

WARHAMMER  
40,000

# KILL TEAM



**GREY KNIGHT** 

## ARCHETYPE: SEEK AND DESTROY / SECURITY

# GREY KNIGHT KILL TEAM

- ▶ A **GREY KNIGHT** kill team includes **One GREY KNIGHT JUSTICAR** operative equipped with a storm bolter and one of the following options:
  - Nemesis daemon hammer, nemesis falchions, nemesis force weapon or nemesis warding stave
- ▶ It also includes **Five GREY KNIGHT** operatives selected from the following list:
  - **GREY KNIGHT WARRIOR** equipped with a storm bolter and one of the following options:
    - Nemesis daemon hammer, nemesis falchions, nemesis force weapon or nemesis warding stave
  - **GREY KNIGHT GUNNER** equipped with fists and one of the following options:
    - Incinerator, psilencer or psycannon

Your kill team can only include up to one **GREY KNIGHT GUNNER** operative.

## PSYCHIC POWERS

Each time a friendly **GREY KNIGHT** operative performs the **Manifest Psychic Power** action, select one psychic power from the list below to be resolved.

### ARMoured RESILIENCE

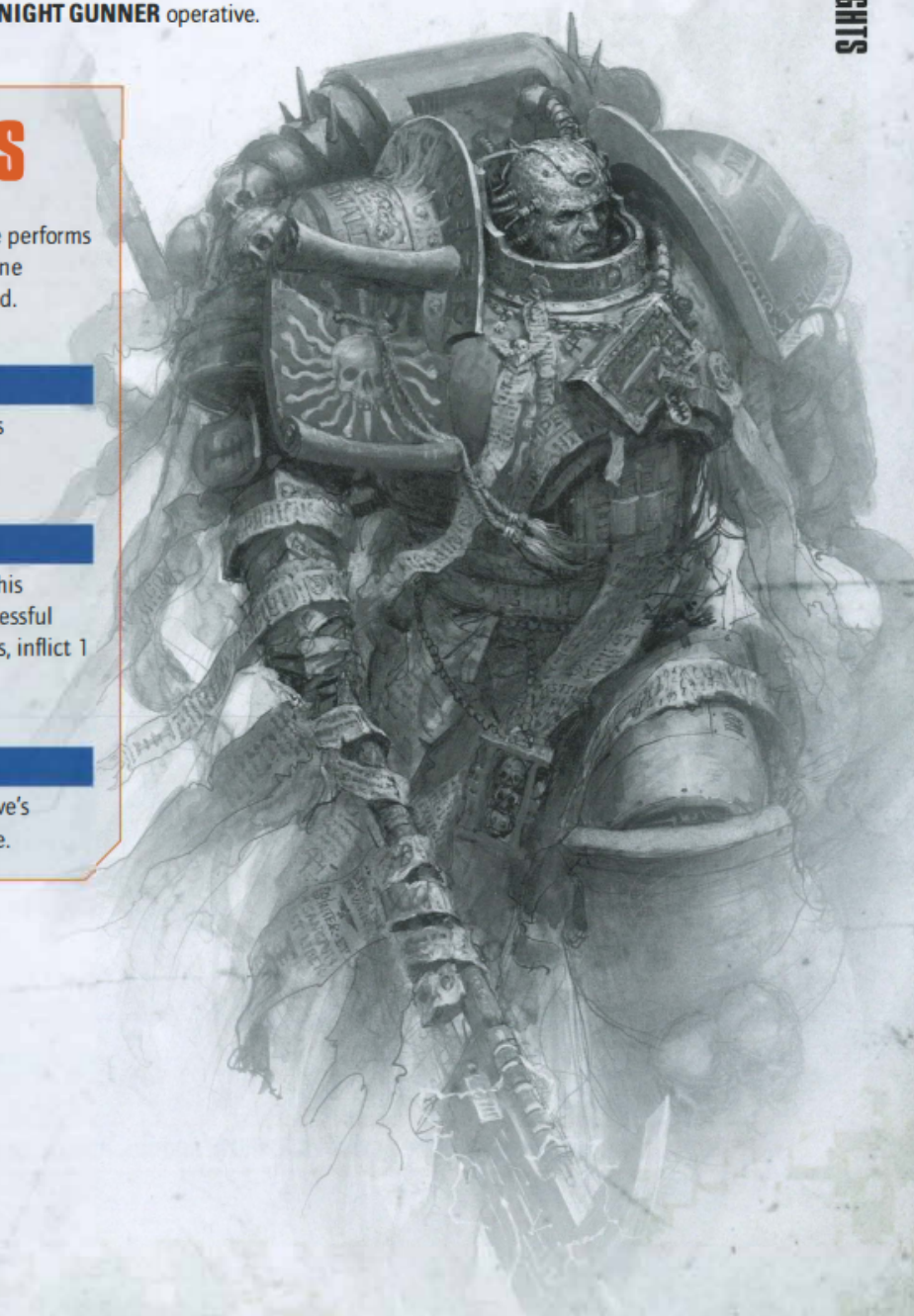
Until the end of the Turning Point, improve this operative's Save characteristic by 1.

