

## Imperial Inquisition – Grey Knights (V2.2)

### 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 five types. The first is the *Core Formation*. Each *Core Formation* unlocks one *Elite Formation* and two *Grey Knight Support Formations* and two *Inquisition Support Formations*. Each formation is made up of one or more units, and may include a number of extra units called *upgrades*. Although you can only take one *Elite Formation* and two of each *Support Formations* if you first take a *Core Formation*, they are treated as separate independent formations during a battle and do not have to move around together. The last formation type are *Grey Knight Aircraft*. The total cost of the *Aircraft* cannot exceed one third of the total army cost. 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 unless otherwise noted. For example, an Interceptor detachment could include one Grey Knight Librarian, and if taken would cost  $225 + 50 = 275$  points.

### Special Rules

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

### 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 – Into the Maw of the Beast

Grey Knight battle doctrine frequently requires rapid insertion into the heart of battle where the fighting is the thickest to subdue a demon incursion. Because of this experience combined with their access to greater technology over the standard Adeptus Astartes chapter, units with Teleport may choose to enter the battlefield using *Self-Planetfall* (see *Self-Planetfall*). Announce the choice at the beginning of the game and plot accordingly per the rules of *Self-Planetfall*.

## 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+.**

<b>GREY KNIGHT CORE FORMATIONS</b>			
(A Grey Knight army must contain at least one (1) Strike Force)			
<b>TYPE</b>	<b>UNITS</b>	<b>UPGRADES</b>	<b>COST</b>
<b>Strike Squad</b>	6 Grey Knights Strike units and 1 Captain	Command, Eternal Warriors, Hunter, Land Raiders, Transport, Razorbacks, Grand Master	325 pts
<b>Inquisitorial Warband</b>	Six Warrior Acolyte units, 1 Inquisitor and 3 Chimeras	Death Cult Assassins	200 pts

<b>GREY KNIGHT ELITE FORMATIONS</b>			
(A Grey Knight army may take one (1) Elite formation for each Core Formation)			
<b>TYPE</b>	<b>UNITS</b>	<b>UPGRADES</b>	<b>COST</b>
<b>Terminators</b>	4 Grey Knight Terminator units and 1 Captain	Command, Eternal Warriors, Grand Master, Land Raiders, Storm Raven	375 pts
<b>0-1 Purifier Squad</b>	4 Grey Knight Purifier units and 1 Captain	Command, Eternal Warriors, Grand Master, Land Raiders, Storm Raven, Hunter, Transport, Razorbacks	350 pts
<b>Eternal Warrior Formation</b>	4 Grey Knight Dreadnoughts OR 4 Grey Knight Nemesis Dreadknights	None	225 pts 375 pts

<b>GREY KNIGHT SUPPORT FORMATIONS</b>			
(Up to two (2) Grey Knight Support formations may be taken for each Core Formation)			
<b>TYPE</b>	<b>UNITS</b>	<b>UPGRADES</b>	<b>COST</b>
<b>Interceptor Squad</b>	4 Grey Knights Interceptor units and 1 Captain	Command, Eternal Warriors, Grand Master, Storm Raven	225 pts
<b>Purgation Squad</b>	4 Grey Knight Purgation units and 1 Captain	Command, Eternal Warriors, Grand Master, Hunter, Storm Raven, Land Raiders, Transport, Razorbacks	275 pts
<b>Land Raiders</b>	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	Command, Hunter	350 pts
<b>0-1 Strike Cruisers</b>	1 Grey Knights Strike Cruiser	Upgrade to a Battlebarge +150 Points	200 pts
<b>Storm Raven Flight</b>	4 Grey Knights Storm Ravens	None	325 pts

<b>INQUISITION SUPPORT FORMATIONS</b>			
(Up to two (2) Inquisition Support formations may be taken for each Core Formation)			
<b>TYPE</b>	<b>UNITS</b>	<b>UPGRADES</b>	<b>COST</b>
<b>Inquisitorial Storm Troopers</b>	8 Inquisitorial Storm Troopers, 1 Inquisitor, and 4 Rhinos	Valkyries	200 pts
<b>Inquisitorial Hellhound Platoon</b>	6 Inquisitorial Hellhound tanks	None	250 pts
<b>Inquisitorial Tank Company</b>	6 Leman Russ tanks	None	400 pts

