

Grey Knights Datasheets (v.1.0.4)

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. You can also customize the appearance of extra unit superior figures so that they become regular warriors

Faction abilities

- *Know No Fear*: After failing a morale test for any Grey Knights unit, roll one D6. On a 4+ it's passed instead. This ability does not apply to morale tests during Fall Back
- *Aegis Armour*: 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+
- *Gate of Infinity (optional)*: Before battle begins, up to 1 Grey Knights unit per 1000 points in your army can be upgraded with the *Gate of Infinity* ability for additional points. Once per battle, at the end of this unit's activation, if it is not within 2" horizontally and 10" vertically of any non-Stunned enemy unit, remove this unit from the battlefield (losing control of any objective markers it captured this turn) and place it into reserves. Deploy this unit at the start of your next turn anywhere over 18" horizontally away from all enemy models

Leaders

Castellan Crowe (1 model) Move 12" Save 2+ Wounds 3 Morale 3+ Control 1

Unit abilities

- *Character*: Maximum one copy per army
- *Foresight of the Prognosticators (Psychic)*: Once per round, the first time an attack would deal damage to this model, it deals 0 damage

Upgrade unit with ability

- | | |
|--|---------------|
| | Cost |
| • <i>Deep Strike</i> : Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first anywhere over 18" horizontally away from all enemy models | +15pts |
| • <i>Gate of Infinity</i> | +15pts |



JoyToy Grey Knights Castellan Crowe, 485pts

Ranged weapons	Range	Att	Sk	AP	Features
Purifying Flame (Psychic)	36"	2	2+	-1	Gains AP(-3) against Infantry units. Ignores cover
Storm Bolter	48"	3	2+	0	-
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 |
| • <i>Will of the Leader</i> : 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 Stratagems), even if that Stratagem has already targeted another unit from your army this turn | +100pts |

Grand Master Voldus (1 model)

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

Unit abilities

- *Character*: Maximum one copy per army

Upgrade unit with ability

Cost

- *Deep Strike*: Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first anywhere over 18" horizontally away from all enemy models **+30pts**
- *Gate of Infinity* **+30pts**

JOYTOY x WARHAMMER



JoyToy Grey Knights Grand Master Voldus, 445pts

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	2+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Malleus Argyrum (Psychic)	Melee	2	2+	-2	Each attack deals 3 damage, but only to one model. Do not carry over wounds from one attack to other models in the target unit. Critical hits get AP(-4)

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 Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

Kaldor Draigo (1 model)

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

Unit abilities

- *Character*: Maximum one copy per army

Upgrade unit with abilities

Cost

- *Deep Strike and One With the Warp (Psychic)*: Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first anywhere over 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 or Gate of Infinity ability, add 4" to the Charge roll **+75pts**
- *Gate of Infinity* **+30pts**

JOYTOY x WARHAMMER



JoyToy Grey Knights Kaldor Draigo, 515pts

Ranged weapons	Range	Att	Sk	AP	Features
Scouring (Psychic)	36"	2	2+	-2	Ignores cover
Storm Bolter	48"	3	2+	0	-
Melee weapons	Range	Att	Sk	AP	Features
The Titansword (Psychic)	Melee	4	2+	-2	Critical hits get AP(-4). Before attacking roll one die. On a 6+ the target takes 1 wound

Add abilities to the model	Cost
<ul style="list-style-type: none"> <i>Will of the Leader:</i> 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 Stratagems), even if that Stratagem has already targeted another unit from your army this turn 	+100pts

Infantry

Purgation Squad (2-4 models) Move 12" Save 2+ Wounds 2 Morale 3+ Control 1

Unit abilities

- Astral Aim (Psychic):* May target enemies that are not in line of sight as if in line of sight, and ignores cover, as long as the target is visible to one or more other friendly Grey Knights units

Upgrade **all** models with ability

- Deep Strike:* Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first anywhere over 18" horizontally away from all enemy models **+10pts** per model
- Gate of Infinity* **+10pts** per model

JOYTOY x WARHAMMER



JoyToy Grey Knights Justicar, 175pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	2	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Sword (Psychic)	Melee	2	3+	-2	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Grey Knight with Psilencer, 190pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Psilencer (Psychic)	48"	3	3+	0	Critical hits deal one additional non-critical hit

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JOYTOY x WARHAMMER



JoyToy Grey Knight with Psycannon, 200pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Psycannon (Psychic)	48"	X	3+	-1	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



Interceptors (2-4 models)

Move 12" Save 2+ Wounds 2 Morale 3+ Control 1

Upgrade **all** models with ability

- **Deep Strike:** Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first anywhere over 18" horizontally away from all enemy models **+10pts** per model
- **Personal Teleporters:** Once per activation, before it makes any attacks, if it is not within 2" horizontally and 10" vertically of an enemy model, place this unit anywhere within 12" **+15pts** per model
- **Gate of Infinity** **+10pts** per model

