

Grey Knights

“We are the hammer!”

Table of Contents

Introduction	2
Army Specific Rules	2
Brotherhood Rules	3
HQ	5
Generic.....	5
Unique	10
Advisors	14
Troops	18
Elites	20
Fast Attacks	27
Heavy Support	28
Flyers	32
Dedicated Transport	36
Lords of War	38
Fortifications	41

What are the Grey Knights? The Grey Knights are the Emperor’s secret weapon against daemonic foes. They are genetically, biologically, and mechanically augmented to be the most elite warriors capable of delivering the Emperor’s wrath to the enemies of mankind, but have been further enhanced with psychic powers, rare war gear, and extensive efforts for secrecy. Just witnessing a Grey Knight in action can result in a population wide mind wipe or recolonization. Woe be unto those who cross swords with these specialists!

Army Difficulty 1-5: 2. Space Marines are incredibly durable. They can specialize to focus on one aspect of warfare, or bring versatile units that can handle nearly any situation. Grey Knights dial this up a notch with the hyper specialization of their units, which can make controlling the table top a bit for difficult.

Strengths: This army is incredibly durable and versatile. Your Firstborn Marines can swap weapons during deployment, allowing for maximum flexibility and most can score any objective, even when outnumbered and surrounded on all sides! The Grey Knights do not get

any Primaris units as of yet, but with the potency of wrist mounted Stormbolters and Psychic Powers, they are a fearsome force to face!

Weaknesses: The army does not have any sacrificial units or cannon fodder to draw the enemy into traps. Using the many specialty units and the overall flexibility of this army will allow you to hold the enemy in position until you are ready to strike, or to pull back and fight on your own terms.

Army Abilities: The Grey Knights have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Adjusted Tactics – During Deployment, after you have seen the Army Roster your opponent is bringing, this model may swap its current weapon(s) for legal weapon options equal to or less than the current point costs. For example, a Tactical Marine may swap its Plasma Gun for a Flamer because it costs less points.

Bolter Discipline – This model always counts as being in half range when firing Rapid Fire weapons that have Bolter as long as it did not Move or does not count as Moving during your Movement Phase.

Know No Fear - This unit automatically passes Pinning Tests, Rally Tests, and Fear Tests. They still will fall back if they lose Combat Resolution.

Spells – Almost every unit in the Codex can cast Spells. If a unit takes a Spell, it is cast as part of all the models that make up the unit in the Datasheet, not including Independent Characters. Due to redundancy, this list is placed here to avoid wasting large amounts of space.

Spell +10 points	Purge Soul Cast 5+	12	-	-	This unit or model rolls 1d6+Ld, and target enemy unit rolls 1d6+Ld. For each point higher this unit or model scored, the target suffers an Autowound with no Cover Saves.
Spell +15 points	Astral Aim Cast 5+	18	-	-	Attacks from target unit Ignore Cover until your next Psychic Phase.
Spell +15 points	Gate of Infinity Cast 6+	12	-	-	Target friendly unit is removed from the table and immediately performs a Deepstrike.
Spell +18 points	Vortex of Doom Cast 8+	12	8	4+	Assault 1, 5" Blast, Monsterbane.
Spell +20 points	Sanctuary Cast 6+	12	-	-	Target unit gains a 5+ Invulnerability or a +1 to an existing Invulnerability

					(Maximum of 4+) until your next Psychic Phase.
Spell +30 points	Hammerhand Cast 6+	12	-	-	Target unit gains +1 To Wound in Melee until your next Psychic Phase.

Tactical Squads - Each unit with this rule may declare they are forming their own units during your Command Phase. They may split up as low as two models per unit. Units must be placed within Unit Coherency during Deployment.

They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack then remaining Wounds on a model, nominate another model to suffer these remaining Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.

Wrist Mount – This weapon can be fired in Melee as if this model was a Monstrous Infantry and this model may still Declare Charges after firing it as if they had fired Assault Weapons.

Brotherhoods

Grey Knights form Brotherhoods, each with their own traditions and combat doctrines that dictate how they conduct war in the 40k universe. Each Brotherhood has specialty rules that make the army more immersive to their lore and specialize their abilities on the battlefield. Your entire army **MUST** be from the same Brotherhood. Unique models will have the key word for which Brotherhood they must belong to if any.

Average:

- Well Disciplined: models may reroll 1s To Hit. Auras that allow reroll 1s To Hit allow all failed To Hit rolls of 1 or 2 to be rerolled instead.

Blades of Victory:

- Swift Strike: All models in your army gain Fleet and Hit and Run.

Exactors:

- Oath of Witness: All models in your army gain Ld+2.

Prescient Brethren:

- Foresight: All models in your army gain I+1 and can Redeploy 1 unit for every 1000 points after Deployment but before Infiltrators are placed.

Preservers:

- Charge of the Ancients: Dreadnoughts can be taken as Troop Slots, but not specialty Dreadnought units. All Dreadnoughts and Ironclad Dreadnoughts gain Objective Secured.

Rapiers:

- Symphonic Strike: All models in your army gain A+1 on the phase they are considered Charging.

Silver Blades:

- Temporal Accuracy: All models in your army gain Rending on Ranged Attacks. Ranged weapons that already had Rending trigger on a 4+ instead if it would still legally Wound the target.

Swordbearers:

- Overwhelming Annihilation: All models in your army gain Outflank.

Wardmakers:

- Potent Psychics: All models in your army that can Deny the Witch gain +2 to their rolls to do so.

HQ Slots 1-2 Slots

Generic

Brother Captain Captain	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 6 4 4 10 3+	Points: 187 Composition: 1 Captain
Wargear Captain: Stormbolter Nemesis Force Halberd Iron Halo	Options May swap Stormbolter for S May swap Nemesis Force Halberd for M May take one Spell for each level of Psychic Mastery May take one C	Rules Captain: Independent Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Deepstrike Night Vision Psychic Mastery Level 1 Shock Assault Steady Stubborn Very Bulky Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear: Iron Halo – 4+ Invulnerability Save	Special Wargear Upgrades: C Grand Master +155 points	W+1, A+1, gain Orbital Strike, gain Psychic Mastery Level +1, Unique.

