



GREY KNIGHTS

FACTION PACK: VERSION 1.1

Legal for matched play from 22nd July 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- **Changes to Rules Updates**
- **Grey Knights Thunderhawk Gunship:** Remove 'FRAME'
- **Immaterial Interdiction detachment, Echojump detachment rule**
Change to:
'In your Shooting phase, when a friendly **INTERCEPTOR SQUAD** unit has **shot, you** can use this ability. If you do:
 - That unit cannot use its **Personal Teleporters** ability.
 - That unit can make a **surge move** of up to D6+1".'

CONTENTS

Detachments	2
Argent Assault	2
Fires of Purgation	3
Immaterial Interdiction	4
Warpbane Task Force	5
Imperial Armour Datasheets	7
Rules Updates	9
Legends Datasheets	10

ARGENT ASSAULT

THE GREATEST CHAMPIONS OF THE GREY KNIGHTS SEEK OUT THEIR DEADLIEST FOES FOR PURGATION



DETACHMENT RULES

DAUNTLESS CHAMPIONS

To be a Paladin of the Grey Knights is to do battle with the greatest and most terrible enemies and yet emerge victorious, no matter the odds.

When a friendly **PALADIN SQUAD** unit is **selected to fight**, if the **S** of those attacks is lower than the **T** of the target, those attacks have +1 to **wound rolls**.

ENHANCEMENTS

PSYCHIC CELERITY

These champions of Titan employ their psychic might to lend themselves supernatural speed and catch their enemies unawares.

TERMINATOR model only. This unit has +1 to **charge rolls**.

VIGILANCE OF TITAN

None who would work the unclean will of the Warp – even unknowingly – can escape the merciless gaze of the Grey Knights.

TERMINATOR model only. At the start of your Shooting phase, you can select one **visible** enemy unit within 12" of this unit. That enemy unit has +6" **detection range**.

TRUESILVER AEGIS

1CP

ARGENT ASSAULT STRATAGEM

Layered into the Paladins' armour by shriven seers and blessed saints, these potent wards of abjuration turn aside attacks both supernatural and mundane.

WHEN: Any phase, when a friendly **PALADIN SQUAD** unit suffers a **mortal wound**.

TARGET: That **PALADIN SQUAD** unit.

EFFECT: Your unit has **Feel No Pain 4+** against **mortal wounds**.



A THREAT ENDED

1CP

ARGENT ASSAULT STRATAGEM

Paladins, more than even their brother Grey Knights, must strive to lay low those heretical champions from whom the taint of damnation spreads to threaten the Imperium.

WHEN: Fight phase, when a friendly **PALADIN SQUAD** unit is **selected to fight**.

TARGET: That **PALADIN SQUAD** unit.

EFFECT: Your unit's melee attacks have **[PRECISION]**.



AURA OF VENGEANCE

1CP

ARGENT ASSAULT STRATAGEM

Chanting incantations of vengeful wrath, the Paladins curse those who strike at them to be laid low by their own strength and hatred.

WHEN: Fight phase, when an enemy unit targets a friendly **PALADIN SQUAD** unit.

TARGET: That **PALADIN SQUAD** unit.

EFFECT: That enemy unit's melee attacks have **[HAZARDOUS]**.



FIRES OF PURGATION

PURGATION SQUADS LEAD THEIR BRETHREN TO PURIFY THE BATTLEFIELD THROUGH FEROCIOUS FIREPOWER



DETACHMENT RULES

SEARING SOULFLAME

Through potent psychic focus and the channelling of their vehement wrath, Purgators imbue their salvoes with bursts of soul-burning psy-fire.

When you select a unit to be **pinned** by a friendly **PURGATION SQUAD** unit's **Righteous Persecution** ability, that enemy unit makes a **battle-shock roll**, with -1 to that **battle-shock roll**.

ENHANCEMENTS

PRECOGNICIENT VOLLEYS **UPGRADE**

These warriors have honed their psychic foretelling powers to provide glimpses of their enemies' movements and guide their fire in response.

PURGATION SQUAD unit only. This unit's **snap shooting** attacks hit on unmodified **hit rolls** of 5+.