### HAMMERHAND

Until the end of the Turning Point, each time this operative fights in combat, in the Resolve Successful Hits step of that combat, the first time it strikes, inflict 1 additional damage on the target.

### ASTRAL AIM

Until the end of the Turning Point, this operative's ranged weapons gain the No Cover special rule.



# STRATEGIC PLOYS

If your faction is **GREY KNIGHT**, you can use the following Strategic Ploys during a game.

## BOLTER DISCIPLINE 1CP

Until the end of the Turning Point, each time a friendly **GREY KNIGHT** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation if a storm bolter is selected for each of those shooting attacks.

## SHOCK ASSAULT 1CP

Until the end of the Turning Point, each time a friendly **GREY KNIGHT** operative is activated, if it does not perform a **Shoot** action during that activation, it can perform two **Fight** actions during that activation.

## TIDE OF SHADOWS 1CP

Until the end of the Turning Point, each time an enemy operative on a Vantage Point makes a shooting attack, each friendly **GREY KNIGHT** operative that has a Conceal order, is in Cover provided by Light terrain and is more than **◆** from that enemy operative cannot be treated as being on an Engage order for that shooting attack as a result of that Vantage Point.

## TIDE OF CELERITY 1CP

Until the end of the Turning Point, each time a friendly **GREY KNIGHT** operative performs a **Charge** action, it can move an additional **▲** for that action.

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GREY KNIGHTS



# TACTICAL PLOYS

If your faction is **GREY KNIGHTS**, you can use the following Tactical Ploys during a game.

## ONLY IN DEATH DOES DUTY END 1CP

Use this Tactical Ploy when a ready friendly **GREY KNIGHTS** operative is incapacitated. That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.

# EQUIPMENT

**GREY KNIGHTS** operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a \* can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

## PSYBOLT AMMUNITION+ [3EP]

Select one storm bolter the operative is equipped with. Add 1 to that weapon's Damage characteristics for the battle.

## SANCTIC BLESSING [2EP]

The operative gains the following ability for the battle:

**Sanctic Blessing:** Once per battle, during this operative's activation, it can perform a free **Manifest Psychic Power** action.

## HEXAGRAMMIC WARD+ [2EP]

The operative gains the following ability for the battle:

**Hexagrammic Ward:** Once per battle, when an enemy operative that is Visible to this operative performs a psychic action, this operative can use this ability. If it does so, roll one D6: on a 3+, that action's psychic power is not resolved (the action points subtracted for that action are not refunded).

## TRUESILVER ARMOUR+ [3EP]

This operative has a Save characteristic of 2+ for the battle.

## PURITY SEAL [3EP]

The operative gains the following ability for the battle:

**Purity Seal:** Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any CP.

## AND THEY SHALL KNOW NO FEAR 1CP



Use this Tactical Ploy when a friendly **GREY KNIGHTS** operative is activated. Until the end of that operative's activation, you can ignore any or all modifiers to its APL characteristic and it is not injured.

## PSYK-OUT GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Psyk-out grenade	4	3+	1/1

### Special Rules

Rng , Limited, Blast , Indirect, Psyk-out\*

**\*Psyk-out:** Each time a shooting attack is made with this weapon, if the target has the **PSYKER** or **DAEMON** keyword, for that shooting attack, change its Damage characteristics to 3/5 and it has the Lethal 5+ special rule.





