

# The Grey Knights

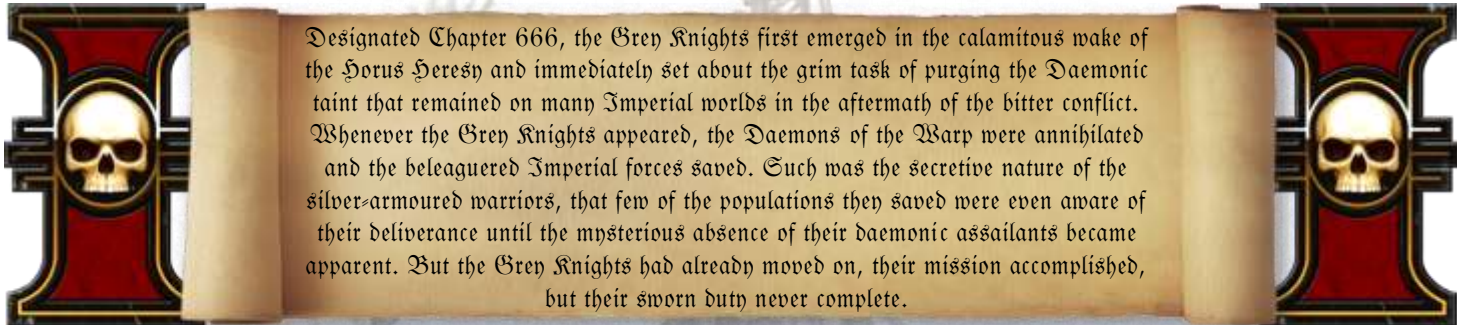
Epic Armageddon Army List

# The Grey Knights

## Epic Armageddon Army List

version 1.3.1

### GK1.0 The Grey Knights



### GK1.1 Grey Knights Special Rules

The following special rules apply to formations and units in the Grey Knights army list.

#### GK1.1.1 Initiative & Strategy Rating

Grey Knights armies have a strategy rating of 5.

The following formations have an Initiative of 2+:

- Inquisitorial Warband
- Imperial Navy

All other formations have an initiative rating of 1+

#### GK1.1.2 "And They Shall Know No Fear..."

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

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

Inquisitorial Warbands, Imperial Titans and Imperial Navy formations *do not* benefit from "And they Shall Know No Fear..."

All other formations *do* benefit from "And They Shall Show No Fear..."

### GK1.1.3 Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet. Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast Markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

### GK1.1.4 May Not Garrison

The Grey Knights are a highly mobile army, and rarely have enough forces to try to take and hold ground. The forces of the Grey Knights are usually summoned into battle by an Inquisitor, whom with his personal guard has already taken command of the local Planetary Defence Forces to establish the root cause of rebellion and revolution, directing the fearless Astartes of Chapter 666 to teleport into the thick of the battle. Aided by the premonitions of their Prognosticators, the Grey Knights can predict when an incursion will occur and are sometimes in orbit or even planet side at the time that the beacon is sent. The Grey Knights Strike directly into the heart of the enemy to annihilate the source of the infestation before it is too late to save the planet from being overrun.

To represent these tactics of divine intervention, only Inquisitorial Warbands are allowed to garrison objectives in the Grand Tournament game scenario.



## GK2.0 Grey Knights Army List

### GK2.1 Using the Army List

Grey Knights are organised around **Core Formations** of Grey Knights Strike teams, Grey Knights Terminators or Inquisitorial Warbands— these are the backbone of the Grey Knights army. Most formations may also include a number of extra units and abilities called **Upgrades**. Specialised Grey Knights such as Grey Knight Interceptors, or tank platoons of Land Raiders are **Support Formations**. The tables below show the Core Formations, Support Formations, what units the detachment is composed of, what upgrades are allowed, and all points costs. Each upgrade taken adds to the cost of the formation. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes add Characters or abilities to the units they are taken for, and sometimes take the form of additional units for the detachment. When a formation selects a **Transport** upgrade, it must take enough transport units to transport the whole formation if any are taken, but you may not take more than necessary to transport the formation. **Character** upgrades may only be given to core units (not upgrades) within a retinue. Each upgrade may be taken **once** per formation. Formations or Upgrades noted as (0-1) may only be taken **once** in an army list. Grey Knights armies may be supported by Imperial Titan and Imperial Navy units. Up to **1/3** of the points available to the army may be spent on these formations.