BOONS OF DEIMOS **UPGRADE**

Fashioned on Titan's forge moon by the most skilled tech-magi, these remarkable firearms are a blessing to any who wield them.

PURGATION SQUAD unit only. This unit's ranged attacks have +2 **S**.

SOUL-LOCKED

1CP

FIRES OF PURGATION STRATAGEM

Once these warriors have acquired a spiritual target lock upon the animus of their enemies, they can hammer them with deadly fire, no matter the circumstances.

WHEN: Your Movement phase, when a friendly **PURGATION SQUAD** unit is selected to make a **fall-back move**.

TARGET: That **PURGATION SQUAD** unit.

EFFECT: That move does not prevent your unit from being **eligible to shoot**.



FOCUSED IMMOLATION

1CP

FIRES OF PURGATION STRATAGEM

Concentrating their fire on a single luckless target and pouring all their psychic might into every shot, the Purgators sear their victims from existence as though cauterising an infested wound in the flesh of realspace.

WHEN: Your Shooting phase, when a friendly **PURGATION SQUAD** unit is **selected to shoot**.

TARGET: That **PURGATION SQUAD** unit.

EFFECT: Select one enemy unit. Your unit's ranged attacks that target that unit have:

- **[DEVASTATING WOUNDS]**.
- **[SUSTAINED HITS 1]**.



SPIRITSEAR

1CP

FIRES OF PURGATION STRATAGEM

With their spiritual armour shattered along with that of their physical forms, the very souls of the enemy fall prey to the devastating fire of the Purgators.

WHEN: Your Shooting phase, when a friendly **PURGATION SQUAD** unit has shot.

TARGET: That **PURGATION SQUAD** unit.

EFFECT: Select one **battle-shocked** enemy unit hit by those attacks. That enemy unit suffers D3+1 **mortal wounds**.



IMMATERIAL INTERDICTION

GREY KNIGHTS INTERCEPTORS LEAP THROUGH THE WARP TO MEET AND TURN BACK EACH NEW ENEMY PUSH



DETACHMENT RULES

ECHOJUMP

Pushing their esoteric wargear to its limits, Interceptors are able to make secondary, shorter personal teleportation jumps, effectively skimming the very surface of the Immaterium to respond all the more quickly to developing threats.

In your Shooting phase, when a friendly **INTERCEPTOR SQUAD** unit has shot, you can use this ability. If you do:

- That unit cannot use its **Personal Teleporters** ability.
- That unit can make a **surge move** of up to D6+1".

ENHANCEMENTS

PREDESTINED COORDINATES **UPGRADE**

This rune-sealed data-scroll is opened at the ordained moment, providing vital strategic insights and empyric jump coordinates foreseen by the Prognosticators themselves.

INTERCEPTOR SQUAD unit only. In your first Movement phase, this unit can make an **ingress move**.

ASTRAL OVERLAP **UPGRADE**

Esoteric adjustments to the calibration of these Interceptors' teleportation arrays allow them to achieve a temporary state of semi-incorporeality, in which enemy projectiles may simply pass through them as though they were ghosts.

INTERCEPTOR SQUAD unit only. This unit has **Stealth**.

BLADES FROM THE BEYOND

1CP

IMMATERIAL INTERDICTION STRATAGEM

With exceptional skill, these Interceptors teleport perilously close to their foes, bursting from the Immaterium into their very midst with lethal force.

WHEN: Fight phase, when a friendly **INTERCEPTOR SQUAD** unit that made a **charge move** this turn is **selected to fight**.

TARGET: That **INTERCEPTOR SQUAD** unit.

EFFECT: Your unit's melee attacks have **[LANCE]**.



BY THOUGHT ALONE

1CP

IMMATERIAL INTERDICTION STRATAGEM

Employing telekinetic sorceries even in the midst of a furious battle, Interceptors are able to complete vital mission objectives while interdicting the foe's forces.

WHEN: Your Shooting phase, when a friendly **INTERCEPTOR SQUAD** unit **starts an action**.