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
S +12 points	Psilencer	24	6	-	Heavy 6

S +12 points	Psycannon	24	7	4+	Rapid Fire 2, Rending, Monsterbane
S +17 points	Incinerator	Flame	6	4+	Assault 1
M	Nemesis Force Halberd	Melee	+1	3+	Psychicbane, Counterattack
M +2 points	Nemesis Warding Staff	Melee	+2	4+	Psychicbane, 5+ Invulnerability Save
M +6 points	Nemesis Force Sword	Melee	+2	2+	Psychicbane
M +8 points	Dual Nemesis Falchions	Melee	User	3+	Extra Attack 3, Psychic Bane
M +38 points	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only

Chaplain Chaplain	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 6 4 4 10 3+	Points: 210 Composition: 1 Chaplain
Wargear Chaplain: Stormbolter Crozius Arcanum Rosarius	Options May take one Spell for each level of Psychic Mastery May take one H	Rules Chaplain: Independent Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Deepstrike Night Vision Psychic Mastery Level 1 Shock Assault Steady Stubborn Very Bulky Canticle of Hate – 6" Aura, this model and target unit treat Rapid Fire # weapons as Assault # weapons. Zealot – This model may reroll all failed To Hit rolls on the Phase it Charged or was Charged.
Special Wargear: Rosarius – 4+ Invulnerability Save	Special Wargear Upgrades: H Omen of Potency +18 points H Litany of Intimidation +20 points H Litany of Faith +40 points H True Sight +50 points H Exhortation of Rage +60 points	This model gains A+3 6" Aura, target unit takes Ld Tests on 3d6, discarding the lowest die. 6" Aura, target Unit gains 5+ Invulnerability Save. 6" Aura, this model and Target unit gain BS-1 (Improves by 1). 6" Aura, this model and target Unit gain A+1 and reroll 1s To Wound in Melee.

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	Crozius Arcanum	Melee And Flame	+2 And 5	4+ And 4+	Concussion And Assault 1, One Use Only

Grand Master Dreadknight Grand Dreadknight	M WS BS S FA SA RA W I A Ld Sv 8 2+ 2+ 6 12 12 10 12 4 5 10 3+	Points: 455 Composition: 1 Grand Dreadknight
Wargear Grand Dreadknight: 2 Gatling Psilencers Nemesis Greatsword Orbital Strike Iron Halo	Options May swap any Gatling Psilencer for H May swap Nemesis Greatsword for M May take up to one Spell for each Psychic Mastery	Rules Grand Dreadknight: Independent Character Vehicle Combat Walker Grand Master Unique Adjusted Tactics Know No Fear Deepstrike Night Vision Psychic Mastery Level 2 Shock Assault Steady Stubborn Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear: Iron Halo – 4+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Gatling Psilencer	24	6	-	Heavy 12, Hull, Primary
H +4 points	Heavy Psycannon	24	7	4+	Heavy 1, 5” Blast, Rending, Hull, Primary
H +9 points	Heavy Incinerator	Hell Storm	6	4+	Assault 1, Hull, Primary
M	Nemesis Greatsword	Melee	+2	2+	Psychicbane, Primary

M +20 points	Dreadfist	Melee	X2	2+	Slow, Monsterbane, Psychicbane, Primary
M +31 points	Nemesis Dread Hammer	Melee	X2	1+	Slow, Armourbane, Monsterbane, Psychic Bane, Primary
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only

Librarian Librarian	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 6 4 4 10 3+	Points: 229 Composition: 1 Librarian
Wargear Librarian: Stormbolter Nemesis Force Halberd Iron Halo Psychic Hood	Options May swap Stormbolter for S May swap Nemesis Force Halberd for M May take Psychic Mastery Level +1 for +50 points May take one Spell for each level of Psychic Mastery	Rules Librarian: Independent Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Deepstrike Night Vision Psychic Mastery 2 Shock Assault Steady Stubborn Very Bulky Psychic Locus – 6" Aura, this model and target unit double the Range of their Spells.
Special Wargear: Iron Halo – 4+ Invulnerability Save Psychic Hood – Gain +1 to Deny the Witch	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
S +12 points	Psilencer	24	6	-	Heavy 6
S +12 points	Psycannon	24	7	4+	Rapid Fire 2, Rending, Monsterbane
S +17 points	Incinerator	Flame	6	4+	Assault 1

M	Nemesis Force Halberd	Melee	+1	3+	Psychicbane, Counterattack
M +2 points	Nemesis Warding Staff	Melee	+2	4+	Psychicbane, 5+ Invulnerability Save
M +6 points	Nemesis Force Sword	Melee	+2	2+	Psychicbane
M +8 points	Dual Nemesis Falchions	Melee	User	3+	Extra Attack 3, Psychic Bane
M +38 points	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane

Unique

Brother Captain Stern Stern	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 6 5 4 10 3+	Points: 233 Composition: 1 Stern
Wargear Stern: Stormbolter Nemesis Force Halberd Iron Halo	Options May take one Spell for each level of Psychic Mastery	Rules Stern: Independent Character Monstrous Infantry Unique Adjusted Tactics Bolter Discipline Know No Fear Deepstrike Night Vision Psychic Mastery Level 2 Shock Assault Steady Stubborn Very Bulky Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Fate Entwined – Each phase, Stern or Stern's unit may reroll a single d6. If you do so, the opponent can also do so for one of their units during the same phase. Psychic Locus – 6" Aura, this model and target unit double the Range of their Spells.
Special Wargear:	Special Wargear Upgrades:	

Iron Halo – 4+ Invulnerability Save		
-------------------------------------	--	--

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	Nemesis Force Sword	Melee	+2	2+	Psychicbane

Castellan Crowe Castellan	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 5 5 5 10 3+	Points: 294 Composition: 1 Castellan
Wargear Castellan: Stormbolter The Black Blade of Antwyr Iron Halo	Options May take one Spell for each level of Psychic Mastery	Rules Castellan: Independent Character Infantry Unique Adjusted Tactics Bolter Discipline Know No Fear Night Vision Objective Secured Psychic Mastery Level 1 Shock Assault Stubborn Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit. Psychic Locus – 6” Aura, this model and target unit double the Range of their Spells. Sword Master – This model may reroll 1s To Wound and 1s for Armour Saves when it is in Melee. Helps or Hinders – In each Melee Phase, roll a d6. On a 1-3, this weapon gives A+1. On 4-6 It gives A+d6.
Special Wargear: Iron Halo – 4+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
-----------	------	-------	---	----	-------

