

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Grey Knight Grand Master	CHA	-	-	-	-	Nemesis Force Sword	Base	MW, EA+1	Invulnerable Save, Supreme Commander
Inquisitor Malleus	CHA	-	-	-	-	Power Weapon	Base	MW, EA+1	Invulnerable Save, Commander, Leader
Grey Knight Brother Captain	CHA	-	-	-	-	Nemesis Force Sword	Base	MW, EA+1	Invulnerable Save, Commander, Leader
Grey Knight Brotherhood Champion	CHA	-	-	-	-	Nemesis Force Sword	Base	MW, EA+1	Invulnerable Save, Leader, Inspiring, Fearless
Grey Knight Librarian	CHA	-	-	-	-	Smite Nemesis Warding Stave	(15cm) Base	(small arms) MW, EA+1 MW, EA+1	Invulnerable Save, Leader
Grey Knight	INF	15cm	4+	3+	4+	Nemesis Force Halberd Psycannon Strombolters	Base 30cm (15cm)	First Strike AP5+/AT5+ (small arms)	Teleport
Grey Knight Interceptor	INF	30cm	4+	3+	4+	Nemesis Falchions Incinerator Strombolters	Base 15cm	EA +1 AP4+, Ignore Cover (small arms)	Teleport, Jump Packs
Grey Knight Terminator	INF	15cm	4+	3+	3+	Nemesis Daemon Hammer 2x Psycannon Strombolters	Base 30cm (15cm)	MW, EA+1 AP5+/AT5+ (small arms)	Teleport, Reinforced Armour, Thick Rear Armour
Grey Knight Purgation	INF	15cm	4+	4+	3+	2x Psycannon Strombolters	30cm (15cm)	AP5+/AT5+ (small arms)	
Death Cult Assassin	INF	15cm	5+	3+	-	Power Weapon	Base	MW, EA+1	Invulnerable Save
Inquisitorial Warrior Acolyte	INF	15cm	5+	5+	5+	Plasmagun Hot-Shot Lasguns	15cm (15cm)	AP5+/AT5+ (small arms)	
Inquisitorial Servitors	INF	15cm	5+	6+	5+	2x Heavy Bolters	30cm	AP5+	
Inquisitorial Battle Psyker	INF	15cm	5+	6+	4+	Psychic Barrage	30cm	1 BP	
0-1 Vindicare Assassin	INF	15cm	4+	4+	4+	Exitus Weaponry	30cm (15cm)	MW 5+, Sniper (small arms) MW, EA+1, Sniper	
Inquisitorial Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	Transport
Grey Knight Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Arvus Lighter	AV	35cm	5+	6+	6+	Heavy Stubber	30cm	AP6+	Skimmer, Transport

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Grey Knight Rhino	AV	30cm	5+	6+	6+	Stormbolter	(15cm)	(small arms)	Transport
Aquila Lander	AV	35cm	5+	6+	5+	Chin Multilaser	30cm	AP5+/AT6+/AA6+	Skimmer, Transport
Grey Knight Razorback	AV	30cm	5+	6+	5+	Twin Heavybolter or Twin Lascannon	30cm 45cm	AP4+ AT4+	Transport
Grey Knight Land Raider	AV	25cm	4+	6+	4+	2x Twin Lascannon Twin Heavybolter	45cm 30cm	AT4+ AP4+	Thick Rear Armour, Reinforced Armour, Transport
Grey Knight Land Raider Crusader	AV	25cm	4+	5+	5+	2x Hurricane Bolters Twin Psycannon Frag Launchers	(15cm) 30cm Base	(small arms) EA+1 AP4+/AT4+	Thick Rear Armour, Reinforced Armour, Transport
Grey Knight Land Raider Redeemer	AV	25cm	4+	5+	3+	2x Flamestorm Cannons Twin Psycannon Frag Launchers	15cm 30cm Base	AP3+, Ignore Cover AP4+/AT4+	Thick Rear Armour, Reinforced Armour, Transport
Grey Knight Dreadnought	AV	15cm	4+	4+	4+	Heavy Psycannon Nemesis Doomfist or 2x Twin Autocannon	30cm Base 45cm	AP4+/AT4+ MW, EA+1 AP4+/AT5+	Walker, A Grey Knights Dreadnought is armed with a Heavy Psycannon and Nemesis Doomfist OR 2x Twin Autocannons not both
Grey Knight Nemesis Dreadknight	LV	15cm (30cm)	4+ (5+)	3+	4+	Heavy Psycannon Heavy Incinerator Nemesis Greatsword	30cm 15cm Base	AP4+/AT4+ AP4+, Ignore Cover MW, EA+1	Thick Rear Armour, Reinforced Armour, Teleport, Walker, Jump Packs (30cm move, decreases armour to 5+)
Grey Knight Stormraven Gunship	AV	35cm	4+	6+	5+	Missiles Twin Psycannon Twin Heavy Bolter and Hurricanebolters	45cm 30cm 30cm (15cm)	AT5+ AP4+/AT4+ AP4+ (small arms) EA+1	Skimmer, Thick Rear Armour, Planetfall, Transport (increase FF 4+), The Grey Knights Stormraven has either transport capacity OR Hurricanebolters not both
Stromtalon Gunship	AC	Fighter-Bomber	5+	-	-	Twin Assault Cannon Twin Heavy Bolter	30cm 30cm	AP4+/AT4+/AA5+, FwD AP4+/AA5+ FxF	
Grey Knight Thunderhawk	AC/WE	Bomber	4+	6+	4+	Turbo Laser Twin Psycannon Twin Psycannon 2x Twin Psycannon	45cm 15cm 15cm 30cm	2x AP5+/AT3+, FxF AP4+/AA5+,RF AP4+/AA5+,LF AP4+/AA5+, FxF	Planetfall, Reinforced Armour, Transport, DC-2 Crit.-Destroyed
Grey Knight Thunderhawk Transporter	AC/WE	Bomber	4+	6+	5+	2x Twin Psycannon Defence Mount	15cm (15cm)	AP4+/AA5+ (small arms)	Planetfall, Reinforced Armour, Transport, DC-2 Crit.-Destroyed
Grey Knight Landing Craft	AC/WE	Bomber	4+	5+	3+	2x Twin Lascannon 3x Twin Psycannon Stormbolters	45cm 15cm (15cm)	AT4+ AP4+/AA5+ (small arms)	Planetfall, Reinforced Armour, Transport, Fearless, DC-4 Crit.-Destroyed

