

MACROMUNDA

GREY KNIGHTS

HOUSE BOOK

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FACTION

GREY KNIGHTS

The Astartes spine beneath the silver

Beneath the silver plate of the daemon-hunters lies the same transhuman frame every Adeptus Astartes carries into war. A Grey Knight is a Space Marine first: a body raised to Toughness 5 and three Wounds, a warrior who does not break where lesser soldiers rout. Survival is written into the flesh — the layered muscle, the fused ribcage, the redundant organs — and not into the thickness of the armour. Fear finds no purchase on such a fighter; it steadies itself and holds the line long after a mortal would have fled.

Onto that Astartes foundation the Ordo Malleus grafts a second terror: an entire brotherhood of psykers, each mind a weapon turned against the warp. Where a Chapter fields a handful of Librarians, the Grey Knights field only Librarians — every helm hides a witch trained to banish the daemon and burn the sorcerer. Few in number, irreplaceable, and superhuman in the flesh, they are the scalpel the Imperium reserves for the enemies no other force is permitted to face.

FACTION SPECIAL RULES

AND THEY SHALL KNOW NO FEAR

GANG RULE

And They Shall Know No Fear is the discipline bred into every Astartes and carried unbroken into the Grey Knights' silver ranks. It is inherent — part of the body, present on every fighter in the brotherhood from the moment it takes the field, and it can never be removed.

Whenever this fighter would take a Nerve test, it passes automatically; the terror that routs a mortal soldier finds nothing to seize. This fighter can never be Pinned — incoming fire does not drive it to ground, and it holds its posture through any barrage. With Toughness 5 and three Wounds beneath it, this steadiness is the true measure of a Grey Knight's endurance, sustaining the line long after a lesser warrior would have broken.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☙ Storm Bolter	12	24	+1	—	4	-1	1	6+	Rapid Fire (2)
☙ Incinerator	T	—	—	—	5	-1	1	5+	Blast anti-daemon flame
☙ Psilencer	12	24	+1	—	4	-1	1	5+	anti-horde multi-shot
☙ Psycannon	12	24	—	—	7	-2	2	5+	Rending anti-armour
☙ Dreadknight Heavy	12	24	—	—	8	-2	3	5+	war-suit heavy
☙ Nemesis Daemon Hammer	E	—	—	—	+4	-3	3	—	Force Knockback anti-daemon
☙ Nemesis Falchions	E	—	—	—	—	-2	1	—	+1 Attack Force
☙ Nemesis Greatsword	E	—	—	—	+3	-3	3	—	Force
☙ Nemesis Halberd	E	—	—	—	+2	-2	2	—	Force (banish) Reach
☙ Nemesis Stave	E	—	—	—	+1	-1	1	—	Force Ward
☙ Nemesis Sword	E	—	—	—	+1	-3	2	—	Force Parry

Titansword	E	—	—	—	+3	-4	3	—	Force	master-crafted
Warp Forged Crozius	E	—	—	—	+1	-1	1	—	Force (banish)	Knockback

WEAPON TRAITS

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force** the attacker to re-roll one successful hit dice (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

SKILLS

✧ BOLTER DISCIPLINE ADEPTUS ASTARTES SET

Bolter Discipline is the drilled marksmanship every battle-brother carries, honed until the storm bolter answers the will like a limb. When this fighter makes a Shoot (Basic) action with a bolt weapon against a target at half range or less, it may fire one additional shot. The brother reads the closing distance, sets his stance, and lets the mass-reactive rounds do their work in a controlled double burst — the range at which a Grey Knight's fire is deadliest is the range at which the daemon has already come too close.

✧ TELEPORT ASSAULT ADEPTUS ASTARTES SET

Teleport Assault is the Grey Knights' signature stroke — the brotherhood arriving out of the warp exactly where the enemy is weakest. A fighter wearing Terminator plate may be held in reserve rather than deployed at the start of the battle. From the second round onward, it may make a Deep Strike, teleporting onto the battlefield more than 6" from any enemy fighter, and it may charge in the same activation in which it arrives. The line vanishes from one quarter of the field and re-forms atop the daemon it was hunting, blades already falling.



