


1850 Pts - Grey Knights - Nick Nanavati's Grey Knights 14th Seed Adepticon 2012

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Ordo Xenos Inquisitor (1⁺, 55 pts)												
Ordo Xenos Inquisitor	1		4	4	3	3	3	4	3/4	10	4+	55
(C:GK, pg. 44); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Carapace Armour; Psychotroke Grenades; Rad Grenades; Bolt Pistol; Chainsword; Independent Character; Stubborn												
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 (6⁺, 186 pts)												
Purifier Squad	1											186
(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	2	9	3+	[24]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter												
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	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												
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[41]
(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 10 models; Access Points: 3; Fire Points: 1 (2 models); Smoke Launchers; Searchlight; Storm Bolter; Psychic Pilot; Repair; The Aegis; Fortitude												
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(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	2	9	3+	[24]
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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	1		4	4	4	4	1	4	2	9	3+	[24]
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(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 10 models; Access Points: 3; Fire Points: 1 (2 models); Smoke Launchers; Searchlight; Storm Bolter; Psychic Pilot; Repair; The Aegis; Fortitude												
Troops: Grey Knight Strike Squad (6⁺, 171 pts)												
Grey Knight Strike Squad	1											171
(C:GK, pg. 28); Unit Type: Infantry; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Deep Strike; Preferred Enemy (Daemons); The Aegis; Razorback; Hammerhand; Warp Quake												
Justicar	1		4	4	4/8	4	1	4/1	2	9	3+	[30]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer												
Grey Knight	1		4	4	4	4	1	4	1	8	3+	[30]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Psycannon												
Grey Knights	3		4	4	4	4	1	4	1	8	3+	[60]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[51]
(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 Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												

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	(C:GK, pg. 28); Unit Type: Infantry; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Deep Strike; Preferred Enemy (Daemons); The Aegis; Razorback; Hammerhand; Warp Quake											
Justicar	1		4	4	4/8	4	1	4/1	2	9	3+	[30]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer											
Grey Knight	1		4	4	4	4	1	4	1	8	3+	[30]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Psycannon											
Grey Knights	3		4	4	4	4	1	4	1	8	3+	[60]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[51]
	(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 Heavy Bolter; Psychic Pilot; The Aegis; Fortitude											
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Justicar	1		4	4	4/8	4	1	4/1	2	9	3+	[30]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer											
Grey Knight	1		4	4	4	4	1	4	1	8	3+	[30]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Psycannon											
Grey Knights	3		4	4	4	4	1	4	1	8	3+	[60]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[51]
	(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 Heavy Bolter; Psychic Pilot; The Aegis; Fortitude											
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Grey Knight Strike Squad	1											171
	(C:GK, pg. 28); Unit Type: Infantry; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Deep Strike; Preferred Enemy (Daemons); The Aegis; Razorback; Hammerhand; Warp Quake											
Justicar	1		4	4	4/8	4	1	4/1	2	9	3+	[30]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer											
Grey Knight	1		4	4	4	4	1	4	1	8	3+	[30]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Psycannon											
Grey Knights	3		4	4	4	4	1	4	1	8	3+	[60]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Nemesis Force Sword; Storm Bolter											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[51]
	(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 Heavy Bolter; Psychic Pilot; The Aegis; Fortitude											
Troops: Inquisitorial Henchmen Warband (7⁺, 105 pts)												
Inquisitorial Henchmen Warband	1											105
	(C:GK, pg. 48-51); Unit Type: Infantry											
Death Cult Assassin	7		5	3	4	3	1	6	2/3	8	5+/5	[105]
	(C:GK, pg. 49); Unit Type: Infantry; Flak Armour; 2x Power Weapons; Uncanny Reflexes											
Heavy Support: Dreadnought (1⁺, 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⁺, 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											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Land Raider Redeemer (1^x, 261 pts)												
Land Raider Redeemer	1	Grp: 	BS: 4	FA: 14	SA: 14	RA: 14						261
(C:GK, pg. 36); Unit Type: Vehicle (Tank); Transport Capacity: 12 models; Access Points: 3; Fire Points: 0; Frag Assault Launchers; Smoke Launchers; Multi-melta; Psybolt Ammunition; Searchlight; 2x Flamestorm Cannons; Twin-Linked Assault Cannon; Assault Vehicle; Power of the Machine Spirit; Psychic Pilot; 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.
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).
Assault Vehicle	Models disembarking from any access point can launch an assault on any turn they do so. A unit that Deep Strikes within a Land Raider cannot assault in the turn it arrives.
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.
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
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.)
Power of the Machine Spirit	The vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to an other weapons, subject to the normal rules for shooting. Therefore, a vehicle that has moved at combat speed may fire two weapons, and a vehicle that has either moved at cruising speed, or has suffered a 'Crew Stunned' or 'Crew Shaken' result can fire a single weapon.
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.
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.
Carapace Armour	Confers a 4+ Armour Save.
Flak Armour	Confers a 5+ Armour Save.
Frag Assault Launchers	See C:SM, pg. 82.
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)
Multi-melta	24" Range; S8; AP1; Heavy 1; Melta.
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.
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	
2x Flamestorm Cannons	Range: Template; S6; AP3; Heavy 1.
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.
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 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 Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Autocannon	48" Range; S7; AP4; Heavy 2 Linked
Twin-Linked Heavy	36" Range; S5; AP4; Heavy 3 Linked