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

Name	#	Grp	ws	BS	S	Т	Wo	I	Α	Ld	Save	Cost	
HQ: Castellan Crowe (	1 <sup>‡</sup> , 1	50 pts)	)		•						•		
Castellan Crowe	1		8	4	4	4	2	6	*	10	2+/4	150	
	(C:0	GK, pg.	42); Uı	nit Type	e: Infan	try; Fra	g Grena	des; Kra	ak Grena	ides; Ps	syk-out	Grenade	s; Artificer Armour;
	Pref	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;											
	Han	nmerhan	d; Hero	ic Sacri	fice		-		_				_
HQ: Ordo Xenos Inquis	itor	(1 <sup>‡</sup> , 70	nts)										
Ordo Xenos Inquisitor	1	<u>``</u>	4	4	3	3	3	4	3/4	10	4+	70	
		iK no	44)· Hı	nit Tyne				des: Kr			syk-out	Grenade	s; Carapace
	Armour; Rad Grenades; Bolt Pistol; Chainsword; Independent Character; Psyker (Mastery 1); Stubborn; Upgrade to Psyker; Hammerhand												
Troops: Purifier Squad													
Purifier Squad	0^	, 233 p	15)									233	
Fuiller Squau	(C) (		21\. II-	.:4 T	. Infor	turu Duo	th anh a a	d of Dor	drama. C	<b>l</b>	Canada		; Preferred Enemy
						eansing l				ombat ,	squaus,	reariess	, Fleielled Ellelliy
Knight of the Flame	1	inons),	4	4	4	4	1	4/6	2	9	3+	[26]	
Knight of the Flame		Grenad			<u> </u>		_ •						esis Force Halberd
Purifier	1	Grenac	4	4	4	4	1	3, 10wc	2	9	3+	[34]	sis Force Harberd
1 dillioi		Grenac		<u> </u>		syk-out						[0 1]	
Purifier	1	Grenae	4	4	4/8	4	1	4/1	2	9	3+	[29]	
	Frag	Grenac	les: Kra	k Grena		svk-out	Grenade	es: Powe	er Armo	ur: Stor	m Bolte		esis Daemonhammer
Purifier	4	,	4	4	4	4	1	4/6	2	9	3+	[104]	
	Frag	Grenac	les; Kra	k Grena	ades; Ps	syk-out	Grenade	s; Powe	er Armo	ur; Stor	m Bolte	r; Neme	esis Force Halberd
Rhino						1 RA:						[40]	
	(C:0	GK, pg.	33); Uı	nit Type	e: Vehi	cle (Tan	k); Tra	nsport (	Capacity	y: 10 m	nodels; A	Access P	oints: 3; Fire
	Poir	nts: 1 (2	models	s); Smo	ke Lau	nchers; S	Storm B	olter; P	sychic P	ilot; Re	epair; Th	ne Aegis	; Fortitude
Troops: Purifier Squad	(7 <sup>‡</sup>	. 225 p	ts)										
Purifier Squad	1											225	
	(C·0	iK no	31)· III	it Tyne	⊥ •• Infan	trv: Bro	therhoo	d of Psy	ıkers: C	ombat !	Zanaqe.	Fearless	; Preferred Enemy
						; Cleans					oquuus,	1 carress	, Treferred Emerity
Knight of the Flame	1	,	4	4	4	4	1	4/6	2	9	3+	[26]	
	Frag	Grenac	les; Kra	k Grena	ides; Ps	syk-out	Grenade		er Armo	ur; Stor			esis Force Halberd
Purifier	2		4	4	4	4	1	4	2	9	3+	[68]	
	Frag	Grenac	les; Kra	k Grena	ades; Ps	syk-out	Grenade	s; Powe	er Armo	ur; Psy	cannon		
Purifier	1		4	4	4/8	4	1	4/1	2	9	3+	[29]	
	Frag	Grenac	les; Kra	k Grena	ades; Ps	syk-out	Grenade	s; Powe	er Armo	ur; Stor	m Bolte	r; Neme	esis Daemonhammer
Purifier	2		4	4	4	4	1	4/6	2	9	3+	[52]	
								s; Powe	er Armo	ur; Stor	m Bolte	r; Neme	esis Force Halberd
Razorback						1 RA:						[50]	
		(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire											
	1	Points: 0; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis;								Pilot; The Aegis;			
	Fort	itude											