GREY KNIGHTS · HOUSE DOSSIER

THE GREY KNIGHTS

The daemon-hunters

The Grey Knights are the daemon-hunters — a tiny, irreplaceable brotherhood of psyker-knights who fight as a surgical anti-warp scalpel. Every warrior in the gang is a sanctioned psyker in Terminator-standard plate, and that single fact reshapes everything: the whole House casts, the whole House wards, the whole House banishes. There are no recruits and no chaff here, only tested veterans, which makes this the most elite-skewed roster in the game and the one with the least margin for loss.

They win by precision and psychic dominance rather than numbers. The Aegis raises a collective anti-Wyrd ward that thickens as the brothers cluster; the Brotherhood lets every model cast one Sanctic power a round; Grand Master's Will steadies both from the centre of the line. Nemesis force weapons banish the daemons they fell, and teleport assault drops the right brother onto the key threat before the enemy expects anyone there. Their hard counter is the warp itself — daemons and psykers — and their hard weakness is attrition: out-body the irreplaceable few and the brotherhood breaks. Played to its strengths, the House purges the threat and loses nothing doing it.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Grand Master / Brother-Captain)
- ♦ 0-2 Champions (Brotherhood Librarian / Brotherhood Champion / Chaplain-Techmarine)
- ♦ Strike and Terminator squads form the bulk; Paladin / Purifier / Interceptor 0-2 each; Purgation 0-1
- ♦ Backbone (hard floor): Strike + Terminator gangers $\geq$ Leaders + Champions (a tiny elite backbone)
- ♦ 0-1 Brute (Nemesis Dreadknight — MONSTER warsuit walker, stays on the Brute grid)
- ♦ 0-1 §5c Vehicle (Venerable Dreadnought — resolved through the Ash-Wastes vehicle rules, §Vehicles, rather than the old Brute grid)
- ♦ Armour skew: Terminator 2+ is the NORM, Power 3+ the light option (the inverse of other chapters)
- ♦ No Juve tier: there are no Grey Knight recruits; the cheap slot is a bonded Servitor or left empty (none-by-identity)
- ♦ Every model is a psyker: the all-caster brotherhood drives the Aegis, the force weapons and Smite

A Grey Knights gang is built from 1500 credits, and every one of those credits buys a veteran. The controlling player fields exactly one Leader — the Grand Master — and up to two Champions drawn from the Brotherhood Librarian, Brotherhood Champion and Chaplain-Techmarine. Strike Squads and Brotherhood Terminators form the bulk of the roster, with Paladins, Purifiers and Interceptors taken nought to two apiece and a single Purgation Brother alongside them; a lone Nemesis Dreadknight may anchor the gang as its Brute, and a single Venerable Dreadnought may grind forward as a §5c war-engine, reckoned through the Ash-Wastes vehicle rules (§Vehicles) rather than the old Brute grid. A hard floor holds the shape together: the count of Strike and Terminator gangers must at least match the Leader and Champions combined, so the gang stays a tiny elite backbone rather than a handful of heroes.

Two rules define how the House feels to build. There is no Juve tier — no Grey Knight is a recruit, so the cheap slot is filled by a bonded Servitor or left empty, and the gang simply starts small and veteran. And every model is a psyker, which is what makes the whole roster feed the Aegis, the force weapons and Smite. Terminator plate is the norm here and Power armour the light option, the inverse of every other chapter.

🦴 GANG RULES

✂ DAEMON-BANE

GANG RULE

Daemon-bane is the innate loathing the Purifiers hold for the Neverborn — those brothers considered the purest of the order, whose souls the warp-born cannot touch without burning. When a Purifier fights a DAEMON fighter, it re-rolls its failed Hit and Wound rolls, so that where an ordinary brother must trust each blow to land, a Purifier is conducting a harvest. Paired with the banishing edge of its Nemesis blade, this makes a Purifier the surest daemon-killer the gang can field: near-certain to strike, near-certain to wound, and certain to remove for good whatever it fells. The rule keys on the warp-born alone — against a mundane foe a Purifier is a capable line brother and no more — so its value is drawn out by sending it where the daemons are, first into the Neverborn while the ordinary brothers hold the creature's attention.

✂ FORCE BANISHMENT

GANG RULE

Every melee weapon a Grey Knight carries is a Nemesis Force weapon, and against the warp-born they do what no mundane blade can. When a DAEMON is reduced to zero Wounds by a Nemesis Force weapon, it is banished — removed from the battle entirely, with no recovery roll and no chance of being carried out of the fire by a friend. The warp convulses and vomits the creature back into the immaterium; it does not bleed out in the dirt, it is simply gone.

