

THE GREY KNIGHTS

GREY KNIGHTS IN SPACE HULK

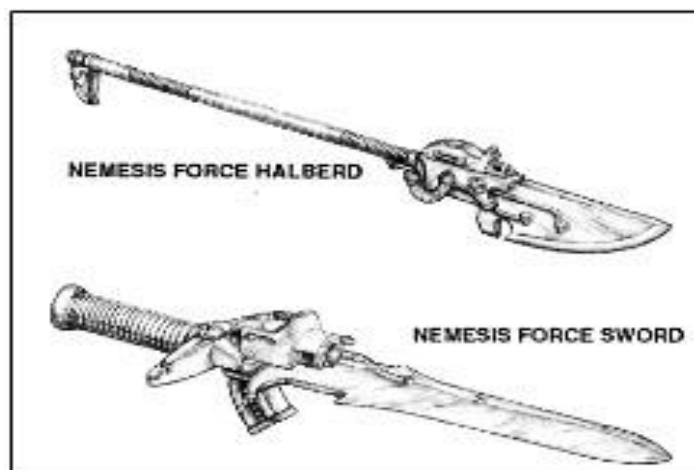
The Grey Knights are often called upon to face Genestealers, especially when a coven has turned to Chaos or includes powerful psykers. The insidious hidden invasion of a Stealer coven is frequently difficult to tell apart from the dark workings of Chaos, even to an experienced Inquisitor — and the result of its discovery may often be the same:

annihilation for a whole city or planet unless the infiltration is caught in its early stages.

We'll be dealing with Grey Knights in far more detail in the future — for now, the following rules allow you to pit Grey Knights against Genestealers in Space Hulk.

Grey Knight Squads

Grey Knights traditionally operate in squads of five: one Sergeant and four Marines. All are armed with Nemesis force weapons and Aegis suits of Terminator armour. Their Aegis suits give them a free force defence against psychic attacks as usual; Nemesis weapons are described below.



Nemesis Force Weapon



Nemesis force weapons are the standard class of armament used by Grey Knight Terminators. The Nemesis is a doublehanded weapon and comes in several forms, often as a halberd or two-handed sword.

Whatever their shape, all Nemesis weapons have the same basic design and function: the blade is a powerful force weapon housing a psi-matrix attuned to the unique psychic field of its owner, and the haft or handle contains a modified storm bolter which can be used in both ranged combat and close assault.

Ranged Storm Bolter Fire

In ranged combat, the bolter built into the haft or handle of a Nemesis weapon operates exactly like a standard storm bolter.

Close Assault

The blade of a Nemesis weapon acts as a normal force weapon. In addition, a Grey Knight who is facing his opponent and forces a draw in a round of close assault can then reverse his Nemesis weapon and fire the bolter at his opponent. A Purestrain is removed on a result of 3 or better, and a Hybrid is killed automatically. It costs 0 APs to make this additional attack.

Grey Knight Sergeants

Grey Knight Sergeants are always powerful psykers; they are never less than 3rd level of mastery. They give the Marine player an extra 2 CPs and 30 seconds on the timer for each Sergeant in play. A Grey Knight Sergeant is armed with a Nemesis weapon and gets a +2 bonus to close assault rolls (rather than the usual +1 roll for a psyker using a force weapon).

THE AEGIS SUIT

Terminator Librarians wear Aegis suits — these are suits of Tactical Dreadnought Armour specially modified with a protective psychic hood. The hood encases the Librarian's head and is made from reinforced plasteel interlaced with the intricate crystals of a psi-matrix. The psi-matrix amplifies the natural psychic defences of the Librarian and helps to deflect harmful psychic attacks.

Because of his Aegis suit, a Librarian gets the equivalent of one free force card against every psychic attack card that affects him — the force defence is always the same colour as the attack (force cards and psychic attack cards are fully explained later). It costs 0 APs to use this defence and does not count as an action. This means that to psychically attack a Librarian (or a section containing a Librarian for section effect cards), the Stealer player must have at least one force card of the correct colour to succeed.

The Librarian does not have to use the free force if he doesn't want to. Force defences not used immediately cannot be saved up; they are lost.

Psychic Powers

All Grey Knight Terminators are psykers. You should decide what levels of mastery they're going to be depending on the mission you're playing. If you want to keep things simple, there's no reason why you shouldn't have them all as 4th level of mastery although this would be an unusually strong squad under normal circumstances.

Psychic Blast

A Nemesis weapon can also be used by a Grey Knight to focus a psychic blast at any model in his LOS and arc of fire and within 12 squares. To do so, the Marine player lays down as many psychic attack cards as he likes, adding their close assault bonuses to a D6 roll. He must always play at least one card. The enemy model rolls as if it was facing a close assault attack from its front square.

If the Grey Knight wins the confrontation, the enemy model's brain is burnt out by a psychic overload and it dies instantaneously. If the target survives, it can immediately perform any one action for free. If the Grey Knight loses, he suffers no ill effects other than those described below.

Firing a psychic blast is an extremely draining procedure. A Grey Knight who does so immediately ends his move and cannot perform any further actions costing APs or CPs until the Marine player's next turn. The Grey Knight can still defend himself in close assault and play force and Aura cards because these things don't count as taking an action.