## GREY KNIGHT (WARRIOR)

Grey Knights are martial elites clad in ward-etched armour. They combine the genetic augmentation of Space Marines with an indomitable psychic might, smiting those who traffic with the daemonic wherever they hide.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
☉ Storm bolter	4	3+	3/4	Relentless	-
✕ Nemesis daemon hammer	5	4+	5/6	-	Stun
✕ Nemesis falchions	5	3+	4/5	Relentless	-
✕ Nemesis force weapon	5	3+	4/6	Lethal 5+	-
✕ Nemesis warding stave	5	3+	4/5	-	Stun

### ABILITIES

### UNIQUE ACTIONS

**Manifest Psychic Power (1AP):** Psychic action. Resolve a **GREY KNIGHT** psychic power, as specified on page 31.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, WARRIOR



## GREY KNIGHT (GUNNER)

It takes years of intensive training for a Grey Knight to master the psychically charged specialist weapons of their Chapter, but those who do are capable of unleashing barrages of esoteric firepower that rip through the heaviest of opposition.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
☉ Incinerator	6	2+	2/3	Heavy, Rng 🔴, Torrent ○	-
☉ Psilencer	6	3+	3/4	Heavy, Fusillade	-
☉ Psycannon	5	3+	4/6	Heavy	-
✕ Fists	4	3+	3/4	-	-

### ABILITIES

### UNIQUE ACTIONS

**Manifest Psychic Power (1AP):** Psychic action. Resolve a **GREY KNIGHT** psychic power, as specified on page 31.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, GUNNER



# GREY KNIGHT JUSTICAR

Justicars are the lynchpin of their team. In psychic communion, they lead their brothers in carefully divined tactical ploys, arcane battle rites and psychic rituals.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Storm bolter	4	2+	3/4	Relentless	-
✘ Nemesis daemon hammer	5	3+	5/6	-	Stun
✘ Nemesis falchions	5	2+	4/5	Relentless	-
✘ Nemesis force weapon	5	2+	4/6	Lethal 5+	-
✘ Nemesis warding stave	5	2+	4/5	-	Stun

## ABILITIES

## UNIQUE ACTIONS

**Manifest Psychic Power (1AP):** Psychic action. Resolve a **GREY KNIGHT** psychic power, as specified on page 31.

**GREY KNIGHT**, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, LEADER, JUSTICAR



WARHAMMER  
40,000  
**KILL TEAM**  
**COMPENDIUM**  
**UPDATE 1.3**

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (\*).

**ERRATA**

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

**SPACE MARINE**

**Page 9, Deathwatch Veteran Fire Team, first arrow point**

Add the following to the **DEATHWATCH VETERAN WATCH**

**SERGEANT** operative's equipment options:

- Deathwatch boltgun; power weapon

**Page 19, Tactical Marine Sergeant, combi-melta**

Add the following critical hit rule (!):

'MW4'

**Page 29, Smoke Grenade action**

Change the third sentence to read:

'Until the end of the Turning Point, an operative is Obscured if every

Cover line drawn to it crosses an area of smoke.'

**SPACE MARINE & GREY KNIGHT**

**Pages 28 & 35, Tactical Ploys, Only In Death Does Duty End**

Change the second sentence to read:

'That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.'

**IMPERIAL GUARD**

**Page 38, Guardsman (Gunner), Characteristics**

Change the Save characteristic to '5+.'

**Page 39, Tempestus Scion (Comms), gun butt**

Change the WS characteristic to '3+.'

**Page 40, Tempestor, power fist**

Add the following special rule (SR):

'Brutal'

**Page 41, Strategic Ploys, Guardsman Orders**

Change the second sentence to read:

'All friendly **TEMPESTUS SCION** operatives, and all friendly **GUARDSMAN** operatives within  of and Visible to a friendly **IMPERIAL GUARD LEADER** operative, are issued that Guardsman Order.'

**Page 42, Medikit**

Change the first sentence to read:

'The operative gains the **MEDIC** keyword until the start of the next battle and can perform the following action during the battle:'

**ECCLESIArchy**

**Page 52, Battle Sister Fire Team, Specifications**

Add the following:

'Your kill team can only include up to one **BATTLE SISTER ICON BEARER** operative.'

**TALONS OF THE EMPEROR**

**Page 61, Custodian Guard (Warrior) & Custodian Guard (Leader), Characteristics**

Change the APL characteristic to '3'.

**Page 64, Tactical Ploys, Brotherhood of Demigods**

Change to read:

'Use this Tactical Ploy at the end of the Firefight phase. Select one friendly **ADEPTUS CUSTODES** operative to perform one free **Fight** or **Overwatch** action (this does not count as an activation).'

**DEATH GUARD**

**Page 76, Plague Marine Champion, Characteristics**

Change the Movement characteristic to '2○'.

**THOUSAND SONS**

**Page 86, Strategic Ploys, Malicious Volleys**

Change the last sentence to read:

'A bolt weapon is a ranged weapon that includes 'bolt' in its name (excluding **Doombolt**), e.g. inferno boltgun.'