R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Wrist Mount
M	The Black Blade of Antwyr	Melee	+1	2+	Helps or Hinders

Grand Master Voldus Voldus	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 7 5 5 10 3+	Points: 473 Composition: 1 Voldus
Wargear Voldus: Stormbolter Malleus Argyrum Orbital Strike Iron Halo	Options May take one Spell for each level of Psychic Mastery	Rules Voldus: Independent Character Monstrous Infantry Grand Master Unique Adjusted Tactics Bolter Discipline Know No Fear Deepstrike Night Vision Psychic Mastery Level 3 Shock Assault Steady Stubborn Very Bulky Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit. Purity of Spirit – 6” Aura, this model and target unit may reroll 1s To Cast Spells. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command phase.
Special Wargear: Iron Halo – 4+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	Malleus Argyrum	Melee	X2	1+	Slow, Armourbane, Psychicbane
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only

Lord Draigo Draigo	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 7 5 5 10 3+	Points: 444 Composition: 1 Draigo
Wargear Captain: Stormbolter The Titansword Orbital Strike Stormshield	Options May take one Spell for each level of Psychic Mastery	Rules Captain: Independent Character Monstrous Infantry Unique Adjusted Tactics Bolter Discipline Know No Fear Deepstrike Night Vision Psychic Mastery Level 2 Shock Assault Steady Stubborn Very Bulky Bane of Evil – 6" Aura, this model and target unit may rerolls 1s To Wound. Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field

		and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear: Stormshield – Sv-1 (Improves by 1), 4+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	The Titansword	Melee	+3	1+	Psychicbane
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only

Advisors 0-3/Troop Slot Purchased

Apothecary Apothecary	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 5 4 4 10 3+	Points: 204 Composition: 1 Apothecary
Wargear Apothecary: Stormbolter Nemesis Force Halberd	Options May swap Nemesis Force Halberd for M May take one Spell for each level of Psychic Mastery	Rules Apothecary: Independent Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Deepstrike Night Vision Psychic Mastery Level 1 Shock Assault Steady Stubborn Very Bulky Apothecary – 6" Aura, this model and target unit gain 5+ Feel No Pain.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter

M	Nemesis Force Halberd	Melee	+1	3+	Psychicbane, Counterattack
M +2 points	Nemesis Warding Staff	Melee	+2	4+	Psychicbane, 5+ Invulnerability Save
M +6 points	Nemesis Force Sword	Melee	+2	2+	Psychicbane
M +8 points	Dual Nemesis Falchions	Melee	User	3+	Extra Attack 3, Psychic Bane
M +38 points	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane

Brotherhood Ancient Ancient	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 5 4 4 10 3+	Points: 191 Composition: 1 Ancient
Wargear Ancient: Stormbolter Nemesis Falchion Company Standard	Options May take one Spell for each level of Psychic Mastery	Rules Ancient: Independent Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Deepstrike Night Vision Psychic Mastery Level 1 Shock Assault Steady Stubborn
Special Wargear: Company Standard – 6" Aura, this model and target unit may reroll Ld tests and gain A+1.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	Nemesis Falchion	Melee	User	3+	Extra Attack 1, Psychicbane

Brotherhood Champion Champion	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 4 6 4 10 3+	Points: 183 Composition: 1 Champion
Wargear Champion: Stormbolter Nemesis Force Halberd Frag Grenades Krak Grenades Psykout Grenades Refractor Field	Options May swap Nemesis Force Halberd for M May take one Spell for each level of Psychic Mastery	Rules Champion: Independent Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Bodyguard Counterattack Night Vision Objective Secured Psychic Mastery Level 1 Shock Assault Stubborn Glory Hunter – This model may choose the target of its Challenge. The target may not deny the Challenge.
Special Wargear: Refractor Field – 5+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	Nemesis Force Halberd	Melee	+1	3+	Psychicbane, Counterattack
M +2 points	Nemesis Warding Staff	Melee	+2	4+	Psychicbane, 5+ Invulnerability Save
M +6 points	Nemesis Force Sword	Melee	+2	2+	Psychicbane
M +8 points	Dual Nemesis Falchions	Melee	User	3+	Extra Attack 3, Psychic Bane
M +38 points	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G	Psykout Grenades	8	3	-	Grenade 1, 3" Blast, Psychic Disruption

Brotherhood Techmarine Techmarine	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 4 4 3 9 3+	Points: 191 Composition: 1 Techmarine
Wargear Techmarine: Flamer Plasma Pistol Bolt Pistol Nemesis Power Axe Servo Arms Frag Grenades Krak Grenades Psykout Grenades	Options May swap Bolt Pistol for R May swap all H weapons for S	Rules Techmarine: Independent Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Night Vision Objective Secured Psychic Mastery Level 1 Shock Assault Stubborn Awaken the Machine – 6" Aura, target Vehicle unit gains BS-1 (Improves by 1). Repair – Repair 1 Wound on Target Vehicle. Roll a d6, on a 5+, restore a Weapon Disabled, Destroyed, Crew Stun, or Immobilize secondary result.
Special Wargear: Servo Arms – gain +2 To Repair rolls.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
R +2 points	Boltgun	24	4	5+	Rapid Fire 1, Bolter
H	Flamer	Flame	4	5+	Assault 1
H	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Nemesis Power Axe	Melee	+2	4+	Psychicbane
H	Servo Arms	Melee	X2	2+	Slow, Extra Attack 1, Monsterbane, Auxiliary, Servo Arms
S +5 points	Conversion Beamer	48	9	3+	Heavy 1, Beam, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G	Psykout Grenades	8	3	-	Grenade 1, 3" Blast, Psychic Disruption

Troops 2-6 Slots

Strike Squad Justicar Knight	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 2 9 3+ 6 3+ 3+ 4 4 2 4 1 8 3+	Points: 255 Composition: 1 Justicar 4-9 Knights
Wargear Justicar: Stormbolter Nemesis Force Halberd Frag Grenades Krak Grenades Psykout Grenades Knight: Stormbolter Nemesis Force Sword Frag Grenades Krak Grenades Psykout Grenades	Options May take up to 5 more Knights for +49 points each Justicar may swap Stormbolter for S Justicar may swap Nemesis Force Halberd for M Justicar may swap Krak Grenades for G Justicar may take one Spell for each Psychic Mastery Level Up to two Knights may swap Stormbolter for S	Rules Justicar: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Objective Secured Psychic Mastery Level 1 Shock Assault Stubborn Knight: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Objective Secured Shock Assault Stubborn
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Wrist Mount
S +12 points	Psilencer	24	6	-	Heavy 6, Wrist Mount
S +12 points	Psycannon	24	7	4+	Rapid Fire 2, Rending, Monsterbane, Wrist Mount
S +17 points	Incinerator	Flame	6	4+	Assault 1, Wrist Mount
M	Nemesis Force Halberd	Melee	+1	3+	Psychicbane, Counterattack
M +3 points	Nemesis Warding Staff	Melee	+2	4+	Psychicbane, 5+ Invulnerability Save

