

1850 Pts - Grey Knights - Brad Chester's Adepticon Overall Champion Grey Knights

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Grey Knight Grand Master (1⁺, 210 pts)												
Grey Knight Grand Master	1		6	6	4	4	3	5	3	10	2+4(i)	210
(C:GK, pg. 22); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Iron Halo; Terminator Armour; Melta Bombs; Psychotroke Grenades; Rad Grenades; Nemesis Force Sword; Storm Bolter; And They Shall Know No Fear; Grand Strategy; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 1); The Aegis; Hammerhand; Psychic Communion												
HQ: Inquisitor Coteaz (1⁺, 100 pts)												
Inquisitor Coteaz	1		4	4	3/6	3	3	4/1	3	10	2+	100
(C:GK, pg. 45); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Psyber-Eagle; Bolt Pistol; Master-crafted Nemesis Daemonhammer; I've Been Expecting You; Independent Character; Psyker (Mastery Level 2); Spy Network; Stubborn; Dark Excommunication; Hammerhand; Sanctuary												
Elite: Purifier Squad (11⁺, 335 pts)												
Purifier Squad	1											335
(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; Fearless; Preferred Enemy (Daemons); The Aegis; Rhino; Cleansing Flame; Hammerhand												
Knight of the Flame	1		4	4	4	4	1	4/6	2	9	3+	[26]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd												
Purifier	4		4	4	4	4	1	4	2	9	3+	[136]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Psycannon												
Purifier	1		4	4	4/8	4	1	4/1	2	9	3+	[29]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer												
Purifier	4		4	4	4	4	1	4/6	2	9	3+	[104]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[40]
(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 10 models; Access Points: 3; Fire Points: 1 (2 models); Smoke Launchers; Storm Bolter; Psychic Pilot; Repair; The Aegis; Fortitude												
Elite: Purifier Squad (11⁺, 335 pts)												
Purifier Squad	1											335
(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; Fearless; Preferred Enemy (Daemons); The Aegis; Rhino; Cleansing Flame; Hammerhand												
Knight of the Flame	1		4	4	4	4	1	4/6	2	9	3+	[26]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd												
Purifier	4		4	4	4	4	1	4	2	9	3+	[136]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Psycannon												
Purifier	4		4	4	4	4	1	4/6	2	9	3+	[104]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd												
Purifier	1		4	4	4/8	4	1	4/1	2	9	3+	[29]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[40]
(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 10 models; Access Points: 3; Fire Points: 1 (2 models); Smoke Launchers; Storm Bolter; Psychic Pilot; Repair; The Aegis; Fortitude												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Inquisitorial Henchmen Warband (4⁺, 67 pts)												
Inquisitorial Henchmen Warband	1											67
(C:GK, pg. 48-51); Unit Type: Infantry; Inquisitorial Chimera												
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]
(C:GK, pg. 51); Unit Type: Infantry; Flak Armour; Chainsword; Laspistol												
Inquisitorial Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
(C:GK, pg. 51); Unit Type: Vehicle (Tank); Transport Capacity: 12 models; Access Points: 1; Fire Points: 1 (5 models); Smoke Launchers; Heavy Bolter; Multilaser; Amphibious												
Troops: Inquisitorial Henchmen Warband (4⁺, 67 pts)												
Inquisitorial Henchmen Warband	1											67
(C:GK, pg. 48-51); Unit Type: Infantry; Inquisitorial Chimera												
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]
(C:GK, pg. 51); Unit Type: Infantry; Flak Armour; Chainsword; Laspistol												
Inquisitorial Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
(C:GK, pg. 51); Unit Type: Vehicle (Tank); Transport Capacity: 12 models; Access Points: 1; Fire Points: 1 (5 models); Smoke Launchers; Heavy Bolter; Multilaser; Amphibious												
Troops: Inquisitorial Henchmen Warband (4⁺, 67 pts)												
Inquisitorial Henchmen Warband	1											67
(C:GK, pg. 48-51); Unit Type: Infantry; Inquisitorial Chimera												
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]
(C:GK, pg. 51); Unit Type: Infantry; Flak Armour; Chainsword; Laspistol												
Inquisitorial Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
(C:GK, pg. 51); Unit Type: Vehicle (Tank); Transport Capacity: 12 models; Access Points: 1; Fire Points: 1 (5 models); Smoke Launchers; Heavy Bolter; Multilaser; Amphibious												
Troops: Inquisitorial Henchmen Warband (4⁺, 62 pts)												
Inquisitorial Henchmen Warband	1											62
(C:GK, pg. 48-51); Unit Type: Infantry; Razorback												
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]
(C:GK, pg. 51); Unit Type: Infantry; Flak Armour; Chainsword; Laspistol												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[50]
(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
Troops: Inquisitorial Henchmen Warband (4⁺, 62 pts)												
Inquisitorial Henchmen Warband	1											62
(C:GK, pg. 48-51); Unit Type: Infantry; Razorback												
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]
(C:GK, pg. 51); Unit Type: Infantry; Flak Armour; Chainsword; Laspistol												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[50]
(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
Troops: Inquisitorial Henchmen Warband (7⁺, 140 pts)												
Inquisitorial Henchmen Warband	1											140
(C:GK, pg. 48-51); Unit Type: Infantry; Razorback												
Death Cult Assassin	6		5	3	4	3	1	6	2/3	8	5+/5(i)	[90]
(C:GK, pg. 49); Unit Type: Infantry; Flak Armour; 2x Power Weapons; Uncanny Reflexes												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[50]
(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
Heavy Support: Dreadnought (1⁺, 135 pts)												
Dreadnought	1	Grp:		WS: 4	BS: 4	St: 6	In: 4	At: 2	FA: 12	SA: 12	RA: 10	135
(C:GK, pg. 35); Unit Type: Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Twin-Linked Autocannon; Twin-Linked Autocannon; Preferred Enemy (Daemons); Psychic Pilot; Reinforced Aegis; The Aegis; Fortitude												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Dreadnought (1⁺, 135 pts)												
Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6	In: 4	At: 2	FA: 12	SA: 12	RA: 10		135
(C:GK, pg. 35); Unit Type: Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Twin-Linked Autocannon; Twin-Linked Autocannon; Preferred Enemy (Daemons); Psychic Pilot; Reinforced Aegis; The Aegis; Fortitude												
Heavy Support: Dreadnought (1⁺, 135 pts)												
Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6	In: 4	At: 2	FA: 12	SA: 12	RA: 10		135
(C:GK, pg. 35); Unit Type: Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Twin-Linked Autocannon; Twin-Linked Autocannon; Preferred Enemy (Daemons); Psychic Pilot; Reinforced Aegis; The Aegis; Fortitude												
											Total Cost:	1850

