

## ▲ 1850 Pts - Grey Knights - Joakim Engstrom's Grey Knights 7th Seed Adepticon 2012

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Lord Kaldor Draigo (1<sup>+</sup>, 275 pts)</b>												
Lord Kaldor Draigo	1	☠	7	6	5	5	4	5	4	10	2+/3	275
(C:GK, pg. 38); <b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Storm Shield; Terminator Armour; Storm Bolter; The Titansword; Eternal Warrior; Fearless; Grand Strategy; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 2); The Aegis; Hammerhand; Psychic Communion; Sanctified Flame												
<b>HQ: Inquisitor Coteaz (1<sup>+</sup>, 100 pts)</b>												
Inquisitor Coteaz	1	☠	4	4	3/6	3	3	4/1	3	10	2+	100
(C:GK, pg. 45); <b>Unit Type:</b> 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												
<b>Elite: Vindicare Assassin (1<sup>+</sup>, 145 pts)</b>												
Vindicare Assassin	1	☠	8	8	4	4	2	7	4	10	4+/4	145
(C:GK, pg. 52); <b>Unit Type:</b> Infantry; Blind Grenades; Frag Grenades; Synskin; Exitus Pistol; Exitus Rifle; Deadshot; Fearless; Fleet; Infiltrate; Lightning Reflexes; Move Through Cover; Stealth												
<b>Troops: Paladin Squad (5<sup>+</sup>, 340 pts)</b>												
Paladin Squad	1	☠										340
(C:GK, pg. 30); <b>Unit Type:</b> Infantry; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Preferred Enemy (Daemons); The Aegis; Hammerhand; Holocaust												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5	[75]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Psycannon; Nemesis Daemonhammer												
Paladin	1		5	4	4	4	2	4/6	2	9	2+/5	[75]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Psycannon; Nemesis Force Halberd												
Paladin	1		5	4	4	4	2	4/6	2	9	2+/5	[55]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Force Halberd												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5	[55]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Daemonhammer												
Paladin	1		5	4	4	4	2	4	2	9	2+/5	[80]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Brotherhood Banner; Storm Bolter												
<b>Troops: Inquisitorial Henchmen Warband (4<sup>+</sup>, 63 pts)</b>												
Inquisitorial Henchmen Warband	1	☠										63
(C:GK, pg. 48-51); <b>Unit Type:</b> Infantry; Razorback												
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]
(C:GK, pg. 51); <b>Unit Type:</b> Infantry; Flak Armour; Chainsword; Laspistol												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[51]
(C:GK, pg. 33); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 6 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 0; Smoke Launchers; Psybolt Ammunition; Searchlight; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
<b>Troops: Inquisitorial Henchmen Warband (4<sup>+</sup>, 63 pts)</b>												
Inquisitorial Henchmen Warband	1	☠										63
(C:GK, pg. 48-51); <b>Unit Type:</b> Infantry; Razorback												
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]
(C:GK, pg. 51); <b>Unit Type:</b> Infantry; Flak Armour; Chainsword; Laspistol												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[51]
(C:GK, pg. 33); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 6 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 0; Smoke Launchers; Psybolt Ammunition; Searchlight; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												

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<b>Troops: Inquisitorial Henchmen Warband (4<sup>+</sup>, 63 pts)</b>												
Inquisitorial Henchmen Warband	1											63
	(C:GK, pg. 48-51); <b>Unit Type:</b> Infantry; Razorback											
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]
	(C:GK, pg. 51); <b>Unit Type:</b> Infantry; Flak Armour; Chainsword; Laspistol											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[51]
	(C:GK, pg. 33); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 6 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 0; Smoke Launchers; Psybolt Ammunition; Searchlight; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude											
<b>Fast Attack: Grey Knight Interceptor Squad (10<sup>+</sup>, 300 pts)</b>												
Grey Knight Interceptor Squad	1											300
	(C:GK, pg. 28); <b>Unit Type:</b> Jump Infantry; Psybolt Ammunition; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Deep Strike; Preferred Enemy (Daemons); The Aegis; Hammerhand; Warp Quake											
Justicar	1		4	4	4	4	1	4	2	9	3+	[26]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Personal Teleporter; Power Armour; Nemesis Force Sword; Storm Bolter											
Grey Knights	2		4	4	4	4	1	4	1	8	3+	[72]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Personal Teleporter; Power Armour; Psycannon											
Grey Knights	7		4	4	4	4	1	4	1	8	3+	[182]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Personal Teleporter; Power Armour; Nemesis Force Sword; Storm Bolter											
<b>Heavy Support: Dreadnought (1<sup>+</sup>, 136 pts)</b>												
Dreadnought	1	Grp:		WS: 4	BS: 4	St: 6	In: 4	At: 2	FA: 12	SA: 12	RA: 10	136
	(C:GK, pg. 35); <b>Unit Type:</b> Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Searchlight; Twin-Linked Autocannon; Twin-Linked Autocannon; Preferred Enemy (Daemons); Psychic Pilot; Reinforced Aegis; The Aegis; Fortitude											
<b>Heavy Support: Dreadnought (1<sup>+</sup>, 135 pts)</b>												
Dreadnought	1	Grp:		WS: 4	BS: 4	St: 6	In: 4	At: 2	FA: 12	SA: 12	RA: 10	135
	(C:GK, pg. 35); <b>Unit Type:</b> Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Twin-Linked Autocannon; Twin-Linked Autocannon; Preferred Enemy (Daemons); Psychic Pilot; Reinforced Aegis; The Aegis; Fortitude											
<b>Heavy Support: Nemesis Dreadknight (1<sup>+</sup>, 235 pts)</b>												
Nemesis Dreadknight	1		5	4	6	6	4	4	3/4	10	2+/5	235
	(C:GK, pg. 34); <b>Unit Type:</b> Monstrous Creature; Dreadknight Armour; Personal Teleporter; Nemesis Doomfist; Nemesis Doomfist; Heavy Incinerator; And They Shall Know No Fear; Preferred Enemy (Daemons); Psyker (Mastery Level 1); The Aegis; Dark Excommunication; Hammerhand											
<b>Total Cost:</b>											<b>1855</b>	