M +4 points	Nemesis Force Sword	Melee	+2	2+	Psychicbane
M +5 points	Dual Nemesis Falchions	Melee	User	3+	Extra Attack 3, Psychic Bane
M +13 points	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G	Psykout Grenades	8	3	-	Grenade 1, 3" Blast, Psychic Disruption
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Terminators Justicar Terminator	M WS BS S T W I A Ld Sv 4 3+ 3+ 4 4 3 4 3 9 3+ 4 3+ 3+ 4 4 3 4 2 8 3+	Points: 445 Composition: 1 Justicar 4-9 Terminators
Wargear Justicar: Stormbolter Nemesis Force Halberd Terminator Honours Terminator: Stormbolter Powerfist Terminator Honours	Options May take up to 5 more Terminators for +86 points each Justicar may swap Stormbolter for S Justicar may take up to one Spell for each Psychic Mastery Level Up to Two Terminators may swap Stormbolter for S Any model may swap Nemesis Force Halberd for M	Rules Justicar: Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Psychic Mastery Level 1 Shock Assault Steady Stubborn Very Bulky Terminator: Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Shock Assault Steady Stubborn Very Bulky

Special Wargear: Terminator Honours – 5+ Invulnerability Save	Special Wargear Upgrades:	
--	----------------------------------	--

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
S +12 points	Psilencer	24	6	-	Heavy 6
S +12 points	Psycannon	24	7	4+	Rapid Fire 2, Rending, Monsterbane
S +17 points	Incinerator	Flame	6	4+	Assault 1
M	Nemesis Force Halberd	Melee	+1	3+	Psychicbane, Counterattack
M +2 points	Nemesis Warding Staff	Melee	+2	4+	Psychicbane, 5+ Invulnerability Save
M +6 points	Nemesis Force Sword	Melee	+2	2+	Psychicbane
M +8 points	Dual Nemesis Falchions	Melee	User	3+	Extra Attack 3, Psychic Bane
M +38 points	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane

Elite 0-3 Slots

Dreadnoughts Dreadnought	M WS BS S FA SA RA W I A Ld Sv 6 3+ 3+ 6 12 12 10 8 4 4 8 3+	Points: 152 Composition: 1-3 Dreadnoughts
Wargear Dreadnought: 2 Dreadnought Missile Launchers	Options May add up to two more Dreadnoughts for +152 points each Any Dreadnought may swap any Dreadnought Missile Launcher for H Any Dreadnought may take up to one of each E Any Dreadnought may each take up to one Spell per Psychic Mastery Level. These are cast by each model Independently.	Rules Dreadnought: Vehicle Combat Walker Adjusted Tactics Bolter Discipline Know No Fear Night Vision Psychic Mastery Level 1 Shock Assault Steady
Special Wargear:	Special Wargear Upgrades: E Extra Armour +5 points	You may treat all Crew Stun Results as Crew Shaken

	E Smoke Launchers +10 points	6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
--	------------------------------	---

Selection	Name	Range	S	AP	Rules
H	Dreadnought Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary
H +2 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull, Primary
H +3 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull, Primary
H +4 points	Psycannon	24	7	4+	Rapid Fire 2, Rending, Monsterbane, Hull, Primary
H +5 points	Assault Cannon	36	6	4+	Assault 6, Rending, Hull, Primary
H +11 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
H +12 points	Dreadnought Combat Weapon and Stormbolter	Melee And 24	X2 And 4	2+ And 5+	Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull
H +15 points	Dreadnought Combat Weapon and Incinerator	Melee And Flame	X2 And 6	2+ And 4+	Slow, Monsterbane, Primary And Assault 1, Hull
H +16 points	Doom Glaive	Melee	+3	2+	Counterattack, Psychicbane, Primary
H +28 points	Heavy Plasma Cannon	48	8	2+	Heavy 1, 5" Blast, Monsterbane, Hull, Primary

Ironclad Dreadnoughts Ironclad Dreadnought	M WS BS S FA SA RA W I A Ld Sv 6 3+ 3+ 6 13 12 10 8 4 4 8 3+	Points: 157 Composition: 1-2 Ironclad Dreadnoughts
Wargear Ironclad Dreadnought: 2 Dreadnought Missile Launchers	Options May add up to two more Dreadnoughts for +157 points each Any Dreadnought may swap any Dreadnought Missile Launcher for H Any Dreadnought may take up to 2 M Any Dreadnought may take up to one of each E Any Dreadnought may each take up to one Spell per Psychic Mastery Level. These are cast by each model Independently.	Rules Ironclad Dreadnought: Vehicle Combat Walker Adjusted Tactics Bolter Discipline Know No Fear Night Vision Psychic Mastery Level 1 Shock Assault Steady Stubborn
Special Wargear:	Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launchers +10 points	You may treat all Crew Stun Results as Crew Shaken 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.