<b>GREY KNIGHT AIRCRAFT</b>			
(Up to 1/3 of your total points may be spent on Aircraft)			
<b>TYPE</b>	<b>UNITS</b>	<b>UPGRADES</b>	<b>COST</b>
<b>Thunderhawk Gunship</b>	1 Thunderhawk Gunship	None	200 pts
<b>Landing Craft</b>	1 Landing Craft aircraft	None	350 pts
<b>Thunderhawk Transporter</b>	1 Grey Knight Thunderhawk Transporter	Additional 1 Thunderhawk Transporter for 100 point each.	175 pts
<b>Stormtalon Gunship</b>	2 Stormtalon Gunship	None	200 pts

**GREY KNIGHT UPGRADES**

(Up to three upgrades may be taken per Grey Knight's formation. Each upgrade may be taken once per formation)

<b>Command</b>	Swap Grey Knight Captain for a Grey Knight Librarian	50 pts
<b>Death Cult Assassins</b>	Replace 1 to 2 Warrior Acolyte with Death Cult Assassins	25 pts each
<b>Eternal Warriors</b>	Add up to 2 in any combination of the following:	
	Grey Knights Dreadnought	50 pts
	Nemesis Dreadknight	75 pts
<b>Grand Master</b>	Replace a Captain in a formation with a Grand Master	75 pts
<b>Grey Knight Paladin Escort</b>	Add a Paladin Escort to a Grand Master stand/unit	50 pts
<b>Hunter</b>	Add 1 Hunter	75 pts
<b>Land Raiders</b>	Add up to 4 Grey Knight Land Raiders and/or Land Raider Redeemers and/or Land Raider Crusaders	75 pts each 125 pts for a pair
<b>Razorbacks</b>	Add Grey Knight Razorbacks.	25 pts each
<b>Rhinos</b>	Add as many Grey Knight Rhinos as required to transport the entire formation	Free
<b>Storm Ravens</b>	Add as many Grey Knight Storm Ravens as required to transport the entire formation	75 pts each
<b>Valkyries</b>	Replace 4 Rhinos with 4 Valkyries	150 pts

## Imperial Inquisition – Grey Knight Forces

A Grey Knight Army has a Strategy Rating of five (5). All Grey Knight formations have an initiative of 1+. All Inquisitorial formations have an initiative of 2+.

NAME	TYPE	SPEED	AMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b><u>Characters</u></b>									
<b>Brother Captain</b>	CH	-	-	-	-	Anointed Blade	(BC)	Assault Weapons, EA(+1)	Commander, Invulnerable Save, Leader.
<b>Grand Master</b>	CH	-	-	-	-	Nemesis Force Weapon	(BC)	Assault Weapons, EA(+1) MW	Invulnerable Save, Supreme Commander, Leader.
<b>Grey Knight Librarian</b>	CH	-	-	-	-	Smite	(15cm)	Small Arms, EA(+1), TK(1)	Invulnerable Save, Leader, Inspiring.
						Power Weapon	(BC)	Assault Weapons, EA(+1), MW	
<b>Inquisitor</b>	CH	-	-	-	-	Power Weapon	(BC)	Assault Weapons, EA(+1), MW	Invulnerable Save, Leader.
<b>Paladin Escort</b>	CH	-	-	-	-	Anointed Blade	(BC)	Assault Weapons, EA(+1), FS	Reinforced Armour.
<b><u>Infantry</u></b>									
<b>Death Cult Assassin</b>	INF	15cm	5+	3+	-	Power Weapons	(BC)	Assault Weapons, EA(+1) S, FS	Infiltrators, Invulnerable Save.
<b>Grey Knight Terminators</b>	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.
<b>Inquisitorial Storm Troopers</b>	INF	15cm	5+	5+	4+	Plasma Guns Hot Shot Lasguns	15cm (15cm)	AP5+/AT5+ Small Arms	None
<b>Inquisitorial Warrior Acolytes</b>	INF	15cm	5+	6+	5+	Hot Shot Lasguns Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	Scouts
<b>Interceptors</b>	INF	30cm	4+	3+	4+	Nemesis Force Weapons Incinerator	(BC) 15cm (15cm)	Assault Weapons AP4+ IC Small Arms IC	Jump Packs, Teleport, Invulnerable Save
<b>Purgation Squad</b>	INF	15cm	4+	5+	3+	Storm Bolters 2x Psycannon	(15cm) 30cm	Small Arms AP5+/AT5+	Invulnerable Save
<b>Purifier Squad</b>	INF	15cm	4+	3+	3+	Nemesis Force Weapons 2x Heavy Incinerator	BC 15cm	Assault Weapons AP4+ IC & (15cm) IC	Fearless, Invulnerable Save.
<b>Strike Squad</b>	INF	15cm	4+	4+	3+	Storm Bolters Psycannon	(15cm) 30cm	Small Arms AP5+/AT5+	Invulnerable Save
<b><u>Vehicles</u></b>									
<b>Chimera</b>	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	Transport: May carry 2 Inquisitorial Warrior Acolytes, Death Cult assassin
<b>Grey Knight Razorback</b>	AV	30cm	5+	6+	5+	Heavy Psycannon	30cm	AP4+/AT5+	Transport: (May carry 1 of the following Grey Knights units: Purgation Squad, Strike Squad, Purifier Squad.)