## Grey Knights

Grey Knights Core Formations			
Formation type	Units	Upgrades Allowed	Points Cost
<b>Grey Knights Strike Team</b>	Six to Eight Grey Knights Strike Team units	Commander, Eternal Warriors, Grand Master, Hunter, Transport (Rhino, Razorback, Storm Raven, Land Raider)	325 first 6 units +50 per extra unit
<b>Grey Knights Terminators</b>	Four Grey Knights Terminators	Transport (Land Raider), Eternal Warriors, Grand Master, Commander, Hunter	350 points
<b>Inquisitorial Warband (0-3)</b>	Eight Warrior Acolyte units, one Inquisitor character upgrade	Imperial Agents, Transport (Inquisitorial Chimeras, Landing Party)	175 points

Grey Knights Support Formations – Two may be taken per Grey Knights Core Formation			
<b>Grey Knights Interceptor Squad</b>	Four Grey Knights Interceptor units	Commander, Eternal Warriors, Grand Master, Transport (Storm Raven)	225 points
<b>Grey Knights Purgation Squad</b>	Four Grey Knight Purgation Squad units	Commander, Eternal Warriors, Grand Master, Hunter, Transport (Rhino, Razorback, Storm Raven, Land Raider)	275 points
<b>Grey Knights Land Raiders</b>	Four Land Raiders in any combination	Hunter	350 points
<b>Grey Knights Thunderhawk Gunship</b>	One Grey Knights Thunderhawk Gunship		225 points
<b>Grey Knights Thunderhawk Transporters</b>	Two to Four Grey Knights Thunderhawk Transporters		200 points +100 per extra unit
<b>Grey Knights Strike Cruiser (0-1)</b>	One Grey Knights Strike Cruiser		200 points
<b>Storm Raven Flight</b>	Four Grey Knights Storm Ravens		300 points

Grey Knights Upgrades – up to three upgrades may be taken per formation		
<b>Commander</b>	Add one of the following characters to a unit in the formation: Librarian, Brother Captain, Brotherhood Champion (0-1)	50 points
<b>Eternal Warriors</b>	Add One to Two of the following units to the formation: Grey Knights Dreadnought, Nemesis Dreadknight	50 points
<b>Grand Master (0-1)</b>	Add one Grey Knights Grand Master character to a unit in the formation	100 points
<b>Hunter</b>	Add one Hunter unit to the formation	75 points
<b>Imperial Agents</b>	Replace up to four Warrior Acolytes with the following: Death Cult Assassins (20 points each), Imperial Servitors (10 points each), Psyker Battle Squad (15 points each), Vindicare Assassin (0-1, 50 points),	Various Points
<b>Transport</b>	Land Raider (75 points each, either version), Razorback (25 points each), Rhino (free), Storm Raven (75 points each), Inquisitorial Chimeras (4 Chimeras, 100 points), Landing Party (One Aquila Lander and three Arvus Lighters, 75 points)	Various points

Imperial Navy	
<b>Two Thunderbolt Fighters</b>	175 points
<b>One Marauder Destroyer</b>	175 points

Imperial Titans	
<b>One or Two Warhound Scout Titans</b>	275 points for one 500 points for two
<b>One Reaver Battle Titan</b>	625 points
<b>One Warlord Battle Titan</b>	825 points
<b>One Divisio Telepathica Psi-Titan</b>	825 points