Selection	Name	Range	S	AP	Rules
H	Dreadnought Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary
H +2 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull, Primary
H +3 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull, Primary
H +4 points	Psycannon	24	7	4+	Rapid Fire 2, Rending, Monsterbane, Hull, Primary
H +5 points	Assault Cannon	36	6	4+	Assault 6, Rending, Hull, Primary
H +11 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
H +12 points	Dreadnought Combat Weapon and Stormbolter	Melee And 24	X2 And 4	2+ And 5+	Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull

H +15 points	Dreadnought Combat Weapon and Incinerator	Melee And Flame	X2 And 6	2+ And 4+	Slow, Monsterbane, Primary And Assault 1, Hull
H +16 points	Doom Glaive	Melee	+3	2+	Counterattack, Psychicbane, Primary
H +21 points	Seismic Hammer and Stormbolter	Melee And 24	X2 And 4	1+ And 5+	Slow, Monsterbane, Reroll 1s To Hit, Primary And Rapid Fire 2, Bolter, Hull
H +24 points	Seismic Hammer and Incinerator	Melee And Flame	X2 And 6	1+ And 4+	Slow, Monsterbane, Reroll 1s To Hit, Primary And Assault 1, Hull
H +28 points	Heavy Plasma Cannon	48	8	2+	Heavy 1, 5" Blast, Monsterbane, Hull, Primary
H +30 points	Seismic Hammer and Meltagun	Melee And 12	X2 And 8	1+ And 1+	Slow, Monsterbane, Reroll 1s To Hit, Primary And Assault 1, Melta, (Monsterbane), Hull
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull

Paladins Justicar Terminator	M WS BS S T W I A Ld Sv 4 2+ 2+ 4 4 3 4 4 9 3+ 4 2+ 2+ 4 4 3 4 3 8 3+	Points: 673 Composition: 1 Justicar 4-9 Terminators
Wargear Justicar: Stormbolter Nemesis Force Halberd Terminator Honours Terminator: Stormbolter Powerfist Terminator Honours	Options May take up to 5 more Terminators for +131 points each Justicar may take up to one Spell for each Psychic Mastery Level Any model may swap Stormbolter for S Any model may swap Nemesis Force Halberd for M	Rules Justicar: Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Psychic Mastery Level 1 Shock Assault Steady Stubborn Very Bulky Terminator: Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Shock Assault Steady Stubborn Very Bulky
Special Wargear: Terminator Honours – 5+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
S +12 points	Psilencer	24	6	-	Heavy 6
S +12 points	Psycannon	24	7	4+	Rapid Fire 2, Rending, Monsterbane
S +17 points	Incinerator	Flame	6	4+	Assault 1
M	Nemesis Force Halberd	Melee	+1	3+	Psychicbane, Counterattack
M +2 points	Nemesis Warding Staff	Melee	+2	4+	Psychicbane, 5+ Invulnerability Save

M +6 points	Nemesis Force Sword	Melee	+2	2+	Psychicbane
M +8 points	Dual Nemesis Falchions	Melee	User	3+	Extra Attack 3, Psychic Bane
M +38 points	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane

Purifier Squad Knight of the Flame Purifier	M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 2 9 3+ 6 2+ 2+ 4 4 2 4 1 8 3+	Points: 300 Composition: 1 Knight of the Flame 4-9 Purifiers
Wargear Knight of the Flame: Stormbolter Nemesis Force Halberd Frag Grenades Krak Grenades Psykout Grenades Purifier: Stormbolter Nemesis Force Halberd Frag Grenades Krak Grenades Psykout Grenades	Options May take up to 5 more Purifiers for +57 points each Justicar may swap Krak Grenades for G Knight of the Flame may take one Spell for each Psychic Mastery Level Any model may swap Stormbolter for S Any model may swap Nemesis Force Halberd for M	Rules Knight of the Flame: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Objective Secured Psychic Mastery Level 1 Shock Assault Stubborn Purifier: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Objective Secured Shock Assault Stubborn
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Wrist Mount
S +12 points	Psilencer	24	6	-	Heavy 6, Wrist Mount
S +12 points	Psycannon	24	7	4+	Rapid Fire 2, Rending, Monsterbane, Wrist Mount

S +17 points	Incinerator	Flame	6	4+	Assault 1, Wrist Mount
M	Nemesis Force Halberd	Melee	+1	3+	Psychicbane, Counterattack
M +3 points	Nemesis Warding Staff	Melee	+2	4+	Psychicbane, 5+ Invulnerability Save
M +4 points	Nemesis Force Sword	Melee	+2	2+	Psychicbane
M +5 points	Dual Nemesis Falchions	Melee	User	3+	Extra Attack 3, Psychic Bane
M +13 points	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G	Psykout Grenades	8	3	-	Grenade 1, 3" Blast, Psychic Disruption
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Fast Attack 0-3 Slots

Interceptor Squad Justicar Knight	M WS BS S T W I A Ld Sv 12 3+ 3+ 4 4 2 4 2 9 3+ 12 3+ 3+ 4 4 2 4 1 8 3+	Points: 285 Composition: 1 Justicar 4-9 Knights
Wargear Justicar: Stormbolter Nemesis Force Halberd Frag Grenades Krak Grenades Psykout Grenades Personal Teleporter Knight: Stormbolter Nemesis Force Sword Frag Grenades Krak Grenades Psykout Grenades Personal Teleporter	Options May take up to 5 more Knights for +55 points each Justicar may swap Stormbolter for S Justicar may swap Nemesis Force Halberd for M Justicar may swap Krak Grenades for G Justicar may take one Spell for each Psychic Mastery Level Up to two Knights may swap Stormbolter for S	Rules Justicar: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Objective Secured Psychic Mastery Level 1 Shock Assault Stubborn Knight: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Objective Secured Shock Assault Stubborn
Special Wargear: Personal Teleporter - This model ignores Terrain and other Models during the Movement Phase.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Wrist Mount
S +12 points	Psilencer	24	6	-	Heavy 6, Wrist Mount
S +12 points	Psycannon	24	7	4+	Rapid Fire 2, Rending, Monsterbane, Wrist Mount
S +17 points	Incinerator	Flame	6	4+	Assault 1, Wrist Mount

M	Nemesis Force Halberd	Melee	+1	3+	Psychicbane, Counterattack
M +3 points	Nemesis Warding Staff	Melee	+2	4+	Psychicbane, 5+ Invulnerability Save
M +4 points	Nemesis Force Sword	Melee	+2	2+	Psychicbane
M +5 points	Dual Nemesis Falchions	Melee	User	3+	Extra Attack 3, Psychic Bane
M +13 points	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G	Psykout Grenades	8	3	-	Grenade 1, 3" Blast, Psychic Disruption
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Heavy Support 0-3 Slots

Land Raider Land Raider	M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 8 14 14 14 16 16 9 3+	Points: 297 Composition: 1 Land Raider
Wargear Land Raider: 2 Linked Heavy Bolters 2 Hurricane Bolters	Options May swap 2 Linked Heavy Bolters for T May swap 2 Hurricane Bolters for S May take one D May take one M May take one P May take up to one of each E	Rules Land Raider: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Stubborn Transport 16 – Access Front, Assault Ramps
Special Wargear:	Special Wargear Upgrades: Dozerblade E Recovery Gear +2 points E Extra Armour +5 points E Frag Launchers +10 points	Reroll Dangerous Terrain Tests and failed Move through Cover Roll d6, on 5+ repair Immobilized or Crew Stun result You may treat all Crew Stun Results as Crew Shaken

