

2000 Pts - Grey Knights - GK-2000-Draigowing

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Lord Kaldor Draigo (1⁺, 275 pts)												
Lord Kaldor Draigo	1		7	6	5	5	4	5	4	10	2+/3(i)	275
(C:GK, pg. 38); Unit Type: 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												
HQ: Librarian (1⁺, 180 pts)												
Librarian	1		5	4	4	4	2	4/6	2	10	2+/5(i)	180
(C:GK, pg. 24); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Psychic Hood; Terminator Armour; Storm Bolter; Nemesis Force Halberd; And They Shall Know No Fear; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 2); The Aegis; Hammerhand; Might of Titan; Sanctuary; The Shrouding; The Summoning; Warp Rift												
Troops: Paladin Squad (10⁺, 760 pts)												
Paladin Squad	1											760
(C:GK, pg. 30); Unit Type: Infantry; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Preferred Enemy (Daemons); The Aegis; Hammerhand; Holocaust												
Apothecary	1		5	4	4	4	2	4/6	2	9	2+/5(i)	[130]
Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Narthecium; Terminator Armour; Nemesis Force Halberd; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Preferred Enemy (Daemons); The Aegis												
Paladin	1		5	4	4	4	2	4	2	9	2+/5(i)	[55]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Nemesis Force Sword; Storm Bolter												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5(i)	[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(i)	[80]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Master-craft Ranged Weapon; Nemesis Force Sword; MC Pscannon												
Paladin	1		5	4	4	4	2	4	2	9	2+/5(i)	[95]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Pscannon; Nemesis Warding Stave												
Paladin	1		5	4	4	4	2	4/6	2	9	2+/5(i)	[55]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Force Halberd												
Paladin	1		5	4	4	4	2	4	2	9	2+/5(i)	[80]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Brotherhood Banner; Storm Bolter												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5(i)	[60]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Master-craft Nemesis Weapon(s); Storm Bolter; MC Nemesis Daemonhammer												
Paladin	2		5	4	4	4	2	4/6	2	9	2+/5(i)	[150]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Pscannon; Nemesis Force Halberd												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Paladin Squad (5⁺, 325 pts)												
Paladin Squad	1											325
	(C:GK, pg. 30); Unit Type: Infantry; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Preferred Enemy (Daemons); The Aegis; Hammerhand; Holocaust											
Paladin	1		5	4	4	4	2	4/6	2	9	2+/5 (i)	[60]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Master-craft Nemesis Weapon(s); Storm Bolter; MC Nemesis Force Halberd											
Paladin	1		5	4	4	4	2	4	2	9	2+/5 (i)	[55]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Nemesis Force Sword; Storm Bolter											
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5 (i)	[55]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Daemonhammer											
Paladin	1		5	4	4	4	2	4/6	2	9	2+/5 (i)	[80]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Master-craft Ranged Weapon; MC Psycannon; Nemesis Force Halberd											
Paladin	1		5	4	4	4	2	4/6	2	9	2+/5 (i)	[75]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Psycannon; Nemesis Force Halberd											
Troops: Paladin Squad (1⁺, 55 pts)												
Paladin Squad	1											55
	(C:GK, pg. 30); Unit Type: Infantry; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Preferred Enemy (Daemons); The Aegis; Hammerhand; Holocaust											
Paladin	1		5	4	4	4	2	4/6	2	9	2+/5 (i)	[55]
	Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Force Halberd											
Heavy Support: Dreadnought (1⁺, 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⁺, 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⁺, 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:	2000

Option Footnotes

Psychic Powers	
Fortitude	See C:GK, pg. 33.
Hammerhand	See C:GK, pg. 25.
Holocaust	See C:GK, pg. 30.
Might of Titan	See C:GK, pg. 25.
Psychic Communion	See C:GK, pg. 23.
Sanctified Flame	See C:GK, pg. 39.
Sanctuary	See C:GK, pg. 25.
The Shrouding	See C:GK, pg. 25.
The Summoning	See C:GK, pg. 25.
Warp Rift	See C:GK, pg. 25.
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.
Eternal Warrior	Immune to Instant Death (p74 WH40K 5E)
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Grand Strategy	See C:GK, pg. 22.
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.
The Aegis	See C:GK, pg. 21.
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Vehicle (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
Wargear	
Brotherhood Banner	See C:GK, pg. 62.
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)
Master-craft Nemesis Weapon(s)	Allows the bearer to re-roll one failed roll To Hit per player turn when using the weapon.
Master-craft Ranged Weapon	Allows the bearer to re-roll one failed roll To Hit per player turn when using the weapon.
Narthecium	See C:GK, pg. 30.
Psybolt Ammunition	See C:GK, pg. 62.
Psychic Hood	Allows Librarian to nullify Psychic attacks by opponent.
Psyk-out Grenades	See C:GK, pg. 61.
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	
MC 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.
MC Nemesis Force Halberd	Force Weapons, Daemonbane, Two-handed weapon. Wielder strikes at +2 Initiative.
MC Psycannon	24" Range; S7; AP4; Assault2 or Heavy4, Rending.
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 Force Sword	Force Weapons, Daemonbane, +1 to Invulnerable save against close combat attacks (if bearer has an Invulnerable save, otherwise no effect).
Nemesis Warding Stave	Force Weapons, Daemonbane, 2+ Invulnerable save against wounds caused in close combat attacks.
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

Roster Design Information

Grey Knights Special Rules:

Brotherhood of Psykers (Codex: GK, pg. 21)

Psyker Mastery Levels (Codex: GK, pg. 21)

Psychic Pilot (Codex: GK, pg. 21)

Preferred Enemy (Daemons) (Codex: GK, pg. 21)

And They Shall Know No Fear (Codex: GK, pg. 21)

Combat Squads (Codex: GK, pg. 21)

The Aegis (Codex: GK, pg. 21)

Validation Report

c-1. File Version: 1.44 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 0

% Fast: 0

% Heavy: 20.3






% HQ: 22.8

Model Count: 21

% Troops: 57

% Wargear: 0

Files version: 1.44

Group	Min	Max	Used
	1	2	2
	0	3	0
	2	6	3
	0	3	0
	0	3	3