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

Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost	
HQ: Ordo Xenos Inquis											1		
Ordo Xenos Inquisitor	1		4	4	3	3	3	4	3/4	10	4+	55	
	(C:0	GK, pg.	44); Uı	it Type	e: Infan	try; Fra	g Grena	des; Kr	ak Grena	ades; P	syk-out	Grenade	s; Carapace
													aracter; Stubborn
HQ: Inquisitor Coteaz (/1 . .	100 pts	:)										
Inquisitor Coteaz	1		4	4	3/6	3	3	4/1	3	10	2+	100	
•	(C:0	GK. pg.	45): Uı	it Type	e: Infan	trv: Fra	Grena	des: Kr	ak Grena	ades: P	svk-out	Grenade	s; Artificer Armour;
													You; Independent
	Cha	racter; F	Psyker (Mastery	Level	2); Spy	Network	k; Stubb	orn; Da	rk Exco	ommunio	cation; I	Hammerhand;
	Sand	ctuary											
Elite: Purifier Squad (6	. [‡] , 18	36 pts)											
Purifier Squad	1											186	
	(C:0	GK, pg.	31); Uı	it Type	e: Infan	try; Bro	therhoo	d of Psy	ykers; C	ombat	Squads;	Fearless	s; Preferred Enemy
	(Dae	emons);	The Ae	gis; Rh	ino; Cle	eansing l	Flame; I	Hammei	hand		-		
Knight of the Flame	1		4	4	4	4	1	4	2	9	3+	[24]	
		Grenad	des; Kra	k Grena			Grenade						rd; Storm Bolter
Purifier	2		4	4	4	4	1	4	2	9	3+	[68]	
Purifier	Frag	Grenac	des; Kra	k Grena	4/8	syk-out 4	Grenade 1	2s; Powe 4/1	er Armo	ur; Psy	cannon 3+	[29]	
Fullilei		Grana		<u> </u>		<u> </u>							esis Daemonhammer
Purifier	11ag	Grenac	4	4	4	4	1	3, 10wc	2	9	3+	[24]	Sis Daemonnammer
T dillion	Frag	Grenac	des: Kra	k Grena	ades: Ps	svk-out	 Grenade	es: Powe					rd; Storm Bolter
Rhino						1 RA:		.,		,		[41]	
								nsport	Capacit	y: 10 n	nodels; A	Access I	Points: 3; Fire
													r; The Aegis;
	Fort	itude											
Elite: Purifier Squad (6	[‡] , 18	36 pts)											
Purifier Squad	1											186	
	(C:0	GK, pg.	31); Uı	it Type	e: Infan	try; Bro	therhoo	d of Psy	ykers; C	ombat	Squads;	Fearless	s; Preferred Enemy
	(Dae	emons);	The Ae	gis; Rh	ino; Cle	eansing l	Flame; I	Hammei	hand	,	,		
Knight of the Flame	1		4	4	4	4	1	4	2	9	3+	[24]	
D. wiff a w		Grenac	1	1	1	1	Grenade	1		T			rd; Storm Bolter
Purifier	2	C	4	1- C	4	4	1 1-	4	2	9	3+	[68]	
Purifier	1 1	Grenac	4	4	4/8	4	1	4/1	er Armo	ur; Psy	3+	[29]	
1 dilliei		Grenac	<u> </u>	<u> </u>			' Grenade						esis Daemonhammer
Purifier	1	Grenae	4	4	4	4	1	4	2	9	3+	[24]	2313 Buemomumici
	Frag	Grenad	des; Kra	k Grena	ades; Ps	syk-out	Grenade	s; Powe	er Armo	ur; Nen	nesis Fo		rd; Storm Bolter
Rhino						1 RA:						[41]	
													Points: 3; Fire
			2 model:	s); Smo	ke Laui	nchers; S	Searchli	ght; Sto	rm Bolte	er; Psy	chic Pilo	t; Repai	r; The Aegis;
		itude											
Troops: Grey Knight S	trike		1 (6 [‡] , 1	71 pts)		1			1	1		
Grey Knight Strike	1	LN .										171	
Squad	1 '					•	•						Psykers; Combat
	Squa	ads; De		e; Prefe			aemons)		Aegis; Ra	_			; Warp Quake
Justicar	1	C	4	4 - C	4/8	4	1 1-	4/1	2	9	3+	[30]	
Grey Knight	Frag	Grenac	ies; Kra	K Grena	des; Ps	yk-out 4	Grenade	s; Powe	ar Armo	ur; Stoi	3+	(30)	esis Daemonhammer
Oley Kilight	Fran	Grenac	les Kra	k Grens	<u> </u>		⊥ <u>'</u> Grenade	<u> </u>	er Armo			[30]	
Grey Knights	3	Grenac	4	4	4	4	1	4	1	8	3+	[60]	
,	<u> </u>	Grenad	des; Kra	k Grena		<u> </u>	Grenade		er Armo				rd; Storm Bolter
Razorback						1 RA:						[51]	
	(C:0	GK, pg.	33); Uı	nit Typ	e: Vehi	cle (Tan	k); Tra						oints: 3; Fire
					rs; Psyl	oolt Am	munitio	n; Searc	hlight; T	Γwin-L	inked He	eavy Bo	lter; Psychic Pilot;
	The	Aegis;	Fortitud	e									