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Grey Knight Saturation Thunderhawk	AC/WE	Bomber	4+	6+	4+	Battle Cannon Twin Psycannon Twin Psycannon 2x Twin Psycannon Bomb Racks	75cm 15cm 15cm 30cm 15cm	AP4+/AT4+, FxF AP4+/AA5+,RF AP4+/AA5+,LF AP4+/AA5+, FxF BP2,FxF, Ignore Cover	Planetfall, Reinforced Armour, DC-2 Crit.- Destroyed
Strike Cruiser	SC	-	-	-	-	Orbital Bombardment	-	MW, 5BP	Transport
Divisio Telepathica Psi-Titan	WE	15cm	4+	2+	3+	Titan Nemesis Doomfist Psi Titan Warp Cannon Censorium Dome Psi-Titan Battle Head	Base 60cm 60cm (15cm) 30cm	Extra Attacks (+1), TK(D3) MW2+, Titan Killer(1), Ignores Shields and Power Fields, Fwd 4BP, FxF, Disrupt (small arms) EA+2 4x AP5+/AT5+, FxF	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. Critical Hit Effect: 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+.
Warhound Titan	WE	25cm	5+	4+	4+	Vulcan Megabolter Plasma Cannon	45cm 45cm	4x AP3+/AT5+, Fwd 2x MW2+, SF, Fwd	DC3, Void Shields:2, Fearless, Reinforced Armour, Walker, May step over units and terrain of no more than 2cms Crit: Stagger D6cm in random direction and take 1 Dam.
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbo-laser Rocket Launcher	60cm 60cm	4x AP5+/AT3+, Fwd 3BP, FxF	DC6, Void Shields:4, Fearless, Reinforced Armour, Walker, May step over units and terrain of no more than 2cms Crit: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 5+, 2-3 Take point of Damage, 4-6 Repaired)

Transport Capacity Note – Grey Knight Terminators, Grey Knight Dreadnoughts take up 2 transport spaces each in aircraft

Drop Pod Grey Knight, Grey Knight Purgation or Grey Knight Dreadnought units may enter play in Drop pods.

Land Raider & Land Raider Redeemer One Grey Knight Terminator or two Grey Knight, Grey Knight Purgation.

Land Raider Crusader Two Grey Knight Terminator or three Grey Knight, Grey Knight Purgation.

Razorback One Grey Knight, Grey Knight Purgation.

Rhino Two Grey Knight, Grey Knight Purgation.

Stormraven Two Grey Knight, Grey Knight Interceptor, Grey Knight Purgation or one Grey Knight Terminator plus one Grey Knight Dreadnought.

Strike Cruiser Twenty Grey Knight, Grey Knight Interceptor, Grey Knight Purgation, Grey Knight Terminator, Grey Knight Dreadnought plus twenty Rhinos, Land Raiders, Land Raiders Redeemer, Land Raider Crusader, Razorbacks, Hunters, plus six Thunderhawks or Thunderhawk Transporters and enough drop pods or Landing Craft to carry other units on board.

Thunderhawk Eight Grey Knight, Grey Knight Interceptor, Grey Knight Purgation, Grey Knight Terminator, Grey Knight Dreadnought

Thunderhawk Transporter Two Rhino, Razorback, Hunter or one Land Raider, Land Raider Redeemer, Land Raider Crusader. In addition it may also carry any infantry transported in these vehicles.

Inquisitorial Chimera Two Inquisitorial Warrior Acolyte, Inquisitorial Servitor, Deathcult Assassin, Vindicare Assassin, Battle Psyker.

Aquila Lander Two Inquisitorial Warrior Acolyte, Inquisitorial Servitor, Deathcult Assassin, Vindicare Assassin, Battle Psyker.

Arvus Lighter Two Inquisitorial Warrior Acolyte, Inquisitorial Servitor, Deathcult Assassin, Vindicare Assassin, Battle Psyker.

Landing Craft Twelve Grey Knight, Grey Knight Interceptor, Grey Knight Purgation, Grey Knight Terminator, Grey Knight Dreadnought. Plus four Land Raiders, Land Raider Redeemer, Land Raider Crusader or six of the following Rhino, Razorback, Hunter.