JOYTOY x WARHAMMER



JoyToy Grey Knights Interceptor Justicar, **170pts** per model (**unit superior**)

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	2	3+	0	-
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. Do not carry over wounds from one attack to other models in the target unit. Critical hits get AP(-4)

JOYTOY x WARHAMMER



JoyToy Grey Knights Interceptor with Incinerator, **145pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Incinerator (max. one per unit)	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
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Grey Knights Interceptor with Storm Bolter and Nemesis Force Sword, **160pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	2	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Sword (Psychic)	Melee	2	3+	-2	Critical hits get AP(-4)

Brotherhood Terminators (2-4 models)

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

Unit abilities

- *Hammerhand (Psychic)*: Melee weapons equipped by models in this unit deals 1 extra wound on Critical hits (no Save rolls)

Upgrade **all models** with ability

- *Deep Strike*: Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first anywhere over 18" horizontally away from all enemy models **+15pts** per model
- *Paladin*: All weapons of this model have Sk 2+ **+75pts** per model
- *Gate of Infinity* **+15pts** per model

JOYTOY x WARHAMMER



JoyToy Grey Knights Terminator Incanus Neodan, **225pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Sword (Psychic)	Melee	3	3+	-2	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Grey Knights Terminator Retius Akantar, **225pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Sword (Psychic)	Melee	3	3+	-2	Critical hits get AP(-4)



Upgrade model with

- *Ancient's Banner (max. one per unit)*: This model's unit gets +1 to Morale test rolls **+15pts**

JOYTOY x WARHAMMER



JoyToy Grey Knights Terminator Caddon Vibova, **210pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	3+	0	-
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. Do not carry over wounds from one attack to other models in the target unit. Critical hits get AP(-4)





JoyToy Grey Knights Terminator Jaric Thule, **235pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Nemesis Force Halberd (Psychic)	Melee	4	3+	-2	-

Vehicles / Monsters

Nemesis Dreadknight (1 model) Move 16" Save 2+ Wounds 12 Morale 3+ Control 5

Unit abilities

- *Empyric Reprisal (Psychic)*: This unit may shoot even after Advance move
- *Deadly Demise D3*: When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 wounds (no Save rolls, roll D3 separately for each unit within 12")

Upgrade unit with ability

- | | Cost |
|---|----------------|
| • <i>Deep Strike</i> : Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first anywhere over 18" horizontally away from all enemy models | +60pts |
| • <i>Grand Master</i> : Enemies get -1 to hit rolls when shooting at this model from over 18" away. Once per activation, before it makes any attacks, if it is not within 2" horizontally and 10" vertically of an enemy model, place this unit anywhere within 12" | +215pts |
| • <i>Gate of Infinity</i> | +60pts |



JoyToy Grey Knights Nemesis Dreadknight, **1275pts**

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 deal one additional non-critical hit

Melee weapons	Range	Att	Sk	AP	Features
Nemesis Greatsword (Psychic)	Melee	9	2+	-2	Critical hits get AP(-4)

Replace Nemesis Greatsword with	Cost
Dreadfists (Melee, Att 8, Sk 3+, AP -1)	-180pts
Nemesis Daemon Greathammer (Psychic) (Melee, Att 4, Sk 3+, AP -3. Each attack deals 3 damage, but only to one model. Do not carry over wounds from one attack to other models in the target unit)	-60pts

Venerable Dreadnought (1 model) Move 12" Save 2+ Wounds 9 Morale 3+ Control 4

Unit abilities

- *Deadly Demise D3*: When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 wounds (no Save rolls, roll D3 separately for each unit within 12")

Upgrade unit with ability

Cost

- *Deep Strike*: Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first anywhere over 18" horizontally away from all enemy models **+45pts**
- *Gate of Infinity* **+45pts**



JoyToy Grey Knights Venerable Dreadnought, **1080pts**



Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	2+	0	-
Twin Lascannon	72"	2	2+	-3	Each attack deals 3 damage, but only to one model. Do not carry over wounds from one attack to other models in the target unit



Melee weapons	Range	Att	Sk	AP	Features
Dreadnought Combat Weapon	Melee	3	2+	-2	Each attack deals 3 damage, but only to one model. Do not carry over wounds from one attack to other models in the target unit

Advanced Equipment

If you are playing by the Advanced Rules with the Advanced Equipment module, each model in the following units may be equipped with no more than one Explosive Grenade of your choice (Frag / Krak) and no more than one Utility Grenade of your choice (Smoke / Stun):

- *Leaders*: Castellan Crowe, Kaldor Draigo
- *Infantry*: Purgation Squad, Interceptors, Brotherhood Terminators