**CHAOS DAEMON**

**Pages 92 & 93, Daemonette (Icon Bearer) and Daemonette (Horn Bearer), Claws**

Change the Attacks characteristic to '4'.

**COMMORRITE**

**Page 113, Kabalite (Gunner), shredder**

Change the 'Blast ○' rule from a critical hit rule (!) to a special rule (SR).

**Page 117, Haywire Grenade**

Add the following special rule (SR):

'Limited'

## DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

### GREY KNIGHT

*Q: Can the Hexagrammic Ward equipment (pg 35) prevent psychic actions that don't have a psychic power from being resolved, e.g. psychic actions from **WARPCOVEN** Tac Ops?*

A: Yes.

### COMMORRITE & CRAFTWORLD

*Q: When using the Fleet Strategic Ploy (pg 109 & 116), how does the operative perform a **Dash** action with a **Normal Move** or **Fall Back** action?*

A: It can perform the **Normal Move** or **Fall Back** action immediately followed by a **Dash** action, or vice versa.

### CRAFTWORLD

*Q: Can **HEAVY WEAPON PLATFORM** operatives perform **Overwatch** actions? Can **GUARDIAN DEFENDER HEAVY GUNNER** operatives allow a **HEAVY WEAPON PLATFORM** operative to perform an **Overwatch** action if it performed a **Control Platform** action during the Turning Point?*

A: No in both instances.

### TROUPE

*Q: How does the second bullet point of the Prismatic Blur Strategic Ploy (pg 120) interact with the Brutal special rule?*

A: If the operative is forced to parry as a result of the 4+, the Brutal special rule will have no effect: the operative can parry with normal hits in that instance.

### HUNTER CADRE

*Q: When using the Stand and Fire Tactical Ploy (pg 146), if I select a weapon that has more than one profile, can I still select a profile to use, even though it isn't a shooting attack?*

A: Yes.

*Q: When using the Stand and Fire Tactical Ploy (pg 146), how do the ranged weapon's critical hit rules work (if any)?*

A: Only critical hit rules that specify when an operative fights in combat with the weapon can be used. For example, the MWx critical hit rule specifies 'each time a friendly operative makes a shooting attack with this weapon', therefore that critical hit rule will have no effect when the operative fights in combat.

*Q: How does the Camouflage Field ability (**STEALTH BATTLESUIT** operatives) interact with the Indirect special rule?*

A: The Camouflage Field ability takes precedence.

*Q: When a **DRONE** operative is protecting a friendly operative as a result of Saviour Protocols, and the protected operative is targeted by a weapon that makes subsequent attacks against operatives within a given distance (e.g. Blast, Torrent, etc.), do you determine the distance from the protected operative or the **DRONE** operative?*

A: The protected operative.

# THE BALANCE DATASLATE

Q4 2023

This document contains the collected Q4 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (\*) bullet point.



## CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



## EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



## REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

**FORGE WORLD** replaced by **HUNTER CLADE**

**THOUSAND SONS** replaced by **WARPCOVEN**

**TROUPE** replaced by **VOID-DANCER TROUPE**



## CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).



# SEASON ONE



## KILL TEAM COMPENDIUM

### SPACE MARINE & GREY KNIGHT

- Operative selection: Every fire team except **SCOUT** and **TACTICAL MARINE** can take 1 additional **WARRIOR** operative.

### DEATH GUARD

- Operative selection: **PLAGUE MARINE** fire team:
  - 1 additional **WARRIOR** operative.
  - **CHAMPION** operative is instead of 1 **WARRIOR** operative, not in addition to.

### CRAFTWORLD

- Operative selection: Every fire team can take 1 additional **WARRIOR** operative.

### TOMB WORLD

- **FLAYED ONE** operatives: Add 1 to both Damage characteristics of flayer claws.
- Reanimation Protocols Tactical Ploy: OCP.



## KILL TEAM: OCTARIUS

### KOMMANDO

- Operative selection: If you select a **BOMB SQUIG** operative, you can also select a **KOMMANDO GROT** operative for free (or vice versa) for 11 operatives in total (instead of 10).
- \* Sneaky Git Tactical Ploy: You can only use it once per battle, and that operative cannot have its order changed in the first Turning Point (i.e. from the Infiltrate scouting option).
- \* **BOMB SQUIG** operative: This operative's APL characteristic cannot be positively modified.