TARGET: That **INTERCEPTOR SQUAD** unit.

EFFECT: That **action** does not prevent your unit from being **eligible to shoot**.



RESPONSIVE DISPLACEMENT

1CP

IMMATERIAL INTERDICTION STRATAGEM

Masters of reading the ebb and flow of battle, Interceptors stay ever on the move and exploit any gap in the enemy lines with lightning swiftness.

WHEN: Your opponent's Movement phase, when an enemy unit that was **engaged** with a friendly **INTERCEPTOR SQUAD** unit ends a **fall-back move**, if that **INTERCEPTOR SQUAD** unit is **unengaged**.

TARGET: That **INTERCEPTOR SQUAD** unit.

EFFECT: Your unit can make a **normal move** of up to D3+3".





WARPBANE TASK FORCE

When daemonic entities corrupt the worlds of the Imperium, Grey Knights forces strike to cleanse unhallowed ground and restore the sanctity of the Emperor's domain. Such formations are raised when only the most obscure and esoteric rituals of purgation will drive the taint of Chaos back into the depths of the Warp. Striding fearlessly into malignant hellscape, the warriors of the Order of Purifiers lead the assault. The combined psychic might of these anointed champions manifests in an azure fire that ignites the bodies and souls of unclean foes and scours away the taint of witchcraft and infernal corruption. In place of this excised perversion, an ensorcelled zone of consecration is created, within which the Grey Knights are emboldened and empowered.

DETACHMENT RULE



HALLOWED GROUND

Purging corrupted nodes of Warp energy, the Grey Knights establish an ever-expanding area of hallowed ground within which their psychic powers and indomitable resolve are greatly enhanced.

Certain areas of the battlefield are within your army's Hallowed Ground, as follows:

- Your deployment zone is always within your army's Hallowed Ground.
- The area of the battlefield within 6" of one or more **PURIFIER SQUAD** units from your army is within your army's Hallowed Ground.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Hallowed Ground.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Hallowed Ground.

Each time a model in a **GREY KNIGHTS** unit from your army makes a ranged attack that targets a visible target or makes a melee attack, re-roll a Hit roll of 1. If that unit is a **PURIFIER SQUAD** and/or is wholly within your army's Hallowed Ground, you can re-roll the Hit roll instead.

ENHANCEMENTS



MANDULIAN RELIQUARY

This reliquary contains a single finger bone taken from the body of the feted former Grand Master, Mandulis. It serves as a symbol of unity and duty.

GREY KNIGHTS model only. While the bearer's unit is not Battle-shocked, add 3 to the bearer's Objective Control characteristic.

RADIANT CHAMPION

This warrior is a master slayer whose blade has found the cursed hearts of countless corrupted foes. When fighting within realms cleansed by eldritch power, his psychic might manifests in a nimbus of searing light, and his strikes inflict terrible wounds upon flesh and soul.

GREY KNIGHTS INFANTRY model only. The bearer's melee weapons have the **[PRECISION]** ability, and while the bearer is wholly within your army's Hallowed Ground, each time a melee attack made by the bearer scores a wound, the target of that attack suffers 1 mortal wound in addition to any normal damage.

PHIAL OF THE ABYSS

Gifted by the Prognosticators of the Augurium, this ampoule contains cosmic energies syphoned from the event horizon of a Warp singularity. At the prophesied hour, the vial shatters, its contents swirling around the bearer and wreathing them in a localised field of time and light distortion.

GREY KNIGHTS INFANTRY model only. Models in the bearer's unit have the Stealth ability.

PARAGON OF SANCTITY

This warrior sorcerer lends their spiritual strength to allies fighting amidst unholy corruption, bolstering their spiritual resolve.

GREY KNIGHTS model only. Once per battle, at the start of any phase, the bearer can select one friendly **GREY KNIGHTS** unit within 18" of and visible to it. If it does, until the end of the phase, that unit is within your army's Hallowed Ground.



SANCTIFIED KILL ZONE

WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM

As new ground is seized and consecrated, so are the Grey Knights lent greater ferocity and resolve.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **GREY KNIGHTS** unit from your army that has not been selected to shoot or fight this phase and that is wholly within your army's Hallowed Ground.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1, or, re-roll the Wound roll instead if your unit is a **PURIFIER SQUAD**.



