

# 1850 Pts - Grey Knights - Tony Grippando's Grey Knights 2nd Seed Adepticon 2012

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<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>HQ: Librarian (1<sup>+</sup>, 205 pts)</b>												
Librarian	1		5	4	4	4	2	4	2	10	2+/5	205
(C:GK, pg. 24); <b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Psychic Hood; Terminator Armour; Storm Bolter; Nemesis Warding Stave; And They Shall Know No Fear; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 2); The Aegis; Hammerhand; Might of Titan; Sanctuary; The Shrouding; Warp Rift												
<b>Elite: Techmarine (1<sup>+</sup>, 151 pts)</b>												
Techmarine	1		4	4	4	4	1	4	1+2	8	2+	151
(C:GK, pg. 32); <b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Blind Grenades; Psychotroke Grenades; Rad Grenades; Servo-skulls (x2); Bolter; Nemesis Warding Stave; And They Shall Know No Fear; Blessing of the Ommissiah; Bolster Defenses; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 1); The Aegis; Hammerhand; Reconstruction; Servo Harness												
<b>Elite: Purifier Squad (11<sup>+</sup>, 338 pts)</b>												
Purifier Squad	1											338
(C:GK, pg. 31); <b>Unit Type:</b> 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	4/6	2	9	3+	[26]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd												
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												
Purifier	3		4	4	4	4	1	4/6	2	9	3+	[78]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Force Halberd												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[40]
(C:GK, pg. 33); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 10 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 1 (2 models); Smoke Launchers; Storm Bolter; Psychic Pilot; Repair; The Aegis; Fortitude												
<b>Troops: Inquisitorial Henchmen Warband (9<sup>+</sup>, 135 pts)</b>												
Inquisitorial Henchmen Warband	1											135
(C:GK, pg. 48-51); <b>Unit Type:</b> Infantry												
Banisher	1		3	3	3	3	1	3	1/2	8	5+	[15]
(C:GK, pg. 48); <b>Unit Type:</b> Infantry; Flak Armour; Chainsword; Laspistol; Aura of Faith; Preferred Enemy (Daemons)												
Crusader	3		4	3	3	3	1	3	1	8	5+/3	[45]
(C:GK, pg. 48); <b>Unit Type:</b> Infantry; Flak Armour; Power Weapon; Storm Shield												
Death Cult Assassin	5		5	3	4	3	1	6	2/3	8	5+/5	[75]
(C:GK, pg. 49); <b>Unit Type:</b> Infantry; Flak Armour; 2x Power Weapons; Uncanny Reflexes												
<b>Troops: Inquisitorial Henchmen Warband (8<sup>+</sup>, 145 pts)</b>												
Inquisitorial Henchmen Warband	1											145
(C:GK, pg. 48-51); <b>Unit Type:</b> Infantry; Rhino												
Crusader	2		4	3	3	3	1	3	1	8	5+/3	[30]
(C:GK, pg. 48); <b>Unit Type:</b> Infantry; Flak Armour; Power Weapon; Storm Shield												
Death Cult Assassin	5		5	3	4	3	1	6	2/3	8	5+/5	[75]
(C:GK, pg. 49); <b>Unit Type:</b> Infantry; Flak Armour; 2x Power Weapons; Uncanny Reflexes												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[40]
(C:GK, pg. 33); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 10 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 1 (2 models); Smoke Launchers; Storm Bolter; Psychic Pilot; Repair; The Aegis; Fortitude												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<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>, 62 pts)</b>												
Inquisitorial Henchmen Warband	1											62
(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						[50]
(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; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
<b>Troops: Inquisitorial Henchmen Warband (4<sup>+</sup>, 62 pts)</b>												
Inquisitorial Henchmen Warband	1											62
(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						[50]
(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; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
<b>Troops: Inquisitorial Henchmen Warband (4<sup>+</sup>, 64 pts)</b>												
Inquisitorial Henchmen Warband	1											64
(C:GK, pg. 48-51); <b>Unit Type:</b> Infantry												
Inquisitorial Servitor	3		3	3	3	3	1	3	1	8	4+	[60]
(C:GK, pg. 49); <b>Unit Type:</b> Infantry; Carapace Armour; Plasma Cannon; Mindlock												
Warrior Acolyte	1		3	3	3	3	1	3	1/2	8	5+	[4]
(C:GK, pg. 51); <b>Unit Type:</b> Infantry; Flak Armour; Chainsword; Laspistol												
<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: 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: Land Raider Redeemer (1<sup>+</sup>, 255 pts)</b>												
Land Raider Redeemer	1	Grp:	BS: 4	FA: 14	SA: 14	RA: 14						255
(C:GK, pg. 36); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 12 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 0; Frag Assault Launchers; Smoke Launchers; Multi-melta; 2x Flamestorm Cannons; Twin-Linked Assault Cannon; Assault Vehicle; Power of the Machine Spirit; Psychic Pilot; The Aegis; Fortitude												
<b>Total Cost:</b>												<b>1850</b>

#### 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.
Might of Titan	See C:GK, pg. 25.

Reconstruction	See C:GK, pg. 32.
Sanctuary	See C:GK, pg. 25.
The Shrouding	See C:GK, pg. 25.
Warp Rift	See C:GK, pg. 25.
<b>Special Rules</b>	
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.
Aura of Faith	See C:GK, pg. 48.
Blessing of the Ommissiah	If in base contact with a damage vehicle during the Shooting phase, may attempt to repair it instead of firing.
Bolster Defenses	Each Techmarine can bolster a single ruin in your deployment area before the game begins. The ruin's cover save is increased by one for the duration of the game. A ruin can only be bolstered once.
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.)
Mindlock	See C:GK, pg. 49.
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 1)	For each Mastery level a character has, he can use one psychic power per turn (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 Shoting 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.
<b>Unit Type</b>	
<b>Unit Type:</b> Infantry	Unit Type: Infantry (p.54 WH40k)
<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)
<b>Wargear</b>	
Artificer Armour	Confers a 2+ Armour save.
Blind Grenades	Defensive Grenades; (See WH40K 5E, pg. 36).
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.
Psychic Hood	Allows Librarian to nullify Psychic attacks by opponent.
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 Harness	Two extra Close Combat attacks made at Strength 8 and Initiative 1, ignoring Armour Saves. Plasma cutter fired as a Twin-linked plasma pistol, but cannot be used in CC. Flamer
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).
Storm Shield	3+ Invulnerable Save. This may not be combined with Iron Halo or Rosarius save.
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
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
Bolter	24" Range; S4; AP5; Rapid Fire
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 Halberd	Force Weapons, Daemonbane, Two-handed weapon. Wielder strikes at +2 Initiative.
Nemesis Warding Stave	Force Weapons, Daemonbane, 2+ Invulnerable save against wounds caused in close combat attacks.
Plasma Cannon	36" Range; S7; AP2; Heavy 1; Blast; Gets Hot!
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