Name	#	Grp	WS	BS	S	Т	Wo	ı	Α	Ld	Save	Cost	
Troops: Purifier Squad	(7 <sup>‡</sup> ,	225 p	ts)				•						
Purifier Squad	1											225	
·	(C: C	GK, pg.	31); Ur	it Type	e: Infar	try; Bro	therhood	d of Psy	kers; C	ombat	Squads;	Fearless	; Preferred Enemy
						; Cleans					1		,
Knight of the Flame	1		4	4	4	4	1	4/6	2	9	3+	[26]	
	Frag	Grenac	les; Kra	k Grena	ades; P	syk-out	Grenade	s; Powe	er Armo	ur; Sto	rm Bolte	er; Neme	esis Force Halberd
Purifier	2		4	4	4	4	1	4	2	9	3+	[68]	
	Frag	Grenac	les; Kra	k Grena	ades; P	syk-out (	Grenade	s; Powe	er Armo	ur; Psy	cannon		
Purifier	1		4	4	4/8	4	1	4/1	2	9	3+	[29]	
	Frag	Grenac	les; Kra	k Grena	ades; P	syk-out (	Grenade	s; Powe	er Armo	ur; Sto	rm Bolte	er; Neme	esis Daemonhammer
Purifier	2		4	4	4	4	1	4/6	2	9	3+	[52]	
	Frag	Grenac	les; Kra	k Grena	ades; P	syk-out	Grenade	s; Powe	er Armo	ur; Sto	rm Bolte	r; Neme	esis Force Halberd
Razorback						1 RA: 1						[50]	
	(C:C	K, pg.	33); Ur	nit Type	e: Vehi	cle (Tan	k); <b>Tra</b> ı	nsport	Capacit	y: 6 m	odels; A	ccess Po	oints: 3; Fire
													Pilot; The Aegis;
		itude			•						,		, ,
Troops: Purifier Squad	/7 Î	225 n	tc\										
Purifier Squad	1	, 223 p	ເຣງ	1		1		1			1	225	
Fullilei Squau	(C) (		21). II-	. *4 T	. IC	. t D	411	1 - f D	-1 C	1 4	C 1		. D. f 1 E
											Squads;	reariess	; Preferred Enemy
Knight of the Flores	(Dae	emons);		gis; Ka	zorback 4	; Cleans	ing Flar		nmernan		3+	[26]	
Knight of the Flame	Т		4	1 6	_ •			4/6		9			' T II II 1
D		Grenac	les; Kra	k Grena			Grenade		1				esis Force Halberd
Purifier	2		4	4	4	4	<u> </u>	<u>4</u>	2	9	3+	[68]	
	Frag	Grenac	ies; Kra	T	T	syk-out	1	1	er Armo			[00]	
Purifier	1		4	4	4/8	4	1 .	4/1	. 2	9	3+	[29]	
· · ·		Grenac	ies; Kra				Grenade						esis Daemonhammer
Purifier	2		4	4	4	4	1 .	4/6	2	9	3+	[52]	
								s; Powe	er Armo	ur; Sto	rm Bolte		esis Force Halberd
Razorback						1 RA: 1			~ .			[50]	
													oints: 3; Fire
			Smoke L	Launche	rs; Psy	bolt Am	munition	n; Twin	-Linked	Heavy	Bolter;	Psychic	Pilot; The Aegis;
	Fortitude												
<b>Troops: Purifier Squad</b>	(7 <sup>‡</sup> ,	225 p	ts)										
Purifier Squad	1											225	
-	(C:C	GK, pg.	31); Ur	it Type	e: Infar	try; Bro	therhood	d of Psy	kers; C	ombat	Squads;	Fearless	; Preferred Enemy
						; Cleans					1		,
Knight of the Flame	1		4	4	4	4	1	4/6	2	9	3+	[26]	
9	Frag	Grenac	les: Kra	k Grena	ades: P	svk-out	Grenade	s: Powe	er Armo	ur: Sto	rm Bolte	r: Neme	esis Force Halberd
Purifier	2		4	4	4	4	1	4	2	9	3+	[68]	
	Frag	Grenac	les: Kra	k Grena	ades: Pa	syk-out	Grenade						
Purifier	1		4	4	4/8	4	1	4/1	2	9	3+	[29]	
	Frag	Grenac	les: Kra	k Grena		svk-out (	Grenade	s: Powe	er Armo	ur: Sto			esis 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												
	<b>Points:</b> 0; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis;												
		itude	one L		, <b>-</b> ,	- 510 1 1111		-, - 1111			,	- 5, 51110	,
	,_ 510												

