

GK1.3.2 The Grey Knights

Designated Chapter 666, the Grey Knights first emerged in the calamitous wake of the Horus Heresy and immediately set about the grim task of purging the Daemonic taint that remained on many Imperial worlds in the aftermath of the bitter conflict. Whenever the Grey Knights appeared, the Daemons of the Warp were annihilated and the beleaguered Imperial forces saved. Such was the secretive nature of the silver-armoured warriors, that few of the populations they saved were even aware of their deliverance until the mysterious absence of their daemonic assailants became apparent. But the Grey Knights had already moved on, their mission accomplished, but their sworn duty never complete.

Special Rules

Grey Knights armies have a strategy rating of 5. Inquisitorial Warband formations have an Initiative of 2+: All other formations have an initiative rating of 1+.

“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 and Imperial Titans formations *do not* benefit from *“And they Shall Know No Fear...”*

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

Superior Tactics :The Grey Knights army is a highly flexible and tactical army. Before each tournament game the Grey Knights 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.

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.

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).

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Grey Knights Core Formations			
Name	Units	Upgrades	Cost
Grey Knights Strike Team	Six Grey Knights units plus transports	Commander, Eternal Warriors, Hunter, Transport (Razorback, Stormraven)	300 points
Grey Knights Terminators	Four Grey Knights Terminators	Commander, Eternal Warriors, Transport (Land Raider, Stormraven)	350 points
Inquisitorial Warband (0-3)	Eight Warrior Acolyte units plus Inquisitor character	Imperial Agents, Transport (Inquisitorial Chimeras, Landing Party)	175 points

Grey Knights Support Formations – Two may be taken per Grey Knights Core Formation			
Name	Units	Upgrades	Cost
Grey Knights Interceptor Squad	Four Grey Knights Interceptor units	Commander, Eternal Warriors, Transport (Stormraven)	250 points
Grey Knights Purgation Squad	Four Grey Knights Purgation units plus transports	Commander, Eternal Warriors, Hunter, Transport (Razorback, Stormraven, Land Raider)	250 points
Grey Knights Land Raiders	Four Grey Knights Land Raiders of any kind	Commander, Hunter	350 points
Grey Knights Thunderhawk Gunship	One Grey Knights Thunderhawk	None	225 points
Grey Knights Thunderhawk Transporters	One to two Grey Knights Thunderhawk Transporters	None	175 points +100 for extra unit
Grey Knights Landing Craft	One Grey Knights Landing Craft	None	350 points
Grey Knights Strike Cruiser (0-1)	One Grey Knights Strike Cruiser	None	200 points
Stormraven Flight	Four Grey Knights Stormraven Gunships	Commander	250 points

Grey Knights Upgrades – each allowed upgrade may only be taken once per formation		
Name	Units	Cost
Commander	Add one of the following characters to a unit in the formation: Librarian, Brother Captain, Brotherhood Champion (0-1 per army)	50 points
	or Add one Grey Knights Grand Master character to a unit in the formation (0-1 per army)	100 points
Eternal Warriors	Add one to two of the following units to the formation: Grey Knights Dreadnought Nemesis Dreadknight	50 points 75 points
Hunter	Add one Hunter unit to the formation <u>or</u> Add two Hunter units to the formation	75 points 125 points
Imperial Agents	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
Transport	Land Raider (75 points each, any version), Razorback (25 points each), Stormraven (50 points each), Inquisitorial Chimeras (4 Chimeras, 100 points), Landing Party (One Aquila Lander and three Arvus Lighters, 75 points)	Various Points

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Grey Knight Support Formations (1/3 of Points Allowance)		
Name	Units	Cost
<i>Stromtalons</i>	<i>2 Stromtalon Gunship Fighter-Bomber Aircraft</i>	<i>200 points</i>
<i>Thunderhawk Bomber</i>	<i>1 Saturation Thunderhawk Bomber Aircraft</i>	<i>250 points</i>
<i>Psi-Pattern Warlord Titan</i>	<i>1 Psi-Pattern Warlord Titan</i>	<i>850 points</i>
<i>Reaver</i>	<i>1 Reaver Titan</i>	<i>650 points</i>
<i>Warhound Pack</i>	<i>2 Warhound Scout Titans</i>	<i>500 points</i>
<i>Warhound</i>	<i>1 Warhound Scout Titan</i>	<i>275 points</i>