Option Footnotes

Psychic Powers	
Cleansing Flame	See C:GK, pg. 31.
Dark Excommunication	See C:GK, pg. 25.
Fortitude	See C:GK, pg. 33.
Hammerhand	See C:GK, pg. 25.
Psychic Communion	See C:GK, pg. 23.
Sanctuary	See C:GK, pg. 25.
Special Rules	
Amphibious	Ignores water features (see C: IG, pg. 39).
And They Shall Know No Fear	Automatically pass tests to regroup, can test if under 50%, conditions apply (C:SM, pg 51).
Brotherhood of Psykers	See C:GK, pg. 21.
Combat Squads	A ten-man unit has the option of breaking down into two five-man squads.
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Grand Strategy	See C:GK, pg. 22.
I've Been Expecting You	See C:GK, pg. 45.
Independent Character	(See WH40k, pg. 50.)
Preferred Enemy (Daemons)	Re-roll to hit in close combat, conditions apply (p75 WH40K 5E)
Psychic Pilot	See C:GK, pg. 21.
Psyker (Mastery Level 1)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Psyker (Mastery Level 2)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Reinforced Aegis	See C:GK, pg. 35.
Repair	If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is no longer immobilized.
Spy Network	See C:GK, pg. 45.
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
The Aegis	See C:GK, pg. 21.
Uncanny Reflexes	See C:GK, pg. 49.
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Unit Type: Vehicle (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Iron Halo	Confers a 4+ Invulnerable save.
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Power Armour	Confers a 3+ Armour Save.
Psyber-Eagle	24" Range; S4; AP-; Assault D6.
Psybolt Ammunition	See C:GK, pg. 62.

Psychotroke Grenades	See C:GK, pg 60.
Psyk-out Grenades	See C:GK, pg. 61.
Rad Grenades	See C:GK, pg. 61.
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Weapons	
2x Power Weapons	Ignores armour saves in close combat (p42 WH40K 5E)
Bolt Pistol	12" Range; S4; AP5; Pistol
Chainsword	If used with another close combat weapon, +1 attack in close combat.
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Laspistol	12" Range; S3; AP-; Pistol
Master-crafted Nemesis Daemonhammer	
Multilaser	36" Range; S6; AP6; Heavy 3
Nemesis Daemonhammer	Force Weapons, Daemonbane, Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit are considered Crew Shaken as well as whatever else happens.
Nemesis Force Halberd	Force Weapons, Daemonbane, Two-handed weapon. Wielder strikes at +2 Initiative.
Nemesis Force Sword	Force Weapons, Daemonbane, +1 to Invulnerable save against close combat attacks (if bearer has an Invulnerable save, otherwise no effect).
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Psycannon	24" Range; S7; AP4; Assault2 or Heavy4, Rending.
Storm Bolter	24" Range; S4; AP5; Assault 2
Twin-Linked Autocannon	48" Range; S7; AP4; Heavy 2 Linked
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked

Roster Design Information

Grey Knights Special Rules:

Brotherhood of Psykers (Codex: GK, pg. 21)

Psyker Mastery Levels (Codex: GK, pg. 21)

Psychic Pilot (Codex: GK, pg. 21)

Preferred Enemy (Daemons) (Codex: GK, pg. 21)

And They Shall Know No Fear (Codex: GK, pg. 21)

Combat Squads (Codex: GK, pg. 21)

The Aegis (Codex: GK, pg. 21)

Validation Report

c-1. File Version: 1.42 For Bug Reports/www.ab40k.org; b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 36.2

% Fast: 0

% Heavy: 21.9






% HQ: 16.8

Model Count: 54

% Troops: 25.1

% Wargear: 0

Files version: 1.42

Group	Min	Max	Used
	1	2	2
	0	3	2
	2	6	6
	0	3	0
	0	3	3