

1850 Pts - Grey Knights - Dave Ankarlo's Grey Knights 12th Seed Adepticon

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Castellan Crowe (1⁺, 150 pts)												
Castellan Crowe	1		8	4	4	4	2	6	*	10	2+4	150
(C:GK, pg. 42); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Iron Halo; Storm Bolter; The Blade of Antwyr; * The Perfect Warrior; Fearless; Master Swordsman; Preferred Enemy (Daemons); Psyker (Mastery Level 1); The Aegis; Titan's Herald; Cleansing Flame; Hammerhand; Heroic Sacrifice												
HQ: Ordo Xenos Inquisitor (1⁺, 70 pts)												
Ordo Xenos Inquisitor	1		4	4	3	3	3	4	3/4	10	4+	70
(C:GK, pg. 44); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Carapace Armour; Rad Grenades; Bolt Pistol; Chainsword; Independent Character; Psyker (Mastery 1); Stubborn; Upgrade to Psyker; Hammerhand												
Troops: Purifier Squad (8⁺, 233 pts)												
Purifier Squad	1											233
(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	1		4	4	4	4	1	4	2	9	3+	[34]
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												
Troops: Purifier Squad (7⁺, 225 pts)												
Purifier Squad	1											225
(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; Fearless; Preferred Enemy (Daemons); The Aegis; Razorback; 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	2		4	4	4	4	1	4	2	9	3+	[68]
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	2		4	4	4	4	1	4/6	2	9	3+	[52]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd												
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												

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Troops: Purifier Squad (7⁺, 225 pts)												
Purifier Squad	1											225
	(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; Fearless; Preferred Enemy (Daemons); The Aegis; Razorback; 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	2		4	4	4	4	1	4	2	9	3+	[68]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Pscannon											
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	2		4	4	4	4	1	4/6	2	9	3+	[52]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd											
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	(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; Fearless; Preferred Enemy (Daemons); The Aegis; Razorback; 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	2		4	4	4	4	1	4	2	9	3+	[68]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Pscannon											
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	2		4	4	4	4	1	4/6	2	9	3+	[52]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[50]
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Purifier Squad	1											225
	(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; Fearless; Preferred Enemy (Daemons); The Aegis; Razorback; 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	2		4	4	4	4	1	4	2	9	3+	[68]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Pscannon											
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	2		4	4	4	4	1	4/6	2	9	3+	[52]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd											
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											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Purifier Squad (7^x, 225 pts)												
Purifier Squad	1	D										225
	(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; Fearless; Preferred Enemy (Daemons); The Aegis; Razorback; 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	2		4	4	4	4	1	4	2	9	3+	[68]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Psycannon											
Purifier	1		4	4	4/8	4	1	4/1	2	9	3+	[29]
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Purifier	2		4	4	4	4	1	4/6	2	9	3+	[52]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd											
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^x, 136 pts)												
Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6	In: 4	At: 2	FA: 12	SA: 12	RA: 10		136
	(C:GK, pg. 35); Unit Type: Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Searchlight; Twin-Linked Autocannon; Twin-Linked Autocannon; Preferred Enemy (Daemons); Psychic Pilot; Reinforced Aegis; The Aegis; Fortitude											

Heavy Support: Dreadnought (1^x, 136 pts)												
Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6	In: 4	At: 2	FA: 12	SA: 12	RA: 10		136
	(C:GK, pg. 35); Unit Type: Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Searchlight; 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.
Fortitude	See C:GK, pg. 33.
Hammerhand	See C:GK, pg. 25.
Heroic Sacrifice	See C:GK, pg. 26.
Upgrade to Psyker	
Special Rules	
* The Perfect Warrior	See C:GK, pg. 26.
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)
Independent Character	(See WH40k, pg. 50.)
Master Swordsman	See C:GK, pg. 42.
Preferred Enemy (Daemons)	Re-roll to hit in close combat, conditions apply (p75 WH40K 5E)
Psychic Pilot	See C:GK, pg. 21.
Psyker (Mastery 1)	For each Mastery level a character has, he can use one psychic power per turn (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).
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.
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
The Aegis	See C:GK, pg. 21.
Titan's Herald	See C:GK, pg. 26.
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.
Carapace Armour	Confers a 4+ 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)
Power Armour	Confers a 3+ Armour Save.
Psybolt Ammunition	See C:GK, pg. 62.
Psyk-out Grenades	See C:GK, pg. 61.
Rad Grenades	See C:GK, pg. 61.
Searchlight	Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.
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).
Weapons	
Bolt Pistol	12" Range; S4; AP5; Pistol
Chainsword	If used with another close combat weapon, +1 attack in close combat.
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.
Psycannon	24" Range; S7; AP4; Assault2 or Heavy4, Rending.
Storm Bolter	24" Range; S4; AP5; Assault 2
The Blade of Antwyr	See C:GK, pg. 42.
Twin-Linked Autocannon	48" Range; S7; AP4; Heavy 2 Linked
Twin-Linked Heavy	36" Range; S5; AP4; Heavy 3 Linked