FLAMES OF SANCTITY

WARPBANE TASK FORCE – STRATEGIC PLOY STRATAGEM

As the Purifiers battle, their pooled psychic might manifests in a corona of flame that is anathema to the unclean.

WHEN: End of the Fight phase.

TARGET: One **PURIFIER SQUAD** unit from your army that was eligible to fight this phase.

EFFECT: Roll one D6 for each enemy unit within 6" of your unit, adding 1 to the result if your unit includes **CASTELLAN CROWE**: on a 4+, that enemy unit suffers D3 mortal wounds.



HALLOWED BEACON

WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM

Newly sanctified ground serves as a luminescent beacon to guide warded battle-brothers stepping through glowing empyric gateways.

WHEN: Reinforcements step of your Movement phase.

TARGET: One **GREY KNIGHTS INFANTRY** unit (excluding **TERMINATOR** units) that is arriving using the Deep Strike ability this phase.

EFFECT: Set up your unit wholly within your army's Hallowed Ground and more than 6" horizontally away from all enemy units.



FIRES OF COVENANT

WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM

As the enemy moves close, these warriors draw upon their pledges of duty and the bonds of their brotherhood to unleash a fiery conflagration of arcane death.

WHEN: Start of your opponent's Movement phase.

TARGET: One **GREY KNIGHTS INFANTRY** unit from your army.

EFFECT: Until the end of the phase, each time an enemy unit is set up or ends a Normal, Advance or Fall Back move within 6" of your unit, roll one D6, adding 2 to the result if your unit is wholly within your army's Hallowed Ground: on a 4+, that enemy unit suffers D3 mortal wounds.



AGIS ETERNAL

WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM

Channelling their shared psychic potential, these warriors form a coruscating aurora that courses through the warding sigils of their armour, causing them to flare with protective power.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **GREY KNIGHTS INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit that are wholly within your Hallowed Ground have a 4+ invulnerable save.



REPELLING SPHERE

WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM

Chanting a chorus of warding spells, the Grey Knights project a shimmering field of empyric forces that repels their foes.

WHEN: Start of your opponent's Charge phase.

TARGET: One **GREY KNIGHTS INFANTRY** unit from your army.

EFFECT: Until the end of the phase, each time an enemy unit declares a charge and your unit is one of the targets of that charge, subtract 1 from the Charge roll, or subtract 2 instead if your unit is wholly within your army's Hallowed Ground.

GREY KNIGHTS THUNDERHAWK GUNSHIP

M	T	SV	W	LD	OC
20"	12	2+	30	6+	0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hellstrike missile battery [ANTI-FLY 4+]	72"	4	3+	8	-2	3
Lascannon	48"	1	3+	12	-3	D6+1
Thunderhawk heavy cannon [BLAST]	48"	D6+6	3+	10	-2	3
Turbo-laser destructor [BLAST]	96"	D3+1	3+	20	-4	D6+6
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6+2, Hover**

Aerial Assault: Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

WARGEAR ABILITIES

Thunderhawk Cluster Bombs: Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, FLY, TRANSPORT, IMPERIUM, THUNDERHAWK GUNSHIP



FACTION KEYWORDS:
GREY KNIGHTS

GREY KNIGHTS THUNDERHAWK GUNSHIP

Mighty Thunderhawk Gunships serve the Grey Knights Chapter as any other. Powerful, versatile flyers, they deploy squads of Titan's sons into the heart of battle whilst slaughtering hosts of enemies with their vast array of anti-personnel and anti-armour weapons.

WARGEAR OPTIONS

- This model's Thunderhawk heavy cannon can be replaced with 1 turbo-laser destructor.
- This model's Thunderhawk cluster bombs can be replaced with 1 hellstrike missile battery.

UNIT COMPOSITION

- **1 Grey Knights Thunderhawk Gunship**

This model is equipped with: 2 lascannons; Thunderhawk heavy cannon; 4 twin heavy bolters; armoured hull; Thunderhawk cluster bombs.