	E Smoke Launchers +10 points	6" Aura, this model and target unit count as being armed with Grenades for the purposes of Charging. 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
--	------------------------------	--

Selection	Name	Range	S	AP	Rules
T	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
T +6 points	2 Linked Psycannons	24	7	4+	Rapid Fire 2 x2, Rending, Monsterbane, Hull, Primary
T +32 points	2 Linked Assault Cannons	36	6	4+	Assault 6 x2, Rending, Hull, Primary
S	2 Hurricane Bolters	24	4	5+	Rapid Fire 6 x2, Bolter, Sponson
S +12 points	2 Flamestorm Cannons	Flame	6	3+	Assault 1 x2, Sponson
S +42 points	2 Sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x2 (x2), Monsterbane, Sponson
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +31 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Turret
P +34 points	2 Linked Icarus Rocket Pods	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret

Dreadknight Dreadknight	M WS BS S FA SA RA W I A Ld Sv 8 3+ 3+ 6 12 12 10 12 4 4 9 3+	Points: 215 Composition: 1 Dreadknight
Wargear Dreadknight: 2 Gatling Psilencers Nemesis Greatsword Force Shielding	Options May swap any Gatling Psilencer for H May swap Nemesis Greatsword for M May take up to one Spell for each Psychic Mastery	Rules Dreadknight: Independent Character Vehicle Combat Walker Grand Master Unique Adjusted Tactics Know No Fear Deepstrike Night Vision Psychic Mastery Level 1 Shock Assault Steady Stubborn
Special Wargear: Force Shielding – 5+ Invulnerability Save	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Gatling Psilencer	24	6	-	Heavy 12, Hull, Primary
H +4 points	Heavy Psycannon	24	7	4+	Heavy 1, 5" Blast, Rending, Hull, Primary
H +9 points	Heavy Incinerator	Hell Storm	6	4+	Assault 1, Hull, Primary
M	Nemesis Greatsword	Melee	+2	2+	Psychicbane, Primary
M +20 points	Dreadfist	Melee	X2	2+	Slow, Monsterbane, Psychicbane, Primary
M +31 points	Nemesis Dread Hammer	Melee	X2	1+	Slow, Armourbane, Monsterbane, Psychic Bane, Primary

Purgation Squad Justicar Knight	M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 2 9 3+ 6 3+ 3+ 4 4 2 4 1 8 3+	Points: 255 Composition: 1 Justicar 4-9 Knights
Wargear Justicar: Stormbolter Nemesis Force Halberd Frag Grenades Krak Grenades Psykout Grenades Knight: Stormbolter Nemesis Force Sword Frag Grenades Krak Grenades Psykout Grenades	Options May take up to 5 more Knights for +49 points each Justicar may swap Stormbolter for S Justicar may swap Nemesis Force Halberd for M Justicar may swap Krak Grenades for G Justicar may take one Spell for each Psychic Mastery Level Up to four Knights may swap Stormbolter for S	Rules Justicar: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Objective Secured Psychic Mastery Level 1 Shock Assault Stubborn Knight: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Objective Secured Shock Assault Stubborn
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Wrist Mount
S +12 points	Psilencer	24	6	-	Heavy 6, Wrist Mount
S +12 points	Psycannon	24	7	4+	Rapid Fire 2, Rending, Monsterbane, Wrist Mount
S +17 points	Incinerator	Flame	6	4+	Assault 1, Wrist Mount
M	Nemesis Force Halberd	Melee	+1	3+	Psychicbane, Counterattack
M +3 points	Nemesis Warding Staff	Melee	+2	4+	Psychicbane, 5+ Invulnerability Save
M +4 points	Nemesis Force Sword	Melee	+2	2+	Psychicbane

M +5 points	Dual Nemesis Falchions	Melee	User	3+	Extra Attack 3, Psychic Bane
M +13 points	Nemesis Daemon Hammer	Melee	10	1+	Slow, Armourbane, Monsterbane, Psychicbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G	Psykout Grenades	8	3	-	Grenade 1, 3" Blast, Psychic Disruption
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Flyer 0-2 Slots

Stormhawk Interceptor Stormhawk	M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 6 12 11 11 8 1 3 9 3+	Points: 222 Composition: 1 Stormhawk
Wargear Stormhawk: Skyhammer Missile Launcher Las Talon 2 Linked Assault Cannons	Options May swap Skyhammer Missile Launcher for T May swap Las Talon for S May take up to one of each E	Rules Stormhawk: Vehicle Adjusted Tactics Know No Fear Deepstrike High Altitude Hover Interceptor Night Vision Shock Assault Stubborn
Special Wargear:	Special Wargear Upgrades: E Flare Launchers +9 points	This model has a 5+ Invulnerability Save against Ranged Attacks

Selection	Name	Range	S	AP	Rules
T	Skyhammer Missile Launcher	60	7	3+	Heavy 2, Hull, Primary
T +0 points	Cyclone Missile Launcher	36 Or 36	8 Or 4	3+ Or 6+	Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary
T +3 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary

S	Las Talon	24	9	2+	Heavy 2, Monsterbane, Sponson, Primary
S +3 points	Storm Cannon	24	7	4+	Heavy 6, Monsterbane, Sponson, Primary
H	2 Linked Assault Cannons	36	6	4+	Assault 6 x2, Rending, Hull

Stormraven Gunship Stormraven	M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 7 12 12 12 14 1 3 9 3+	Points: 321 Composition: 1 Stormraven
Wargear Stormraven: 2 Linked Plasma Cannons Cyclone Missile Launcher	Options May swap 2 Linked Plasma Cannons for T May swap Cyclone Missile Launcher for H May take one S May take up to one of each E	Rules Stormraven: Vehicle Adjusted Tactics Know No Fear Deepstrike High Altitude Hover Night Vision Shock Assault Stubborn Transport 12 – Access Front and Rear. Dreadnought Transport – This model may carry one Dreadnought with 13 Wounds or less. Grav Chute Insertion – Models may Disembark from this model if it is not Hovering. They may do so along any point it passed over during the Stormraven’s movement. Each model must take a Dangerous Terrain Test that deploys this way. Dreadnoughts may not Disembark via Grave Chute Insertion.
Special Wargear:	Special Wargear Upgrades: E Flare Launchers +9 points	This model has a 5+ Invulnerability Save against Ranged Attacks