The banishment is the whole of the gift: there is no extra Damage stacked on top, for the Nemesis profile already carries its full lethality. Nor does the blade grant free passage on the way there — a daemon still rolls its invulnerable save against every wound, exactly as always. The Force weapon does not bypass the daemon's resilience; it only guarantees that a daemon which does eventually fall stays fallen. This is the brotherhood's answer to warp-born foes that would otherwise linger through resilient saves, high Wound counts, or the softening of ordinary injury.

✂ GRAND MASTER'S WILL

GANG RULE

Grand Master's Will is the command aura that makes the anchor of the brotherhood worth fighting around. While a Grey Knight stands within Short of the Grand Master, it re-rolls failed Willpower tests — both for casting Sanctic powers under The Brotherhood and for Aegis denials — and re-rolls failed Nerve tests besides. The Grand Master is the focus of the brotherhood's will and the steadiness of its nerve at once, and near him the gang's psychic casting and its collective ward turn from strong to near-relentless.

The aura is also the House's clearest weakness, and a canny enemy reads it at once. The re-rolls reach only as far as Short, so the brotherhood must cluster in the Grand Master's shadow to benefit — and the moment that anchor is taken Out of Action, the re-rolls vanish, Willpower tests stand or fall on raw dice, and the wall begins to crack. The brotherhood can still raise the Aegis without its commander; it raises it badly.

The Aegis is a wall of living faith raised between the brotherhood and the warp — not armour, but a collective psychic bulwark that intercepts enemy workings before they land. When an enemy attempts a Wyrd Power that targets a Grey Knight, and another Grey Knight stands within Short of the target, the nearby brother may attempt to deny it by passing a Willpower test: pass, and the power fails completely; fail, and the working lands. The shield is strong but not infallible — the denying brother must still make its own roll, because faith alone is insufficient without resolve.

The ward tightens as the line tightens. Each additional Grey Knight within Short of the target, beyond the first denier, grants +1 to the Willpower test, to a maximum of +3. Pack the brothers together and the Aegis approaches impenetrability; spread them apart and any single brother faces the warp alone. Against a gang that carries no Wyrd Powers at all — those who have forbidden sorcery entirely — the Aegis is silent, for it cannot deny what is never cast.

THE BROTHERHOOD (PSYKER) — EVERY GREY KNIGHT ✧ IS A PSYKER AND MAY CAST ONE SANCTIC POWER PER ROUND

The Brotherhood is the load-bearing truth of the gang: every Grey Knight, from Strike Brother to Grand Master, is a sanctioned psyker. Once per round, in addition to its normal actions for the activation, a brother may attempt one of its known Sanctic powers by passing a Willpower test. The warp is not drawn from the action economy; it is a sword carried at the hip alongside everything else.

The test is not free. When a brother fails its Willpower roll, the warp turns on the hand that reached for it and the caster suffers a Strength-based hit from its own unleashed power — a reminder that, sanctioned or not, the immaterium is never wholly owned.

And the Brotherhood is irreplaceable in the most literal sense. The gang cannot take on Juves; there are no neophyte bodies to pad the roster or soak the opening volley. New brothers arrive only as Reputation grows, and only as full Strike Brothers or Terminators. Every fighter lost is a veteran psyker walking out the door — a loss measured in campaign progress and standing, and repaired slowly.

FIGHTERS

GRAND MASTER

LEADER

✖ 340 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	2+	3+	4	5	4	2+	3	4+	3+	3+	4+

SAVE 2+

SPECIAL RULES And They Shall Know No Fear (*inherent - auto-steadies Nerve, cannot be Pinned*)

Psyker (*Psyker keyword - manifests Sanctic Wyrld Powers*)

The Brotherhood (Psyker) — every Grey Knight is a psyker and may cast one Sanctic power per round (*a master psyker - casts one Sanctic power each round*)

The Aegis (*raises the collective anti-Wyrd ward with the brotherhood*)

Force banishment (*its Nemesis blade banishes a daemon it fells*)

Grand Master's Will SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- re-roll Willpower
- re-roll Nerve

