

# Grey Knights Datasheets (v.1.0.1)

The "unit superior" rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible

## Faction abilities

- After failing a morale test for any Grey Knights unit, roll one D6. On a 4+ it's passed instead
- When any Grey Knights unit is taking a wound, roll one die, and on a 6+ it is ignored. If the wound was from a Psychic attack, then it is ignored on a 4+

## Leaders

Castellan Crowe (1 model)      Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

## Unit abilities

- Character (max. one copy per army)
- Once per round, the first time a Save roll is failed for this model, that attack deals 0 wounds (Psychic)



## JoyToy Grey Knights Castellan Crowe, 425pts

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Black Blade of Antwyr	Melee	4	2+	-2	Critical hits get AP(-4). May pick any model in the target unit as its individual target instead of following the normal attack sequence, if this model is visible to the attacking model

## Add abilities to the model

Cost

- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn

**+100pts**

Grand Master Voldus (1 model)

Move 10" Save 3+ Wounds 6 Morale 3+ Control 2

Unit abilities

- Character (max. one copy per army)
- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models

JOYTOY x WARHAMMER



JoyToy Grey Knights Grand Master Voldus, **460pts**

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	4	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Malleus Argyrum (Psychic)	Melee	2	3+	-2	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons. Critical hits get AP(-4). Wounds can't be regenerated

Add abilities to the model	Cost
<ul style="list-style-type: none"> <li>• Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn</li> </ul>	<b>+100pts</b>

Kaldor Draigo (1 model)

Move 10" Save 2+ Wounds 6 Morale 3+ Control 2

Unit abilities

- Character (max. one copy per army)
- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models
- Once per battle, when this model's unit declares a charge in the same turn it was set up on the battlefield using the Deep Strike special rule, add 5 inches to the Charge roll (Psychic)

JOYTOY x WARHAMMER



JoyToy Grey Knights Kaldor Draigo, **565pts**

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	4	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
The Titansword (Psychic)	Melee	4	2+	-1	Critical hits get AP(-4). Before attacks roll one die. On a 6+ the target takes 1 wound

Add abilities to the model	Cost
<ul style="list-style-type: none"> <li>Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn</li> </ul>	<b>+100pts</b>

Infantry

**Purgation Squad (3-10 models)      Move 12" Save 3+ Wounds 1 Morale 3+ Control 1**

JOYTOY x WARHAMMER 40,000



**JoyToy Grey Knights Justicar, 125pts per model (unit superior)**

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Sword (Psychic)	Melee	2	3+	-1	Critical hits get AP(-4). Wounds can't be regenerated



JOYTOY x WARHAMMER 40,000



**JoyToy Grey Knight with Psilencer, 175pts per model**

Ranged weapons	Range	Att	Sk	AP	Features
Psilencer (Psychic)	48"	4	3+	0	Critical hits get AP(-4). Wounds can't be regenerated
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Weapon (Psychic)	Melee	2	3+	0	-



JOYTOY x WARHAMMER 40,000



**JoyToy Grey Knight with Pscannon, 150pts per model**

Ranged weapons	Range	Att	Sk	AP	Features
Pscannon (Psychic)	48"	X	3+	-2	X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Weapon (Psychic)	Melee	2	3+	0	-



Unit abilities

- Teleport. Once per activation, before attacking, if it is not within 2" horizontally and 10" vertically of an enemy model, place this unit anywhere within 12"
- When taking a wound, roll one die. On a 5+ it is ignored

JoyToy x WARHAMMER



JoyToy Grey Knights Interceptor Justicar, **165pts** per model (**unit superior**)

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Daemon Hammer (Psychic)	Melee	1	3+	-2	Each attack deals 3 damage, but only to one model. Critical hits get AP(-4). Wounds can't be regenerated

JoyToy x WARHAMMER



JoyToy Grey Knights Interceptor with Incinerator, **120pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Incinerator ( <b>max. one per unit</b> )	24"	X	2+	-1	X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Weapon (Psychic)	Melee	2	3+	0	-