Selection	Name	Range	S	AP	Rules
T	2 Linked Plasma Cannons	36	7	2+	Heavy 1 x2, 3" Blast, Gets Hot!, Turret, Primary
T +14 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
T +54 points	2 Linked Assault Cannons	36	6	4+	Assault 6 x2, Rending, Turret, Primary
H	Cyclone Missile Launcher	36 Or 36	8 Or 4	3+ Or 6+	Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary
H +0 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
H +20 points	2 Linked Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Hull, Primary
H	2 Linked Assault Cannons	36	6	4+	Assault 6 x2, Rending, Sponson, Primary
S +30 points	2 Hurricane Bolters	24	4	5+	Rapid Fire 6 x2, Bolter, Sponson
S +34 points	2 Stormstrike Missile Launchers	72	8	3+	Heavy 1 x2, Monsterbane, Sponson

Stormtalon Gunship Stormtalon	M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 6 11 11 11 8 1 3 9 3+	Points: 228 Composition: 1 Stormtalon
Wargear Stormtalon: Skyhammer Missile Launcher 2 Linked Assault Cannons	Options May swap Skyhammer Missile Launcher for T May take up to one of each E	Rules Stormtalon: Vehicle Adjusted Tactics Know No Fear Deepstrike High Altitude Hover Night Vision Shock Assault Stubborn
Special Wargear:	Special Wargear Upgrades: E Flare Launchers +9 points	This model has a 5+ Invulnerability Save against Ranged Attacks

Selection	Name	Range	S	AP	Rules
-----------	------	-------	---	----	-------

T	Skyhammer Missile Launcher	60	7	3+	Heavy 2, AA, Hull, Primary
T +0 points	Cyclone Missile Launcher	36 Or 36	8 Or 4	3+ Or 6+	Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary
T +3 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
T +15 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
H	2 Linked Assault Cannons	36	6	4+	Assault 6 x2, Rending, Sponson, Primary

Xiphon Interceptor Xiphon	M WS BS S FA SA RA W I A Ld Sv 60 5+ 3+ 6 12 12 10 12 1 3 9 3+	Points: 236 Composition: 1 Xiphon
Wargear Xiphon: 4 Linked Lascannons Xiphon Missile Battery	Options May take up to one of each E	Rules Xiphon: Vehicle Know No Fear Deepstrike High Altitude Interceptor Night Vision Shock Assault Stubborn
Special Wargear:	Special Wargear Upgrades: E Flare Launchers +9 points	This model has a 5+ Invulnerability Save against Ranged Attacks

Selection	Name	Range	S	AP	Rules
T	4 Linked Lascannons	48	9	2+	Heavy 1 x4, Monsterbane, Hull, Primary
H	Xiphon Missile Battery	60	7	3+	Heavy 3, Hull, Primary

Dedicated Transport 0-1/Legal Slot

Razorback Razorback	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 11 11 10 10 1 3 9 3+	Points: 146 Composition: 1 Razorback
Wargear Razorback: 2 Linked Heavy Bolters	Options May swap 2 Linked Heavy Bolters for T May take one D May take one M May take one P May take up to one of each E	Rules Razorback: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Stubborn Transport 6 – Access Sides.
Special Wargear:	Special Wargear Upgrades: Dozerblade E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points	Reroll Dangerous Terrain Tests and failed Move through Cover Roll d6, on 5+ repair Immobilized or Crew Stun result You may treat all Crew Stun Results as Crew Shaken 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.

Selection	Name	Range	S	AP	Rules
T	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret, Primary
T +15 points	Multimelta and Plasma Gun	24 And 24	8 And 7	1+ And 2+	Heavy 2, Melta, (Monsterbane), Turret, Primary And Rapid Fire 1, Gets Hot!, Turret, Primary
T +24 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret

Rhino Rhino	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 11 11 10 10 1 3 9 3+	Points: 142 Composition: 1 Rhino
Wargear Rhino: None	Options May take one D May take one M May take up to two P May take up to one of each E	Rules Rhino: Vehicle Tank Bolter Discipline Know No Fear Night Vision Shock Assault Stubborn Transport 12 – Access Sides, Rear. Two 360 Fire Ports.
Special Wargear:	Special Wargear Upgrades: Dozerblade E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points	Reroll Dangerous Terrain Tests and failed Move through Cover Roll d6, on 5+ repair Immobilized or Crew Stun result You may treat all Crew Stun Results as Crew Shaken 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.

Selection	Name	Range	S	AP	Rules
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret

Lord of War 0-1 Slots

Thunderhawk Gunship Thunderhawk	M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 10 12 12 10 30 1 9 9 3+	Points: 847 Composition: 1 Thunderhawk
Wargear Thunderhawk: Thunderhawk Heavy Cannon 2 Linked Lascannons 4 Sets of 2 Linked Heavy Bolters 2 Linked Hellstrike Missile Racks	Options May swap Thunderhawk Heavy Cannon for T May swap 2 Linked Hellstrike Missile Racks for W May take up to one of each E	Rules Thunderhawk: Titanic Vehicle Adjusted Tactics Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Stubborn Transport 30 – Access Front and Sides, Assault Ramps.
Special Wargear:	Special Wargear Upgrades: E Chaff Launchers +18 points	5+ Invulnerability Save vs Ranged Attacks

Selection	Name	Range	S	AP	Rules
T	Thunderhawk Heavy Cannon	72	8	3+	Heavy 1, 7" Blast, Ordnance, Monsterbane, Hull
T +9 points	Turbo Laser Destructor	96	D	1+	Heavy 1, 5 Blast, Destroyer, Monsterbane, Hull
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
S	4 Sets of 2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2 (x4), Sponson
W	2 Linked Hellstrike Missile Racks	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, Hull
W +88 points	2 Linked Cluster Bomb Racks	Bomb	6	4+	Heavy 1 x2, Apocalypse Barrage, Hull