PRIMARY

Brawn Combat Leadership
Savant Shooting Sanctic

SECONDARY

Agility Ferocity Smite

STARTING GEAR Terminator Plate

FREE SKILL Smite

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

CLOSE-COMBAT

Nemesis Sword 35 credits

Nemesis Halberd 40 credits

Nemesis Daemon Hammer 50 credits

ARMOUR

Iron Halo 75 credits

Terminator Plate

included

ACCESSORY

Auspex 25 credits

STATUS

Purity Seals 10 credits

Sanctic Familiar 25 credits

Brotherhood Banner 35 credits

The Grand Master is the anchor of the brotherhood — a master psyker in Terminator-standard plate, the one fighter every other Grey Knight is built to fight around. A statline that reaches 2+ to hit in both melee and Willpower, four Wounds, and a 2+ save makes him a killing machine in his own right; the Nemesis halberd and storm bolter are almost secondary to what his presence does to the gang. He casts one Sanctic power each round under The Brotherhood, feeds The Aegis, and banishes daemons with his blade.

His true weight is Grand Master's Will: while Grey Knights stand near him they re-roll failed Wyrd and Nerve tests, turning the gang's psychic casting and its collective ward from strong to near-relentless. The whole House sharpens around him — and dulls the instant he falls, which is exactly how a canny enemy plays the matchup. Keep him central, keep the brotherhood tight in his shadow, and accept that he is the target every hunter on the board is coming for.

CHAMPION

CHAMPION

× 185 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES And They Shall Know No Fear (*inherent - auto-steadies Nerve, cannot be Pinned*)

Psyker (*Psyker keyword - manifests Sanctic Wyrd Powers*)

The Brotherhood (Psyker) — every Grey Knight is a psyker and may cast one Sanctic power per round (*a psyker - casts one Sanctic power each round*)

The Aegis (*raises the collective anti-Wyrd ward*)

Force banishment (*its Nemesis falchions banish a daemon they fell*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned

PRIMARY

Agility

Combat

Sanctic

SECONDARY

Brawn

Ferocity

Leadership

Shooting

Smite

STARTING GEAR Power Armour

FREE SKILL Hammerhand

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

CLOSE-COMBAT

Nemesis Falchions 35 credits

Nemesis Sword 35 credits

ARMOUR

Iron Halo 75 credits

Power Armour

included

STATUS

Purity Seals 10 credits

The Brotherhood Champion is the gang's melee specialist — a duellist built to win the fight in the first exchange. A 2+ Weapon Skill, three Attacks, and a 2+ Initiative make him the fastest, most accurate blade in the brotherhood, and the paired Nemesis falchions add another Attack on top, turning an activation in close quarters into a flurry the enemy rarely survives. He casts one Sanctic power each round under The Brotherhood, feeds The Aegis, and every one of those Force strikes banishes a daemon it falls.

He is a forward body, meant to reach the enemy and end things. Free Hammerhand lets him channel raw warp-force into the falchions for a single devastating activation — call it as he closes, and a duel becomes a slaughter. He carries no storm bolter and only a 3+ save, so he is a scalpel, not a wall: get him into the right fight, let the falchions do their work, and pull the whole gang's plan around the hole he tears.

CHAPLAIN TECHMARINE

CHAMPION

✖ 200 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	5+

SAVE 3+

SPECIAL RULES And They Shall Know No Fear (*inherent - auto-steadies Nerve, cannot be Pinned*)

Psyker (*Psyker keyword - manifests Sanctic Wyrd Powers*)

The Brotherhood (Psyker) — every Grey Knight is a psyker and may cast one Sanctic power per round (*a psyker - casts one Sanctic power each round*)

The Aegis (*raises the collective anti-Wyrd ward*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned

PRIMARY

Brawn

Combat

Leadership

Savant

SECONDARY

Ferocity

Shooting

Sanctic

Smite

STARTING GEAR Power Armour

FREE SKILL Astral Aim

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

CLOSE-COMBAT

Nemesis Sword 35 credits

✦ Warp Forged Crozius 45 credits

Kitbashed from a Grey Knight Chaplain's Nemesis crozius arcanum onto a force-weapon haft (Codex: Grey Knights, Chaplain wargear); priced above the cheapest stock Nemesis melee.

