation. Each upgrade may be taken once per formation. For example, an Interceptor detachment could include one Grey Knight Librarian, and if taken would cost $225 + 50 = 275$ points. Grey Knight's armies may be supported by Stormtalon Fighter-Bomber, Thunderhawk Gunship and Spacecraft. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

The *They Shall Know No Fear* rule applies to all Grey Knights formations except Inquisitorial Warbands (see *They Shall Know No Fear*).

SPECIAL RULE - Grey Knights Transport

The Grey Knights are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having plus transport in the units section of the army list opposite.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for *Planetfall* (see [Planetfall](#)). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Before each game, after the opposing army is known but before objectives are placed, the Grey Knight player may choose which formations with the plus transport aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

SPECIAL RULE - They Shall Know No Fear

Grey Knights are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Grey Knight unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Grey Knight formations are only broken if they have 2 Blast markers per unit in the formation.
- Grey Knight formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Grey Knight formation that loses an assault, rounding down in favour of the Grey Knights.
- When a broken Grey Knight formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Grey Knights with the Leader special ability remove 2 Blast markers instead of 1.

SPECIAL RULE – Grey Knights Teleport Homers

Teleport Homers are antique pieces of equipment used by Space Marines, Chaos Space Marines and Daemonhunters. They produce a signal which can be locked onto by Terminator Armour suits and which enable them to teleport onto the battlefield with much greater accuracy than simply arriving and scattering. This is a useful piece of equipment, however to be effective it needs to be on the battlefield and in the correct position, which could put the bearer in substantial danger.

Grey Knights with the ability to teleport may do so from a strike cruisers launching deck. To do so a Grey Knights army must include a strike cruiser. Any formations entering via Teleport Homers must be set up with the space craft and placed off board for the opponent to see. These formations take up transport space in the strike cruiser just the same as deploying via drop pods.

On the turn the space craft arrives, work out any barrage/pin points, followed by any drop pods as normal and then teleporting via teleport homers must be placed and rolled for during the space craft's turn. Any formations entering via teleport homer can reroll 1s.

Imperial Inquisition – Grey Knights Army List

Grey Knights Space Marine armies have a Strategy rating of 5. All Grey Knights have an initiative rating of 1+. Inquisitorial formations have an initiative rating of 2+.

GREY KNIGHTS INDIVIDUALS			
TYPE	UNITS		COST
Grand Master	Replace a Captain in a formation with a Grand Master.		75 Points
Grey Knight Paladin Escort	The main roles of such a Battle Brother is to act as a bodyguard to the Grand Master/Captain, and to meet and defeat powerful adversaries. In dire situations, the Paladin will sacrifice himself to take his enemy with him as he dies, but these situations are really rare since there are very few warriors in the galaxy are that powerful (or lucky) that they can defeat a Paladin in hand to hand combat.		50 Points
	Add a Paladin Escort to a Grand Masters stand/unit.		

GREY KNIGHTS DETACHMENTS			
(A Grey Knights army may contain any number of Grey Knights Detachments)			
TYPE	UNITS	UPGRADES	COST
Strike Squad	6 Grey Knights Strike units and 1 Captain	Command, Eternal Warriors, Hunter, Land Raiders, Transport	300 points
Inquisitorial Warband	Six Warrior Acolyte units, 1 Inquisitor and	Death Cult Assassins	175 points
Note: 2 Warbands per Strike Squad	3 Chimeras		

GREY KNIGHTS SUPPORT DETACHMENTS			
(Up to two Support formations may be taken for each Grey Knights detachment)			
TYPE	UNITS	UPGRADES	COST
Terminators	4 Grey Knights Terminator units and 1 Captain	Command, Eternal Warriors, Grand Master, Land Raiders, Storm Raven	375 points
Interceptor Squad	4 Grey Knights Interceptor units and 1 Captain	Command, Eternal Warriors, Grand Master, Storm Raven	225 Points
Purgation Squad	4 Grey Knight Purgation units and 1 Captain	Command, Eternal Warriors, Grand Master, Hunter, Storm Raven, Land Raiders, Transport.	275 Points
Land Raiders	1 Captain and 4 Land Raiders in any combination of the following: Grey Knights Land Raiders Grey Knights Land Raider Crusaders Grey Knights Land Raider Redeemers	Hunter	350 Points
O-1 Strike Cruisers	1 Grey Knights Strike Cruiser	Upgrade to a Battlebarge +150 Points	200 Points
Storm Raven Flight	4 Grey Knights Storm Ravens	None	325 points
Inquisitorial Storm Troopers	8 Inquisitorial Storm Troopers, 1 Inquisitor, and 4 Rhinos	Valkyries	175 points
O-1 Purifier Squads	4 Grey Knight Purifier units and 1 Captain	Command, Eternal Warriors, Grand Master, Land Raiders, Storm Raven, Hunter, Transport.	350 points