TRANSPORT

This model has a transport capacity of 30 **GREY KNIGHTS INFANTRY** models. Each **TERMINATOR** model takes up the space of 2 models.

KEYWORDS: VEHICLE, TITANIC, FLY, TRANSPORT, IMPERIUM,
THUNDERHAWK GUNSHIP



FACTION KEYWORDS:
GREY KNIGHTS



GREY KNIGHTS

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Gate of Infinity Army Rule, Last Paragraph

Change to:

- Place those units in **strategic reserves**.
- Those units can make an **ingress move** in your next Movement phase (including in your first turn).

AUGURIUM TASK FORCE DETACHMENT

One Foot in the Future Enhancement

Change to:

'GREY KNIGHTS model only. When this unit ends an **ingress move**, you can use this ability. If you do:

- This unit can make a **normal move** of up to D6".
- Until the end of the turn, this unit is not eligible to declare a charge.'

Aggressive Anticipation Stratagem, Effect Section

Change to:

'Your unit's attacks can re-roll hit rolls.'

BANISHERS DETACHMENT

Shadow of Anarch Stratagem, Target Section

Change 9" to 8".

BROTHERHOOD STRIKE DETACHMENT

Combat Manifestation Stratagem, Effect Section

Change 3" to 6".

HALLOWED CONCLAVE DETACHMENT

Precognitive Strategies Stratagem, Target Section

Change 9" to 8".

Eye of the Augurium Enhancement

Change to:

'GREY KNIGHTS model only. You can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.'

SANCTIC SPEARHEAD DETACHMENT

Sigil of Exigence Enhancement

Change 9" to 8".

DATASHEETS

Land Raider, Land Raider Crusader, Land Raider Redeemer, Razorback, Rhino – Keywords Section

Add 'FRAME'.

Stormtalon Gunship, Stormhawk Interceptor

- Core Abilities:** Remove 'Hover'.
- Profile:** Change **M** and **OC** to '-'

Brotherhood Chaplain, Abilities, Core Abilities

Add 'Leader'.

Brotherhood Techmarine, Guardians of the Machine Ability

Change to:

'Each time an enemy unit ends a **charge move engaged** with one or more friendly GREY KNIGHTS VEHICLE units and within 6" of this unit, you can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.'

Grand Master Voldus, Sanctuary Ability

Change to:

- This unit has **Stealth**.
- Melee attacks that target this unit have -1 to **hit rolls**.

Stormraven Gunship

- Profile:** Change **M** to 14".
- Keywords:** Remove 'AIRCRAFT'.

FAQS

Q: Can a unit with the Sigil of Exigence enhancement use that ability during my opponent's first turn?

A: Yes.

GREY KNIGHTS DREADNOUGHT

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
 Heavy plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	2
 Heavy plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Heavy psycannon [PSYCHIC]	24"	6	3+	10	-1	3
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
 Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
 Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Nemesis doomglaive [PSYCHIC]	Melee	5	3+	14	-3	3

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, PSYKER, SMOKE, IMPERIUM, DREADNOUGHT

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Gate of Infinity**

Wisdom of the Ancients (Aura): While a friendly **GREY KNIGHTS INFANTRY** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.



FACTION KEYWORDS:
GREY KNIGHTS

WARGEAR OPTIONS

- This model's assault cannon, storm bolter and Dreadnought combat weapon can be replaced with one of the following:
 - 1 heavy psycannon, 1 storm bolter and 1 Nemesis doomglaive
 - 1 heavy psycannon, 1 incinerator and 1 Nemesis doomglaive
- This model's assault cannon can be replaced with one of the following:
 - 1 heavy plasma cannon
 - 1 multi-melta
 - 1 twin lascannon
- This model's storm bolter and Dreadnought combat weapon can be replaced with one of the following:
 - 1 missile launcher and 1 armoured feet
 - 1 heavy flamer and 1 Dreadnought combat weapon

UNIT COMPOSITION

- **1 Grey Knights Dreadnought**
This model is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