ARMOUR

Iron Halo 75 credits

Power Armour

included

PERSONAL

Narthecium 30 credits

ACCESSORY

Auspex 25 credits

STATUS

Purity Seals 10 credits

Brotherhood Banner 35 credits

The Chaplain-Techmarine is the brotherhood's support Champion — the fighter that keeps the others casting, standing, and firing rather than the one who leads the charge. Three Wounds and a solid all-round statline let him hold the second rank, a Nemesis sword and storm bolter cover both ranges, and he casts one Sanctic power each round under The Brotherhood and adds to The Aegis like any brother.

His value is in what he brings to the shelf and the line around him. As a Chaplain he can carry the Brotherhood Banner to stiffen the ward and steady nerve; as a Techmarine he can bear a narthecium to drag fallen brothers back

from the edge — either way he is the body that makes the irreplaceable few a little harder to whittle down. Free Astral Aim lets his squad shoot through cover and line of sight for a round, a support power that punishes an enemy who thought terrain would save them. Keep him near the fighters that matter and let him hold the gang together.

LIBRARIAN

CHAMPION

× 280 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	3+	4+

SAVE 3+

SPECIAL RULES And They Shall Know No Fear (*inherent - auto-steadies Nerve, cannot be Pinned*)

Psyker (*Psyker keyword - manifests Sanctic Wyrd Powers*)

The Brotherhood (Psyker) — every Grey Knight is a psyker and may cast one Sanctic power per round (*a master psyker*)

The Aegis (*anchors the collective anti-Wyrd ward*) Force banishment (*its warding stave banishes a daemon it fells*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned

PRIMARY

Combat

Savant

Sanctic

SECONDARY

Agility

Brawn

Leadership

Shooting

Smite

STARTING GEAR Power Armour

FREE SKILL Sanctuary

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

CLOSE-COMBAT

Nemesis Stave 35 credits

Nemesis Sword 35 credits

ARMOUR

Iron Halo 75 credits

Terminator Plate 135 credits

Power Armour

included

STATUS

Purity Seals 10 credits

Sanctic Familiar 25 credits

✦ *Liber Daemonica* 30 credits

Built from a Brotherhood Librarian's chained daemon-love tome — the Domina Liber Daemonica of the Ordo Malleus (Codex: Grey Knights, Librarian relic); priced above the stock sanctic familiar.

The Brotherhood Librarian is the surest caster in the gang — a master psyker whose Willpower is a cut above every line brother's, which is what a 3+ Wil buys on a body that already casts under The Brotherhood. Where a Strike Brother hopes his Sanctic power lands, the Librarian expects it to. He carries a Nemesis warding stave and a storm bolter, and anchors The Aegis: cluster the brotherhood around him and the collective ward is at its stubborn best.

On the table he is the gang's psychic engine rather than its duellist. Two Wounds and a 3+ save keep him alive, not untouchable, so he belongs a step behind the front — close enough to hold the ward together, far enough that the enemy must work to reach him. Point him at whichever power the moment needs: Sanctuary to consecrate a

chokepoint, Smite to punish a cluster, a banishment through the stave when a daemon closes. He is the fighter that makes the whole Sanctic toolkit reliable.

INTERCEPTOR

ganger 185 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	2	3+	2	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES And They Shall Know No Fear (*inherent - auto-steadies Nerve, cannot be Pinned*)

Psyker (*Psyker keyword - manifests Sanctic Wyrd Powers*)

The Brotherhood (Psyker) — every Grey Knight is a psyker and may cast one Sanctic power per round (*a psyker - casts one Sanctic power each round*)

The Aegis (*raises the collective anti-Wyrd ward*) Force banishment (*its Nemesis halberd banishes a daemon it fells*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned

PRIMARY Agility Combat Sanctic

SECONDARY Brawn Ferocity Savant Shooting Smite

STARTING GEAR Power Armour

EQUIPMENT LIST			
BASIC		ARMOUR	
Storm Bolter	65 credits	Power Armour	
CLOSE-COMBAT		<i>included</i>	
Nemesis Sword	35 credits	PERSONAL	
Nemesis Halberd	40 credits	Personal Teleporter	40 credits

The Interceptor is the brotherhood's fast strike — a Strike Brother wearing a personal teleporter, trading nothing in stats but gaining the ability to cross the board in a single warp-jump. What makes an Interceptor an Interceptor is that teleporter, always part of the loadout: it lets him ignore the ground between himself and the fight and arrive exactly where the enemy least wants a Nemesis halberd. He casts one Sanctic power each round under The Brotherhood, feeds The Aegis, and banishes daemons his halberd fells.