Name	# Grp V	VS BS	S	Т	Wo	I	Α	Ld	Save	Cost		
Troops: Grey Knight S	trike Squad (6 [‡] , 171 pt	s)		,	,						
Grey Knight Strike	1 1									171		
Squad										ood of Psykers; Combat		
	Squads; Deep	Strike; Pref		nemy (D	aemons		Aegis; R	azorbac	k; Hamı	merhand; Warp Quake		
Justicar	1	4 4	4/8	4	1	4/1	2	9	3+	[30]		
	Frag Grenades	Krak Grer		syk-out	Grenade	es; Pow	er Armo	ur; Sto	rm Bolte	er; Nemesis Daemonhammer		
Grey Knight	1	4 4	4	4	1	4	1	8	3+	[30]		
	Frag Grenades	Krak Grer	ades; P	syk-out	Grenade	es; Pow	er Armo	ur; Psy	cannon			
Grey Knights	3	4 4	4	4	1	4	1	8	3+	[60]		
						es; Pow	er Armo	ur; Nei	nesis Fo	rce Sword; Storm Bolter		
Razorback	1 Grp: BS									[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											
T			- \									
Troops: Grey Knight S	trike Squad (5^, 1/1 pt	S)		1			1	1	474		
Grey Knight Strike	1 12					1				171		
Squad										ood of Psykers; Combat		
	Squads; Deep	i i			1			T		merhand; Warp Quake		
Justicar	1	4 4	4/8	4	1	4/1	2	9	3+	[30]		
					Grenade					er; Nemesis Daemonhammer		
Grey Knight	1	4 4	4	4	1	4	1 1	8	3+	[30]		
	Frag Grenades:			1	Grenade		er Armo	T		1001		
Grey Knights	3	4 4	4	4	1 1	4	1	8	3+	[60]		
						es; Pow	er Armo	ur; Nei	mesis Fo	rce Sword; Storm Bolter		
Razorback	1 Grp: BS						~ .			[51]		
										ccess Points: 3; Fire		
			ers; Psy	bolt Am	munitio	n; Sear	chlight;	Iwin-L	inked He	eavy Bolter; Psychic Pilot;		
	The Aegis; For	titude										
Troops: Grey Knight S	trike Squad (6 [*] , 171 pt	s)		,					,		
Grey Knight Strike	1 🛭									171		
Squad	(C:GK, pg. 28); Unit Typ	e: Infar	ntry; An	d They	Shall K	now No	Fear;	Brotherh	ood of Psykers; Combat		
	Squads; Deep	Strike; Pref	erred E	nemy (D	aemons); The <i>I</i>	Aegis; R	azorbac	k; Hamı	merhand; Warp Quake		
Justicar	1	4 4	4/8	4	1	4/1	2	9	3+	[30]		
	Frag Grenades	Krak Grer	ades; Pa	syk-out	Grenade	es; Pow	er Armo	ur; Sto	rm Bolte	er; Nemesis Daemonhammer		
Grey Knight	1	4 4	4	4	1	4	1	8	3+	[30]		
	Frag Grenades	Krak Grer	ades; P	syk-out	Grenade	es; Pow	er Armo	ur; Psy	cannon			
Grey Knights	3	4 4	4	4	1	4	1	8	3+	[60]		
	Frag Grenades	Krak Grer	ades; P	syk-out	Grenade	es; Pow	er Armo	ur; Ner	nesis Fo	rce Sword; Storm Bolter		
Razorback	1 Grp: BS: 4 FA: 11 SA: 11 RA: 10 [51]											
										ccess Points: 3; Fire		
	Points: 0; Smo	oke Launch	ers; Psy	bolt Am	munitio	n; Sear	chlight; '	Гwin-L	inked He	eavy Bolter; Psychic Pilot;		
	The Aegis; For	titude										
Troops: Inquisitorial He	enchmen War	band (7 [‡] .	105 pt	s)								
Inquisitorial Henchmen	1 0	,		1						105		
Warband	(C:GK, pg. 48		Type: It	nfantry								
Death Cult Assassin	7 7	5 3	1 ypc. 11 4	3	1	6	2/3	8	5+/5	[105]		
Death Guit /133a33iii	(C:GK, pg. 49		e• Infar		k Armoi							
II			c. Illiai	101 y , 1 1a	K 7 H IIIO	ur, 2x 1	OWCI W	Capons	, Oneam	Ty Reflexes		
Heavy Support: Dreadr										420		
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											
				1 Autoca	nnon; P	reterred	1 Enemy	(Daem	ons); Ps	ychic Pilot; Reinforced		
	Aegis; The Ae		ie									
Heavy Support: Dreadr	nought (1 [‡] , 13	6 pts)										
Dreadnought	1 Grp: 🗗 V	VS: 4 BS:	4 St: 6	6 In: 4	At: 2	FA: 12	SA: 12	2 RA:	10	136		
<u> </u>										unition; Searchlight; Twin-		
										ychic Pilot; Reinforced		
	Aegis; The Ae				, 1			,	-/, - 5	, ,		
		, ,										

Name	#	Grp	ws	BS	S	T	Wo	I	Α	Ld	Save	Cost	
Heavy Support: Land R	aide	r Rede	emer (1 [‡] , 261	pts)								
Land Raider Redeemer	1	Grp: 🛂	BS: 4	FA: 1	4 SA:	14 RA	: 14					261	
	(C:C	GK, pg.	36); Ur	it Type	: Vehic	le (Tan	k); Tra ı	nsport (Capacit	y: 12 m	nodels; A	Access I	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	t; The A	egis; Fo	ortitude									
										Tota	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
•	Automatically pass tests to regroup, can test if under 50%, conditions apply (C:SM, pg 51).
Fear	
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	The vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be
Spirit	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	Re-roll to hit in close combat, conditions apply (p75 WH40K 5E)
(Daemons)	
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 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.
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	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.
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.
1 Sybolt Allindinuon	рис С.Ок, рд. 02.

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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	24" Range; S6; AP4; Heavy 4 Rending Linked
Cannon	
Twin-Linked Autocannon	48" Range; S7; AP4; Heavy 2 Linked
Twin-Linked Heavy	36" Range; S5; AP4; Heavy 3 Linked