Thunderhawk Transporter Thunderhawk	M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 10 12 12 10 30 1 9 9 3+	Points: 774 Composition: 1 Thunderhawk
Wargear Thunderhawk: 2 Linked Lascannons 4 Sets of 2 Linked Heavy Bolters 2 Linked Hellstrike Missile Racks	Options May swap 2 Linked Hellstrike Missile Racks for W May take up to one of each E	Rules Thunderhawk: Titanic Vehicle Adjusted Tactics Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Stubborn Transport 15 – Access Front and Sides, Assault Ramps. Tank Transport – This model may Transport up to 2 Rhinos (or model that uses the Rhino Chassis) or 1 Land Raider (or model that uses a Land Raider Chassis). These do not benefit from the Assault Ramps.
Special Wargear:	Special Wargear Upgrades: E Chaff Launchers +18 points	5+ Invulnerability Save vs Ranged Attacks

Selection	Name	Range	S	AP	Rules
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
S	4 Sets of 2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2 (x4), Sponson
W	2 Linked Hellstrike Missile Racks	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, Hull
W +88 points	2 Linked Cluster Bomb Racks	Bomb	6	4+	Heavy 1 x2, Apocalypse Barrage, Hull

Imperial Fortress Gate Gate Towers Walls Towers	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+	Points: 2339 Composition: 1 Gate 2 Gate Towers 2 Walls 2 Towers
Wargear Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons	Options May add as many sets of 1 Gate and 2 Gate Towers as you want for +967 points May add as many Walls as you want for +299 points each May add as many Towers as you want for +387 points	Rules Gate: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear Wall: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear
Special Wargear: Heavy Gate – In your Command Phase you may declare if the Gate is Open or Closed. Models may not move through the Gate when it is Closed. The Gate cannot be Closed if models are Obstructing the Gate.	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret
H	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret

Primaris Redoubt Primaris Redoubt	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 629 Composition: 1 Primaris Redoubt
Wargear Primaris Redoubt: 2 Linked Turbolaser Destructors	Options	Rules Primaris Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Linked Turbolaser Destructors	96	D	1+	Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Turret

Fortification 0-1/1000 points

Aegis Weapon Emplacement Platform	M WS BS S T W I A Ld Sv - - 4+ - 7 5 - - - 3+	Points: 66 Composition: 1 Aegis Weapon Emplacement
Wargear Aegis Weapon Emplacement: Long Lascannon	Options May swap Long Lascannon for H	Rules Aegis Weapon Emplacement: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gun Emplacement – This Fortification does not replace an existing piece of Terrain in your Deployment Zone like normal, it is placed with the Terrain instead.

Special Wargear:	Special Wargear Upgrades:	
-------------------------	----------------------------------	--

Selection	Name	Range	S	AP	Rules
H	Long Lascannon	72	9	2+	Heavy 1, Monsterbane, AA, Turret
H +28 points	2 Linked Long Lascannons	72	9	2+	Heavy 1 x2, Monsterbane, AA, Turret
H +34 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret
H +40 points	4 Linked Autocannons	48	7	4+	Heavy 2 x4, Monsterbane, AA, Turret

Aquila Strongpoint Aquila Strongpoint	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 448 Composition: 1 Aquila Strongpoint
Wargear Aquila Strongpoint: Plasma Obliterator	Options	Rules Aquila Strongpoint: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front. Access Rear The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Plasma Obliterator	72	8	2+	Heavy 1, 7" Blast, Monsterbane, Turret
H +63 points	Macro Cannon	72	D	1+	Heavy 1, 5" Blast, Destroyer, Monsterbane, Turret
H +271	Deathstrike Missile Silo	12 to 240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover,

					The Hour is Nigh, T Minus 5, Turret
--	--	--	--	--	-------------------------------------

Firestorm Redoubt Firestorm Redoubt	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 397 Composition: 1 Firestorm Redoubt
Wargear Firestorm Redoubt: Punisher Gatling Cannon Punisher Gatling Cannon	Options May swap any Punisher Gatling Cannon for H	Rules Firestorm Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 10 Fire Ports Front. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Punisher Gatling Gun	24	5	-	Heavy 20, Turret
H +12 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret
H +44 points	4 Linked Long Lascannons	72	9	2+	Heavy 1 x4, Monsterbane, AA, Turret

Hammerfall Bunker Hammerfall Bunker	M WS BS S T W I A Ld Sv - - 3+ - 8 20 - - - 3+	Points: 352 Composition: 1 Imperial Bastion
Wargear Imperial Bastion: 2 Linked Super Missile Launchers 4 Sets of 2 Linked Heavy Flamers	Options	Rules Imperial Bastion: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	4 Sets of 2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2 (x4), Hull
H +8 points	Heavy Bolter	36	5	4+	Heavy 3, Hull

T	2 Linked Super Missile Launchers	72 Or 72	10 Or 6	3+ Or 5+	Heavy 1 x2, Monsterbane, Turret Or Heavy 1 x2, 5" Blast, Turret
---	----------------------------------	----------------	---------------	----------------	--

Imperial Bastion Imperial Bastion	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 429 Composition: 1 Imperial Bastion
Wargear Imperial Bastion: 4 Heavy Bolters	Options	Rules Imperial Bastion: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front and Back, 5 Fire Points each Side. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Heavy Bolter	36	5	4+	Heavy 3, Hull

Plasma Obliterator Plasma Obliterator	M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+	Points: 474 Composition: 1 Plasma Obliterator
Wargear Plasma Obliterator: Plasma Obliterator	Options	Rules Plasma Obliterator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 4 Fire Points Front, Sides, and Rear. Access Rear
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Plasma Obliterator	72	8	2+	Heavy 1, 7" Blast, Monsterbane, Turret

Vengeance Weapon Battery Vengeance Weapon Battery	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 267 Composition: 1 Firestorm Redoubt
Wargear Firestorm Redoubt: Punisher Gatling Cannon	Options May swap Punisher Gatling Cannon for H	Rules Firestorm Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	Punisher Gatling Gun	24	5	-	Heavy 20, Turret
H +12 points	Battle Cannon	72	8	3+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret
H +44 points	4 Linked Long Lascannons	72	9	2+	Heavy 1 x4, Monsterbane, AA, Turret

Void Shield Generator Void Shield Generator	M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+	Points: 307 Composition: 1 Void Shield Generator
Wargear Void Shield Generator: none	Options	Rules Void Shield Generator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Shield Generator – 6" Aura, this model (and any models on top of this Terrain Feature) and target unit gain 5+ Invulnerability Save.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
-----------	------	-------	---	----	-------