GREY KNIGHTS ALLIES/AIRCRAFT			
(Up to 1/3 may be spent on Aircraft and Allies)			
TYPE	UNITS	UPGRADES	COST
Thunderhawk Gunship	1 Thunderhawk Gunship	None	200 points
Landing Craft	1 Landing Craft aircraft	None	350 points
Thunderhawk Transporters	1 Grey Knights Thunderhawk Transporters	Additional 1 Thunderhawk Transporters for 100 point each.	175 Points
Stormtalon Gunship	2 Stormtalon Gunship	None	200 Points

GREY KNIGHTS UPGRADES			
(Up to three upgrades may be taken per Grey Knight's formation. Each upgrade may be taken once per formation)			
Command	Swap Grey Knights Captain for a Grey Knights Librarian		50 Points
Eternal Warriors	Add up to 2 in any combination of the following: Grey Knights Dreadnought Nemesis Dreadknight		50 Points 75 Points
Hunter	Add 1 Hunter		75 points
Land Raiders	Add up to 4 Grey Knights Land Raiders and/or Land Raider Redeemers and/or Land Raider Crusaders		50 points each
Razorbacks	Add Grey Knights Razorbacks.		25 Points each
Rhinos	Add as many Grey Knights Rhinos as required to transport the entire formation		Free
Storm Ravens	Add as many Grey Knights Storm Ravens as required to transport the entire formation		75 points each
Death Cult Assassins	Replace 1 to 2 Warrior Acolyte with Death Cult Assassins		20 Points Each
Valkyries	Replace 4 Rhinos with 4 Valkyries		150 Points