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Brother Captain	CHA	-	-	-	-	Nemesis Falchions	Base Contact	(assault weapon) MW, Extra attack (+1)	Commander, Invulnerable Save, Leader
Brotherhood Champion	CHA	-	-	-	-	Anointed Blade	Base Contact	(assault weapon) MW, Extra attack (+1), First Strike	Inspiring, Sniper, Invulnerable save
Grey Knights Librarian	CHA	-	-	-	-	Smite	(15cm)	(small arms) MW, Extra Attack (+1)	Leader, First Strike, Invulnerable Save
Grey Knights Grand Master	CHA	-	-	-	-	Nemesis DaemonHammer	Base Contact	(assault weapon)TK (1), Extra attack (+1)	Fearless, Invulnerable Save, Supreme Commander, Leader
Grey Knights Interceptor Squad	INF	30cm	4+	4+	3+	Nemesis Force Halberds Incinerator	Base Contact (15cm) AND 15cm	Extra Attack (+1) (small arms) Ignores Cover AP4+, Ignores Cover	Jump Packs, Teleport
Grey Knights Strike Squad	INF	15cm	4+	4+	3+	Storm Bolters Psycannon	(15cm) 30cm	(small arms) AP5+/AT5+	Teleport
Grey Knights Purgation Squad	INF	15cm	4+	4+	2+	Storm Bolters 2x Psycannon	(15cm) 30cm	(small arms) AP5+/AT5+	
Grey Knights Terminators	INF	15cm	4+	3+	3+	Nemesis Force Weapons 2x Psycannon	Base Contact 30cm	(assault Weapons) MW, Extra attack (+1) AP5+/AT5+	Teleport, Reinforced Armour, Thick Rear Armour
Inquisitor	CHA	-	-	-	-	Power Weapon	Base Contact	(assault weapon) MW, Extra attack (+1)	Commander, Leader, Invulnerable Save
Death Cult Assassins	INF	15cm	5+	3+	-	Power Weapons	Base Contact	(assault weapon) MW, Extra attack (+1)	
Imperial Servitors	INF	15cm	5+	5+	5+	Heavy Bolters	30cm	2xAP5+	
Psyker Battle Squad	INF	15cm	5+	6+	4+	Psychic Barrage	30cm	1BP	
Vindicare Assassin	INF	15cm	4+	4+	4+	Exitus Weaponry	(15cm) AND 30cm	(small arms), MW, Extra attack (+1), Sniper MW, Sniper	
Warrior Acolytes	INF	15cm	5+	5+	5+	Hot Shot Lasguns Plasma Gun	(15cm) 15cm	(small arms) AP5+/AT5+	
Aquila Lander	AV	35cm	4+	-	6+	Chin Multilaser	30cm	AP5+/AT6+/AA5+, FxF	Skimmer, Transport (2)
Arvus Lighter	AV	35cm	5+	-	-		-	-	Skimmer, Transport (2)
Grey Knights Dreadnought	AV	15cm	3+	4+	4+	Heavy Psycannon AND Nemesis Doomfist OR 2x Twin Autocannons	30cm Base Contact 45cm	AP4+/AT4+ (assault weapon) MW AP4+/AT5+	Walker. A Grey Knights Dreadnought is armed with a Heavy Psycannon and Nemesis Doomfist OR 2x Twin Autocannons, not both- Select one option before the game.
Grey Knights Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Grey Knights Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannons	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport (1 Terminator or 2 other infantry units)
Grey Knights Land Raider Redeemer	AV	25cm	4+	5+	3+	2x Flamestorm Cannons Twin Psycannon Frag Launchers	15cm 30cm Base Contact	AP3+, Ignores Cover AP4+/AT4+ (assault weapon)	Reinforced Armour, Thick Rear Armour, Transport (1 Terminator or 2 other infantry units )
Grey Knights Nemesis Dreadknight	AV	15cm	4+	4+	3+	Nemesis DaemonHammer Heavy Psycannon Heavy Incinerator	Base Contact 30cm (15cm) AND 15cm	(assault weapon), MW, Extra attack (+1) AP4+/AT4+ (small arms) , Ignores Cover AP4+, Ignores Cover	Fearless, Invulnerable Save, Teleport, Walker
Grey Knights Razorback	AV	25cm	5+	6+	5+	Twin Psycannon OR Twin Lascannon	30cm 45cm	AP4+/AT4+ AT4+	Transport (1) A Razorback is armed with either a Twin Psycannon OR a Twin Lascannon, not both – select one option before the game
Grey Knights Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(small arms)	Transport (2)
Grey Knights StormRaven	AV	35cm	5+	6+	5+	Twin Multimelta Twin Psycannon Mindstrike Missiles	(15cm) AND 15cm 30cm 60cm	(small arms) MW MW5+ AP4+/AT4+ 4x AP4+, One Shot	Planetfall, Skimmer, Reinforced Armour, Transport (2 infantry units and 1 Grey Knights Dreadnought)
Thunderbolt Fighter	AC	F	6+	-	-	Storm Bolter Multilaser Under wing Rockets	15 cm 30 cm 30 cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF	
Marauder Destroyer	AC/WE	B	5+	-	-	3x Twin Autocannons Twin Heavy Bolters Twin assault Cannons 2x Underwing Rockets	30cm 15cm 15cm 30cm	AP4+/AT5+, FxF AA5+ AA4+, Rear 180 AT4+, FxF	DC2 Critical Hit Effect: The destroyer's engines are seriously damaged, the pilot loses control and the aircraft is destroyed.