<b>Grey Knight Dreadnought</b>	AV	15cm	3+	4+	4+	2x TL Auto Cannon OR Doom Fist and Heavy Psycannon	45cm  30cm	AP4+/AT5+  Assault Weapons, MW AP4+/AT4+	Walker. Counts as Dreadnought for transport purposes.
<b>Hunter</b>	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	None
<b>Inquisitorial Hellhound</b>	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, IC AP5+	None
<b>Inquisitorial Leman Russ Tank</b>	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2x Heavy Bolters	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	Reinforced Armor
<b>Land Raider</b>	AV	25cm	4+	6+	4+	2x TL Lascannon TL Heavybolter	45cm 30cm	AT4+ AP4+	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.
<b>Land Raider Crusader</b>	AV	25cm	4+	5+	5+	2x Hurricane Bolters TL Psycannon Frag Launchers	(15cm) 30cm (BC)	Small Arms, EA(+1) AP4+/AT4+ Assault Weapons	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.
<b>Land Raider Redeemer</b>	AV	25cm	4+	6+	3+	2x Flamestorm Cannons TL Psycannon Frag Launchers	15cm 30cm (BC)	AP3+ IC AP4+/AT4+ Assault Weapons	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.
<b>Nemesis Dreadknight</b>	AV	25cm	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	Jump Packs, Invulnerable Save, Teleport, Walker. Counts as Dreadnought for transport purposes.

<b>Rhino</b>	AV	30cm	5+	6+	6+	Storm Bolters	(15cm)	Small Arms	Transport: (May carry 2 of the following: Purgation Squad, Strike Squad, Purifier Squad, Inquisitorial Storm Trooper).
<b>Stormraven Gunship</b>	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)	Reinforced Armour, Planetfall, Skimmer, Transport: (May carry 1 Grey Knights Dreadnought or 2 of the following: Interceptor, Purgation Squad, Strike Squad, Purifier Squad)
<b>Valkyrie</b>	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
<b><u>Flyers</u></b>									
<b>Stormtalon Fighter-Bomber</b>	AC	FB	5+	-	-	Twin Assault Cannon Twin Heavy Bolter	30cm 15cm	AP4+/AT4+/AA5+ FwA AP4+/AA5+ FxF	None
<b>Thunderhawk Gunship</b>	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.
<b>Landing Craft</b>	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.
<b>Thunderhawk Transporter</b>	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.
<b><i>Spacecraft</i></b>										
<b>Grey Knights Drop Pod</b>	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.
<b>Strike Cruiser</b>	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.
<b>Battle Barge</b>	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.