



Grey Knights

JUSTICAR

	M	APL	GA
	3 (2)	3	1
	DF	SV	W
	3	3+	12

Storm bolter	4	2+	3/4
Relentless			
Force weapon	5	2+	4/6
Lethal 5+			

Manifest Psychic Power (1AP): Psychic action. Resolve a GREY KNIGHT psychic power,

JUSTICAR

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Daemon hammer	5	3+	5/6
			! Stun

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Falchions	5	2+	4/5
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Grey Knights

Operative

Grey Knights

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Operative

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JUSTICAR

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Warding stave	5	2+	4/5
			! Stun

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GUNNER

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3	3+	11

Psycannon	5	3+	4/6
Heavy			
Fists	4	3+	3/4

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GUNNER

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3 ②	3	1
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3	3+	11

Incinerator	6	2+	2/3
Heavy Rng			Torrent ②
Fists	4	3+	3/4

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GUNNER

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3 ②	3	1
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3	3+	11

Psilencer	6	3+	3/4
Heavy Fusillade			
Fists	4	3+	3/4

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Operative

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WARRIOR

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DF	SV	W
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ASTRAL AIM

Spell

1CP

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

No Cover

BOLTER DISCIPLINE

Strategic

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 bolt weapon is selected for each of those shooting attacks. A bolt weapon is a ranged weapon that includes 'bolt' in its name, e.g. boltgun, heavy bolter etc. In the case of the infernus heavy bolter, it must be the heavy bolter profile that is selected.

Shoot Twice

SHOCK ASSAULT

Strategic

1CP

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

Fight Twice

Tac Op

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Spell

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Strategic

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Strategic

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TIDE OF SHADOWS

Strategic

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 6 from that enemy operative cannot be treated as being on an Engage order for that shooting attack as a result of that Vantage Point.

Safe from Vantage

TIDE OF CELERITY

Strategic

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.

Charge +1 M

ONLY IN DEATH DOES DUTY END

Tactical

1CP

Use this Tactical Ploy when a ready friendly GREY KNIGHT 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.

Not Dead

AND THEY SHALL KNOW NO FEAR

Tactical

1 CP

Use this Tactical Ploy when a friendly GREY KNIGHT 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.

Not Wounded

Strategic

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Strategic

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Tactical

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Tactical

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ARMoured RESILIENCE

Spell 1CP

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

Sv 2+

ARMoured RESILIENCE

Spell 1CP

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

Sv 2+

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ARMoured RESILIENCE

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

Sv 2+

Spell

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Spell

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ARMOURED RESILIENCE

Spell

1CP

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

Sv 2+

HAMMERHAND

Spell

1CP

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.

First strike +1/1D

SANCTIC BLESSING

3EP

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.

Free Spell

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

Free Spell

Spell

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Spell

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Equipment

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Equipment

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

Free Spell

HEXAGRAMMIC WARD

Max: 1

3EP

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).

Block Spell

TRUESILVER ARMOUR

Max: 1

3EP

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

Sv 2+

PSYK-OUT GRENADE

Max: 1

2EP

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

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.

Psyk-out grenade	4	3+	1/1
Psyk-out Rng	Blast	Indirect	Limited

Equipment

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Equipment

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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 without spending any CP.

Reroll

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 without spending any CP.

Reroll

PSYBOLT AMMUNITION

Max: 1

3EP

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

Damage + 1/1

GREY KNIGHT KILL TEAM

~~Seek and Destroy~~ Security

1 leader and 5 operatives

JUSTICAR

Nemesis daemon hammer, nemesis falchions, nemesis force weapon or nemesis warding stave

GUNNER (x1)

Fists and Incinerator, psilencer or psycannon

WARRIOR

Storb bolter and Nemesis daemon hammer, nemesis falchions, nemesis force weapon or nemesis warding stave

Equipment

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Equipment

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Equipment

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Team

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PSYCHIC POWERS

Faction Ability

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

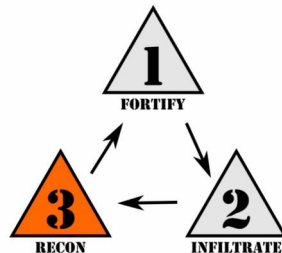
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



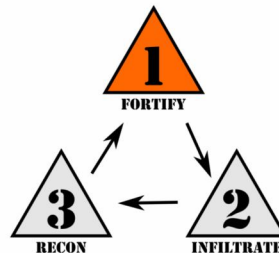
FORTIFY

Matched Play

Set up one additional barricade within  of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



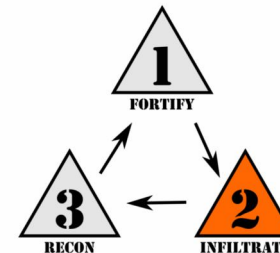
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



Abilities

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Scouting

Grey Knights

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Scouting

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Scouting

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MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
			1
			2
			3
	1	2	
	2	3	
	3	4	

PHIL TEAM

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Give this card away

Matched

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Matched

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Scorecard

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Credits

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