KEYWORDS: VEHICLE, WALKER, PSYKER, SMOKE, IMPERIUM, DREADNOUGHT



FACTION KEYWORDS:
GREY KNIGHTS

GREY KNIGHTS RELIC RAZORBACK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Twin psycannon [PSYCHIC, TWIN-LINKED]	24"	3	3+	8	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RELIC RAZORBACK**



FACTION KEYWORDS:
GREY KNIGHTS

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following:
 - 1 multi-melta
 - 1 twin assault cannon
 - 1 twin lascannon
 - 1 twin psycannon
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- **1 Grey Knights Relic Razorback**

This model is equipped with: twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 6 **GREY KNIGHTS INFANTRY** models. It cannot transport **TERMINATOR** models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RELIC RAZORBACK



FACTION KEYWORDS:
GREY KNIGHTS

BROTHER-CAPTAIN STERN

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

5"

5

2+

6

6+

1

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Nemesis force sword [PSYCHIC]	Melee	5	2+	6	-2	2

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Gate of Infinity**

Exemplar of the Silvered Host: While this model is leading a unit, each time a model in that unit makes a melee attack, on a Critical Wound, the target suffers 1 mortal wound in addition to any normal damage.

Strands of Fate (Psychic): The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM, TERMINATOR,
BROTHER-CAPTAIN STERN



FACTION KEYWORDS:
GREY KNIGHTS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Brother-Captain Stern – EPIC HERO**

This model is equipped with: storm bolter;
Nemesis force sword.

LEADER

This model can be attached to the following units:

- **BROTHERHOOD TERMINATOR SQUAD**
- **PALADIN SQUAD**

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM, TERMINATOR,
BROTHER-CAPTAIN STERN



FACTION KEYWORDS:
GREY KNIGHTS

KALDOR DRAIGO

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

5"

5

2+

7

6+

1

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Scouring [ANTI-DAEMON 2+, IGNORES COVER, PSYCHIC]	18"	3	2+	6	-2	2
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Titansword [ANTI-DAEMON 2+, PSYCHIC]	Melee	6	2+	8	-4	3

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Gate of Infinity**

Untouchable Purity: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds.

One With the Warp (Psychic): Once per battle, when this model's unit declares a charge in the same turn it was set up on the battlefield using the Deep Strike or Teleport Assault ability, add 3 to the Charge roll.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, TERMINATOR, GRENADES, IMPERIUM, KALDOR DRAIGO



FACTION KEYWORDS: **GREY KNIGHTS**

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Kaldor Draigo – EPIC HERO

This model is equipped with: Scourging; storm bolter; the Titansword.

LEADER

This model can be attached to the following units:

- BROTHERHOOD TERMINATOR SQUAD
- PALADIN SQUAD

SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, TERMINATOR, GRENADES, IMPERIUM, KALDOR DRAIGO



FACTION KEYWORDS:
GREY KNIGHTS

SERVITORS

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

4

4+

1

8+

0

6+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
 Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
 Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Servitor's servo-arm	Melee	1	5+	6	-2	3
Servitor's tools	Melee	1	5+	3	0	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, SERVITORS

ABILITIES

Mindlock: While a **BROTHERHOOD TECHMARINE** model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by **SERVITOR** models in this unit by 1.

Retinue: While a **BROTHERHOOD TECHMARINE** model is leading this unit, models in this unit have the Deep Strike and Teleport Assault abilities.



FACTION KEYWORDS:
GREY KNIGHTS

WARGEAR OPTIONS

- Up to 2 models can each have their Servitor's servo-arm replaced with one of the following:
 - 1 heavy bolter and 1 Servitor's tools
 - 1 multi-melta and 1 Servitor's tools
 - 1 plasma cannon and 1 Servitor's tools

UNIT COMPOSITION

- 4 Servitors

Every model is equipped with: Servitor's servo-arm.

SERVITOR RETINUE

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a **BROTHERHOOD TECHMARINE** (a unit cannot have more than one **SERVITORS** unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: INFANTRY, IMPERIUM, SERVITORS



FACTION KEYWORDS:
GREY KNIGHTS