Grey Knight Abilities, Weapons and Costs

Unit	Action Points	Psi Points	Equipment	Cost
Lv.1 Grey Knight	4	10	-Nemesis Force Weapon (With built in Storm Bolter). -Aegis Suit.	15
Lv. 2 Grey Knight	4	20	-Nemesis Force Weapon (With built in Storm Bolter). -Aegis Suit.	20
Lv. 3 Grey Knight	4	30	-Nemesis Force Weapon (With built in Storm Bolter). -Aegis Suit.	25
Lv. 4 Grey Knight	4	40	-Nemesis Force Weapon (With built in Storm Bolter). -Aegis Suit.	30
Lv. 3 Grey Knight Sergeant	4	30	-Nemesis Force Weapon (With built in Storm Bolter). -Aegis Suit.	26
Lv. 4 Grey Knight Sergeant	4	40	-Nemesis Force Weapon (With built in Storm Bolter). -Aegis Suit.	31

CLOSE ASSAULT		
Model	Dice (D6)	Modifier
Marine	1	-
Sergeant	1	+1
Captain	1	+2
Librarian	1	+1*
Grey Knight		
Marine	1	+1*
Sergeant	1	+2*
Genestealer		
Purestrain	3	-
Hybrid	1	-2

Modifiers for psykers: a Librarian or Grey Knight can play a psychic attack card to modify his close assault bonus. Add the number in the bottom left corner to the model's dice roll. The card must be played before the dice are rolled.

Psychic Hybrids can't play cards to get a bonus unless armed with a force weapon.

APs PER TURN		
Model	APs	CP Bonus
Marine	4	-
Sergeant	4	-
Captain	4	+2
Librarian	4	-
Grey Knight		
Marine	4	-
Sergeant	4	+2
Genestealer		
Blip	6	-
Purestrain	6	-
Hybrid	4	-

Blips: 6 APs whether Hybrid or Purestrain.

Hybrids: 4 APs whether psyker or non-psyker, with or without a weapon.

Weapon	Range	Area of Effect	Dice (D6)	Blip	Genestealer	Hybrid	Terminator	Space Marine	Warlock, Avenger, Scorpion, Farseer, Wraithguard, Reaper.	Guardian, Harlequin, Banshee	Door	Bulk Head	Over Watch	Ammo	Sustain Fire	Fire	Move Forward & Fire	Move Backwards & Fire	Reload
PsyCannon	U L	T	1	4	4	2	5	3	4	2	2	-	No	UL	N	1	-	-	-
Needler/Bolter	U L	T	2	5	5	3	5	4	5	3	-	-	Yes	UL	Y	1	1	2	-
Hand Flamer	12	Section	1	4	4	2	4	2	4	2	-	-	No	1 shot	N	1	-	-	-
Melta Gun	8	T	1	4	4	2	4	3	4	2	A	3	No	1 shot	N	2	-	-	-
Plasma Pistol	12	T	1	5	5	2	6	4	5	2	5	-	No	1 shot	N	1	1	2	-
Plasma Grenade	8	Section	1	4	4	2	6	4	4	2	5	-	No	1 shot	N	1	1	2	-



Inquisitors

The following is completely fan made, so you can be the Judge as to whether or not you feel it is balanced, I would recommend only using one of these in your Force, this is both fairer and more accurate to lore.

Imperial Inquisitor:

- Lv. 4 Psyker, + 2 extra psychic cards.
- 4 AP, plus 1D6 -2 (minimum 2) Inquisitor CP per turn.
- 2 free Aegis force blocks.
- Needler/Bolter Combi-weapon
- Psychically Enhanced Power Glove (1D6 +2 CAB) w/ Jokero Digital Weapons (**digital weapons may be used once per game**) may channel psi-points from cards.
- Cybernetic Leg (increased mobility Free 90' turns.)
- 35 Point cost.



Ordo Malleus Inquisitor:

- Lv. 4 Psyker, + 2 extra psychic cards.
- 4 AP, plus 1D6 -2 (minimum 2) Inquisitor CP per turn.
- 2 free Aegis force blocks.
- Psycannon – may channel points from cards.
- Force Rod (1D6 + 2 CAB) may channel psi-points from cards
- Kinetic Shield (5+ save roll on any normal weapon)
- 35 Point cost.



Special Rules

Inquisitors belong to the Ordo Malleus, and are answerable to no-one but it and the God Emperor. Their life-long struggle against Chaos & other threats to the Imperium often takes them to the very front of battles or - into space hulks. Inquisitors are very resistant to psychic attacks and receive 2 Aegis free force blocks (due to their supreme training, psychic conditioning, and innumerable blessings and holy writs of protection bestowed by the Ordo and God Emperor himself . Many also wear Terminator armour, often enhanced or equipped with experimental force fields or ancient and rare devices. Inquisitors often wield powerful psychically attuned close combat weapons of some kind, and have special ranged weapons. Inquisitors do not count as part of the squad and are not under any other command. Therefore, they may not use the normal squad CP draw, or any CP bonus from lesser ranked models! Instead, they receive 1D6-2 (minimum two) of their own "command" points each turn. This also means the Inquisitor may have up to 8AP per turn to use for himself. Or, these may be (all or only some) given to any other marine, if the Inquisitor chooses to issue orders of his own. **Inquisitor's and normal command points may not be mixed, however - a marine may only get either normal or Inquisitor's CPs.**