#	Grp	WS	BS	S	T	Wo	I	Α	Ld	Save	Cost	
(7 <sup>‡</sup> ,	225 pt	s)			,			,		,		
1		•									225	
(C:C	K, pg.	31); Un	it Type	: Infant	ry; Bro	therhood	d of Psy	kers; C	ombat \$	Squads;	Fearless	; Preferred Enemy
(Dae	emons);	The Ae	gis; Raz	orback;	Cleans	ing Flar	ne; Han	nmerhan	ıd			•
1		4	4	4	4	1	4/6	2	9	3+	[26]	
Frag	Grenac	es; Kra	k Grena	des; Ps	yk-out (	Grenade	s; Powe	r Armo	ur; Stor			esis Force Halberd
2		4	4	4	4	1	4	2	9	3+	[68]	
	Grenac	es; Kra	k Grena		yk-out (	<u>Grenade</u>			ur; Psyc			
		4	4		4	1	., .		9			
	Grenac					Grenade						esis Daemonhammer
					<u> </u>	1			_			
							s; Powe	r Armo	ur; Stor	m Bolte		esis Force Halberd
_								<u> </u>			[]	
l		moke L	auncnei	rs; Psyd	oit Ami	nunitior	ı; I wın-	-Linkea	Heavy	Bolter;	Psycnic	Pilot; The Aegis;
_												
(C:GK, pg. 35); Unit Type: Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Searchlight; Twin-												
l					Autocar	non; Pi	eferred	Enemy	(Daemo	ons); Psy	chic Pi	lot; Reinforced
Aeg	is; The <i>I</i>	Aegis; F	ortitude	<u>;</u>								
Heavy Support: Dreadnought (1 <sup>‡</sup> , 136 pts)												
1	Grp: 😃	WS: 4	BS: 4	1 St: 6	In: 4	At: 2	FA: 12	SA: 12	2 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												
Aeg	is; The	Aegis; F	ortitude	<b>;</b>	·							
									Total	Cost:	1850	
	(C:C) Clink Aegin	(7 <sup>‡</sup> , 225 pt  1	(C:GK, pg. 31); Un (Daemons); The Ae 1	(C:GK, pg. 31); Unit Type (Daemons); The Aegis; Raz	(C:GK, pg. 31); Unit Type: Infant (Daemons); The Aegis; Razorback;  1	(C:GK, pg. 31); Unit Type: Infantry; Brogomons); The Aegis; Razorback; Cleans  1	(C:GK, pg. 31); Unit Type: Infantry; Brotherhood (Daemons); The Aegis; Razorback; Cleansing Flar 1	(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psy (Daemons); The Aegis; Razorback; Cleansing Flame; Ham 1	(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; C (Daemons); The Aegis; Razorback; Cleansing Flame; Hammerhan 1	(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat S (Daemons); The Aegis; Razorback; Cleansing Flame; Hammerhand  1	(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; (Daemons); The Aegis; Razorback; Cleansing Flame; Hammerhand  1	(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; Fearless (Daemons); The Aegis; Razorback; Cleansing Flame; Hammerhand  1

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	Re-roll to hit in close combat, conditions apply (p75 WH40K 5E)
(Daemons)	
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 immobilzed for any reason, then in subsequent turns the crew can attempt a temporary repair
	instead of the vehicle shooting. Roll a D6 in the Shotting phase, and on a 6 the vehicle is no longer
	immobilzed.
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	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
(Tank)	
Unit Type: Vehicle	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
(Walker)	

	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