

1850 Pts - Grey Knights - Justin Cook's Grey Knights 4th Seed Adepticon 2012

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Inquisitor Coteaz (1^X, 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												
HQ: Ordo Xenos Inquisitor (1^X, 82 pts)												
Ordo Xenos Inquisitor	1		4	4	3	3	3	4	3/4	10	3+	82
(C:GK, pg. 44); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Psychotroke Grenades; Rad Grenades; Servo-skulls (x3); Power Armour; Bolt Pistol; Power Sword (x1); Independent Character; Stubborn												
Elite: Venerable Dreadnought (1^X, 195 pts)												
Venerable	1	Grp:	WS: 5	BS: 5	St: 6	In: 4	At: 2	FA: 12	SA: 12	RA: 10		195
(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; Venerable; Fortitude												
Elite: Purifier Squad (10^X, 290 pts)												
Purifier Squad	1											290
(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; Fearless; Preferred Enemy (Daemons); The Aegis; Cleansing Flame; Hammerhand												
Knight of the Flame	1		4	4	4	4	1	4	2	9	3+	[24]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter												
Purifier	3		4	4	4	4	1	4	2	9	3+	[72]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter												
Purifier	4		4	4	4	4	1	4	2	9	3+	[136]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Psycannon												
Purifier	2		4	4	4/8	4	1	4/1	2	9	3+	[58]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer												
Elite: Purifier Squad (10^X, 290 pts)												
Purifier Squad	1											290
(C:GK, pg. 31); Unit Type: Infantry; Brotherhood of Psykers; Combat Squads; Fearless; Preferred Enemy (Daemons); The Aegis; Cleansing Flame; Hammerhand												
Knight of the Flame	1		4	4	4	4	1	4	2	9	3+	[24]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter												
Purifier	3		4	4	4	4	1	4	2	9	3+	[72]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter												
Purifier	2		4	4	4/8	4	1	4/1	2	9	3+	[58]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer												
Purifier	4		4	4	4	4	1	4	2	9	3+	[136]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Psycannon												
Troops: Inquisitorial Henchmen Warband (4^X, 98 pts)												
Inquisitorial Henchmen Warband	1											98
(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						[86]
(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Psybolt Ammunition; Searchlight; Twin-Linked Assault Cannon; Psychic Pilot; The Aegis; Fortitude												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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Inquisitorial Henchmen Warband	1											98
	(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						[86]
	(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Psybolt Ammunition; Searchlight; Twin-Linked Assault Cannon; Psychic Pilot; The Aegis; Fortitude											
Troops: Inquisitorial Henchmen Warband (4^x, 97 pts)												
Inquisitorial Henchmen Warband	1											97
	(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						[85]
	(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Psybolt Ammunition; Twin-Linked Assault Cannon; Psychic Pilot; The Aegis; Fortitude											
Troops: Inquisitorial Henchmen Warband (4^x, 97 pts)												
Inquisitorial Henchmen Warband	1											97
	(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						[85]
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Inquisitorial Henchmen Warband	1											97
	(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						[85]
	(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Psybolt Ammunition; Twin-Linked Assault Cannon; Psychic Pilot; The Aegis; Fortitude											
Heavy Support: Dreadnought (1^x, 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^x, 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^x, 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:											1849	

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.
Sanctuary	See C:GK, pg. 25.
Special Rules	
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)
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 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.
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
The Aegis	See C:GK, pg. 21.
Venerable	On a glancing or penetrating hit, you may ask your opponent to re-roll the result rolled on the Vehicle damage Chart.
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).
Krak Grenades	One attack with 6+D6 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.
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.
Servo-skulls	See C:GK, pg. 62.
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.
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 Force Sword	Force Weapons, Daemonbane, +1 to Invulnerable save against close combat attacks (if bearer has an Invulnerable save, otherwise no effect).
Power Sword	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 Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked

Twin-Linked Autocannon	48" Range; S7; AP4; Heavy 2 Linked
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