JoyToy x WARHAMMER



JoyToy Grey Knights Interceptor with Storm Bolter and Nemesis Force Sword, **140pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Sword (Psychic)	Melee	2	3+	-1	Critical hits get AP(-4). Wounds can't be regenerated

## Brotherhood Terminators (3-5 models)

Move 10" Save 3+ Wounds 3 Morale 3+ Control 2

[Incanus Neodan and Jaric Thule are both Justicars, so it would be correct to choose only one of them per unit. Or remove the skirt from one of them]

### Unit abilities

- Each time a model in this unit makes a Charge move, until the end of the turn, melee weapons equipped by models in this unit automatically wounds on 6+
- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models

### Upgrade **all** models with ability

Cost

- **Paladin.** In melee before attacks roll one die. On a 6+ the target takes 1 wound **+10pts** per model

JOYTOY x WARHAMMER



### JoyToy Grey Knights Terminator Incanus Neodan, **275pts** per model (**unit superior**)

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Sword (Psychic)	Melee	4	3+	-1	Critical hits get AP(-4). Wounds can't be regenerated



JOYTOY x WARHAMMER



### JoyToy Grey Knights Terminator Retius Akantar, **275pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Sword (Psychic)	Melee	4	3+	-1	Critical hits get AP(-4). Wounds can't be regenerated



### Upgrade model with

Cost

- **Banner.** Add 1 to the Control characteristic of models in this model's unit **+30pts (max. one per unit)**

JOYTOY x WARHAMMER



### JoyToy Grey Knights Terminator Caddon Vibova, **320pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Daemon Hammer (Psychic) ( <b>max. one per unit</b> )	Melee	2	3+	-2	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons. Critical hits get AP(-4). Wounds can't be regenerated




**JoyToy Grey Knights Terminator Jaric Thule, 290pts per model (unit superior)**

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Halberd (Psychic)	Melee	4	2+	-1	-

**Vehicles / Monsters**
**Nemesis Dreadknight (1 model) Move 12" Save 2+ Wounds 15 Morale 3+ Control 5**
**Unit abilities**

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models
- When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 mortal wounds (roll D3 separately for each unit within 12")


**JoyToy Grey Knights Nemesis Dreadknight, 1580pts**

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Incinerator	36"	2X	2+	-1	X - is the number of models in the target unit, but maximum 3. Ignores cover
Gatling Psilencer (Psychic)	48"	8	3+	0	Critical hits get AP(-4). Wounds can't be regenerated
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Greatsword (Psychic)	Melee	6	3+	-1	Critical hits get AP(-4). Wounds can't be regenerated
Armoured Feet	Melee	6	3+	-2	-
Dreadfist	Melee	4	3+	-4	-

Replace Nemesis Greatsword with	Cost
Dreadfist (Melee, Att 4, Sk 3+, AP -4)	<b>-10pts</b>
Nemesis Daemon Greathammer (Psychic) (Melee, Att 2, Sk 3+, AP -2. Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons. Critical hits get AP(-4). Wounds can't be regenerated)	<b>+0pts</b>

Add abilities to the model	Cost
• Grand Master. Enemies get -1 to hit rolls when shooting at this model from over 18" away. Once per round after this unit has shot, if it is not within 2" horizontally and 10" vertically of an enemy model, it can make a move of up to 12". If it does, until the end of the turn, this unit is not eligible to make a Charge move.	<b>+320pts</b>

Venerable Dreadnought (1 model) Move 12" Save 2+ Wounds 9 Morale 3+ Control 3

Unit abilities

- While a friendly Grey Knights Infantry unit is within 12" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1
- When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 mortal wounds (roll D3 separately for each unit within 12")



JoyToy Grey Knights Venerable Dreadnought, 1250pts



Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	2+	-1	-
Twin Lascannon	72"	2	2+	-3	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons



Melee weapons	Range	Att	Sk	AP	Features
Armoured Feet	Melee	4	2+	-1	-
Power Fist	Melee	4	2+	-4	-