Imperial Inquisition – Grey Knights Forces

NAME	TYPE	SPEED	AMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Grand Master	CH	-	-	-	-	Nemesis Force Weapon	(BC)	Assault Weapons, EA(+1) MW	Invulnerable Save, Supreme Commander.
Brother Captain	CH	-	-	-	-	Anointed Blade	(BC)	Assault Weapons, EA(+1)	Commander, Invulnerable Save, Leader.
Brotherhood Champion Grey Knight Librarian	CH	-	-	-	-	Anointed Blade	(BC)	Assault Weapons, EA(+1), FS	Reinforced Armour.
	CH	-	-	-	-	Smite Power Weapon	(15cm) (BC)	Assault Weapons, EA(+1), MW Small Arms, EA(+1), MW	Invulnerable Save, Leader, Inspiring.
Inquisitor	CH	-	-	-	-	Power Weapon	(BC)	Assault Weapons, EA(+1), MW Small Arms, EA(+1), MW	Invulnerable Save, Commander, Leader.
Interceptors	INF	30cm	4+	3+	4+	Nemesis Force Weapons Incinerator	(BC) 15cm & (15cm)	Assault Weapons AP4+ IC Small Arms IC	Jump Packs, Teleport, Invulnerable Save
Purgation Squad	INF	15cm	4+	5+	3+	Storm Bolters 2x Psycannon	(15cm) 30cm	Small Arms AP5+/AT5+	Invulnerable Save
Strike Squad	INF	15cm	4+	4+	3+	Storm Bolters Psycannon	(15cm) 30cm	Small Arms AP5+/AT5+	Invulnerable Save
Grey Knight Terminators	INF	15cm	4+	3+	3+	Nemesis Force Weapons 2x Psycannon	(BC) 30cm	Assault Weapons, EA(+1) MW AP5+/AT5+	Reinforced Armour, Teleport, Thick Rear Armour, Invulnerable Save.
Inquisitorial Warrior Acolytes	INF	15cm	5+	6+	5+	Hot Shot Lasguns Plasma Guns	(15cm) 15cm	Small Arms AP5+/AT5+	Scouts
Inquisitorial Storm Troopers	INF	15cm	5+	5+	4+	Plasma Guns Hot Shot Lasguns	15cm (15cm)	AP5+/AT5+ Small Arms	None
Purifier Squad	INF	15cm	4+	3+	3+	Nemesis Force Weapons 2x Heavy Incinerator	BC 15cm	Assault Weapons AP4+ IC & (15cm) IC	Fearless, Invulnerable Save.
Death Cult Assassin	INF	15cm	5+	3+	-	Power Weapons	(BC)	Assault Weapons, EA(+1) MW, FS	Infiltrators, Invulnerable Save.
Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2x Heavy Bolter 2x Rocket Pod	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP,D,SS	Skimmer, Transport. May transport two infantry units without Jump Packs or Mounted
Grey Knights Dreadnought	AV	15cm	3+	4+	4+	2x TL Auto Cannon OR Doom Fist and Heavy Psycannon	45cm (BC) 30cm	AP4+/AT5+ Assault Weapons, MW AP4+/AT4+	Walker. Counts as Dreadnought for transport purposes.
Land Raider	AV	25cm	4+	6+	4+	2x TL Lascannon TL Heavybolter	45cm 30cm	AT4+ AP4+	
Notes: Reinforced Armour, Thick Rear Armour, Transport: May transport one Terminator unit or two infantry units without Jump Packs or Mounted. Counts as Land Raider for transport purposes.									
Land Raider Crusader	AV	25cm	4+	5+	5+	2x Hurricane Bolters TL Psycannon Frag Launchers	(15cm) 30cm (BC)	Small Arms , EA(+1) AP4+/AT4+ Assault Weapons	
Notes: Reinforced Armour, Thick Rear Armour, Transport: May transport two Terminators unit or three infantry units without Jump Packs or Mounted. Counts as Land Raider for transport purposes.									
Land Raider Redeemer	AV	25cm	4+	6+	4+	2x Flamestorm Cannons TL Psycannon Frag Launchers	15cm 30cm (BC)	AP3+ IC AP4+/AT4+ Assault Weapons	
Notes: Reinforced Armour, Thick Rear Armour, Transport: May transport one Terminator unit or two infantry units without Jump Packs or Mounted. Counts as Land Raider for transport purposes.									
Nemesis Dreadknight	AV	30cm	3+	3+	4+	Nemesis Daemon Weapon Heavy Psycannon Heavy Incinerator	(BC) 30cm 15cm & (15cm)	Assault Weapons, EA(+1) MW AP4+/AT5+ AP4+, IC Small Arms, IC	
Notes: Jump Packs, Thick Rear Armour, Invulnerable Save, Teleport, Walker. Counts as Dreadnought for transport purposes.									
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	None
Grey Knight Razorback	AV	30cm	5+	6+	5+	Heavy Psycannon	30cm	AP4+/AT5+	
Notes: Transport: (May carry 1 of the following Grey Knights units: Purgation Squad, Strike Squad).									
Rhino	AV	30cm	5+	6+	6+	Storm Bolters	(15cm)	Small Arms	
Notes: Transport: (May carry 2 of the following Grey Knights units: Purgation Squad, Strike Squad, Purifier Squad, Inquisitorial Storm Trooper).									
Stormraven Gunship	AV	35cm	5+	6+	5+	TL Psycannon TL Heavy Bolter TL Missiles 2x Hurricane Bolters	30cm 30cm 45cm (15cm)	AP4+/AT4+ AP4+ AT5+ Small Arms, EA(+1)	
Notes: Reinforced Armour, Planetfall, Skimmer, Transport: (May carry 1 Grey Knights Dreadnought or 2 of the following Grey Knights units: Interceptor, Purgation Squad, Strike Squad, Purifier Squad)									
Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	
Notes: Transport: May carry 2 Inquisitorial Warrior Acolytes, Death Cult assassin.									
Stormtalon Fighter-Bomber	AC	FB	5+	-	-	Twin Assault Cannon Twin Heavy Bolter	30cm 15cm	AP4+/AT4+/AA5+ FwA AP4+/AA5+ FxF	None
Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Battle Cannon 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, L AP4+/AA5+, R	
Notes: Damage Capacity 2, Planetfall, Reinforced Armour, Transport: May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.									
Landing Craft	AC/WE	Bomber	4+	5+	3+	2 x TL Lascannons 3 x TL Heavy Bolter	45cm 15cm	AT4+ FxF AP4+/AA5+	
Notes: Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport: May transport twelve infantry units or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.									
Thunderhawk Transporter	AC/WE	Bomber	4+	6+	5+	2x Twin Psycannon	15cm	AP4+/AA5+	
Notes: DC 2, Planetfall, Reinforced Armour, Transport (may carry 1 Land Raider or 2 of the following units: Hunter, Nemesis Dreadknight, Razorback, Rhino, plus any infantry units carried in the transported vehicles) Critical Hit Effect: The unit and all units being carried are destroyed.									
Grey Knights Drop Pod	Special	-	-	-	-	Deathwind	15cm	AP5+/AT5+	
Notes: Planetfall, Transport: May transport one formation of only the following units: Purgation Squad, Strike Squad, Purifier Squad, Dreadnought or Nemesis Dreadknight. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.									
Strike Cruiser	SC	-	-	-	-	Orbital Bombardment	-	5BP MW	
Notes: Transport: May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods, or Landing Craft to transport any other units being carried.									
Battle Barge	SC	-	-	-	-	Orbital Bombardment	-	14BP MW	
Notes: Slow and Steady, Transport: May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.									