### Option Footnotes

Psychic Powers	
Dark Excommunication	See C:GK, pg. 25.
Fortitude	See C:GK, pg. 33.
Hammerhand	See C:GK, pg. 25.
Holocaust	See C:GK, pg. 30.
Psychic Communion	See C:GK, pg. 23.
Sanctified Flame	See C:GK, pg. 39.
Sanctuary	See C:GK, pg. 25.
Warp Quake	See C:GK, pg. 28.
Special Rules	
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.
Deadshot	See C:GK, pg. 53.
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Eternal Warrior	Immune to Instant Death (p74 WH40K 5E)
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Fleet	May assault in the same turn as running, 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.)
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
Lightning Reflexes	See C:GK, pg. 52.
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
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)	Psykers can use one psychic power per player turn (WH40K, pg. 50).
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.
Spy Network	See C:GK, pg. 45.
Stealth	Improve cover save by +1, conditions apply (p76 WH40K 5E)
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
The Aegis	See C:GK, pg. 21.
Unit Type	
<b>Unit Type:</b> Infantry	Unit Type: Infantry (p.54 WH40k)
<b>Unit Type:</b> Jump Infantry	1) Move up to 12" over terrain, start or end of move in Diff Terr, reqs Dangerous Terrain test. 2) May enter play by Deep Strike. 3) Assault 6" affected by Diff Terr. 4) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test. (p.52 WH40k)
<b>Unit Type:</b> Monstrous Creature	Unit Type: Monstrous Creature (p.51 WH40k) 1) Have Move Through Cover (p. 75 WH40k) 2) Fire two weapons per turn and have Relentless (p. 76 WH40k). 3) Close combat wounds ignore Armour Saves. 4) Armour penetration 2D6+Str
<b>Unit Type:</b> Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
<b>Unit Type:</b> Vehicle (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Blind Grenades	Defensive Grenades; (See WH40K 5E, pg. 36).
Brotherhood Banner	See C:GK, pg. 62.
Dreadknight Armour	See C:GK, pg. 28.
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).
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Personal Teleporter	See C:GK, pg. 28.
Power Armour	Confers a 3+ Armour Save.
Psyber-Eagle	24" Range; S4; AP-; Assault D6.
Psybolt Ammunition	See C:GK, pg. 62.
Psyk-out 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).
Storm Shield	3+ Invulnerable Save. This may not be combined with Iron Halo or Rosarius save.
Synskin	See C:GK, pg. 52.
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Weapons	
Bolt Pistol	12" Range; S4; AP5; Pistol
Chainsword	If used with another close combat weapon, +1 attack in close combat.
Exitus Pistol	12" Range, Sx; AP1; Pistol, Sniper, Special Ammunition.
Exitus Rifle	36" Range, Sx; AP1; Heavy1, Sniper, Special Ammunition.

Heavy Incinerator	Template*; S6; AP4; Heavy1 (place the template so that the narrow end is within 12" of the weapon and the large end is no closer to the weapon than the narrow end).
Laspistol	12" Range; S3; AP-; Pistol
Master-crafted Nemesis Daemonhammer	
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 Doomfist	Force Weapons, Daemonbane, Strength 10, Ignores armour saves in close combat.
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).
Psycannon	24" Range; S7; AP4; Assault2 or Heavy4, Rending.
Storm Bolter	24" Range; S4; AP5; Assault 2
The Titansword	See C:GK, pg. 39.
Twin-Linked Autocannon	48" Range; S7; AP4; Heavy 2 Linked
Twin-Linked Heavy	36" Range; S5; AP4; Heavy 3 Linked