Grey Knights Thunderhawk Gunship	AC/WE	B	4+	-	-	Twin Psycannon Twin Psycannon 2x Twin Psycannon Turbo Laser	15 cm 15 cm 30 cm 45 cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF 2x AP5+/AT3+, FxF	DC 2, Planetfall, Reinforced Armour, Transport (may carry 8 of the following units: Dreadnought, Inquisitorial Warbands, Purgation Squad, Strike Team, Interceptors, Terminators. Dreadnoughts and Terminators take up two spaces each.) <u>Critical Hit Effect:</u> the Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.
Grey Knights Thunderhawk Transporter	AC/WE	B	5+	6+	4+	2x Twin Psycannon Defence Mount	15cm	AP4+/AA4+	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) <u>Critical Hit Effect:</u> the Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbolaser Destructor Rocket Launcher	60cm 60cm	4x AP5+/AT3+, Fwd 3 BP, FxF	DC 6, 4 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Reaver will be hit on a roll of 5+.
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45cm 45cm	4x AP3+/AT5+, Fwd 2x MW2+, Slow-Firing, Fwd	DC 3, 2 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. The plasma blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all. <u>Critical Hit Effect:</u> The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally)
Warlord Titan	WE	15cm	4+	2+	3+	2x Turbolaser Destructor Gatling Blaster Volcano Cannon	60cm 60cm 90cm	4x AP5+/AT3+, Fwd 4x AP4+/AT4+, Fwd MW2+, TK(D3), Fwd	DC 8, 6 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Warlord will be hit on a roll of 4+.
Grey Knights Strike Cruiser	SC	-	-	-	-	Orbital Bombardment	-	5BP, MW	Transport (may carry 20 of the following units: Dreadnought, Nemesis Dreadknight, Interceptors, Purgation Squad, Strike Team, Terminators; plus 20 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Storm Ravens, plus 6 Thunderhawk Gunships or Transporters)
Divisio Telepathica Psi-Titan	WE	15cm	4+	2+	3+	Titan Nemesis Doomfist Psi Titan Warp Cannon  Censorium Dome  Psi-Titan Battle Head	Base Contact 60cm  60cm  (15cm) AND 30cm	Extra Attacks (+1), TK(D3) MW2+, Titan Killer, Ignores Shields and Power Fields, Fwd 4BP, FxF, Disrupt   (small arms) Extra Attacks (+2) 4x AP5+/AT5+, FxF	DC 8, 6 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour, Walker, Inspiring. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> The Psi-Titan's Censorium Dome has been damaged. Roll a D6 for the Psi-Titan in the end phase of every turn: on a roll of 1 the Dome explodes destroying the Psi-Titan, on a roll of 2-3 the Psi-Titan suffers one more point of damage, and on a roll of 4-6 the Censorium Dome is repaired and will cause no further trouble. If the Dome explodes, any units within 5cm of the Psi-Titan will be hit on a roll of 4+.

## Change Log

### 1.1.0

- Removed Purifiers
- Removed Paladins
- +Added Divisio Telepathica Psi Titan
- ^Changed Terminators to 2x Psycannons
- ^Changed Interceptor weapon to Incinerator
- ^Changed Incinerator to AP4+
- ^Changed Interceptor and Dreadknight speed to 30 cm

### 1.2.0

- Removed Fortitude
- Removed Jump Pack from Dreadknight, changed speed to 15 cm
- ^Added Dreadknight weapon variant
- ^Changed Dreadnought weapon sets

### 1.2.1

- ^Fixed Dreadnought armament
- ^Fixed Dreadknight armament
- ^Purgation squad upgrade price changed 50 pts -> 75 pts

### 1.3.0

- Reduced many stats
- ^Brought points more in line with Astartes changes
- Eliminated Dreadknight formations
- Removed warp quake rule
- ^Added may not garrison rule (taken from Eldar)
- ^Added autocannons option back to the dreadnought.
- ^Added imperial agent options to the inquisitorial warband
- ^Changed the psi-titan back to a more classic warlord based configuration.
- ^Removed size options for interceptors and purgation

### 1.3.1

- ^removed references to redundant unit types in rule descriptions