He is the tool for reaching the target that thought distance kept it safe — the enemy caster hanging back, the objective across the board, the flank nobody guarded. Warp-jump in, banish or break the priority threat, and let the rest of the gang collapse onto the hole he opened. On a 3+ save with two Wounds he is a precision insertion, not a brawler who can stand indefinitely once he lands, so time the jump to the moment it decides something. Used well, he turns the brotherhood's small numbers into a scalpel that can reach anywhere.

PALADIN

GANGER

× 320 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	3	3+	3	5+	4+	4+	6+

SAVE 2+

SPECIAL RULES

And They Shall Know No Fear (*inherent - auto-steadies Nerve, cannot be Pinned*)

Psyker (*Psyker keyword - manifests Sanctic Wyrd Powers*)

The Brotherhood (Psyker) — every Grey Knight is a psyker and may cast one Sanctic power per round (*a psyker - casts one Sanctic power each round*)

The Aegis (*raises the collective anti-Wyrd ward*)

Force banishment (*its Nemesis greatsword banishes a daemon it fells*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned

PRIMARY

Brawn

Combat

Shooting

Sanctic

SECONDARY

Agility

Ferocity

Leadership

Savant

Smite

STARTING GEAR Terminator Plate

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

SPECIAL

Psycannon 95 credits

CLOSE-COMBAT

Nemesis Halberd 40 credits

Nemesis Daemon Hammer 50 credits

Nemesis Greatsword 55 credits

ARMOUR

Iron Halo 75 credits

Terminator Plate

included

STATUS

Purity Seals 10 credits

The Paladin is a veteran Terminator raised a rank higher — the elite of the brotherhood's line, three Wounds and three Attacks behind a 2+ save. He is what a Grey Knight becomes after decades of surviving the warp: harder to kill and harder to stand against than any Strike Brother or common Terminator. He carries a Nemesis greatsword and storm bolter, casts one Sanctic power each round under The Brotherhood, feeds The Aegis, and banishes daemons his blade fells.

The greatsword is a two-handed reckoning — a Force weapon at high Strength and three Damage that few bodies on the board absorb twice. Paladins are the widest-armed fighters in the gang, able to take the greatsword, the daemon-hammer, the halberd, even a psycannon, and they are meant to be the centre of an elite grind: a small wall of veterans that out-fights whatever the enemy commits. They cost the brotherhood dearly and cannot be casually spent, so field them where the hardest fighting is and let each one earn its place many times over.

PURGATION

GANGER

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	2	4+	1	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES And They Shall Know No Fear (*inherent - auto-steadies Nerve, cannot be Pinned*)

Psyker (*Psyker keyword - manifests Sanctic Wyrd Powers*)

The Brotherhood (Psyker) — every Grey Knight is a psyker and may cast one Sanctic power per round (*a psyker - casts one Sanctic power each round*)

The Aegis (*raises the collective anti-Wyrd ward*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned

PRIMARY

Brawn

Savant

Shooting

SECONDARY

Combat

Sanctic

Smite

STARTING GEAR Power Armour

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

SPECIAL

Psilencer 70 credits

Psycannon 95 credits

CLOSE-COMBAT

Nemesis Sword 35 credits

ARMOUR

Power Armour

included

ACCESSORY

Sanctified Ammunition 20 credits

The Purgation Brother is the gang's fire support — the fighter built around a heavy psychic gun rather than a Nemesis blade. He fields a psilencer or psycannon, and that weapon is what the chassis exists to carry: sustained multi-shot fire to scythe through a horde, or Rending anti-armour rounds to crack a hard target at range. His melee is a fallback, his single Attack and lone Wound marking him a fighter who holds the back rank and lets the gun do the work. He still casts one Sanctic power each round under The Brotherhood and stands in The Aegis like any brother.

Field him overwatching the killing ground the rest of the gang shapes. Sanctified ammunition leans his fire anti-daemon; Astral Aim from a nearby brother lets him shoot through cover the enemy trusted. He is fragile if the fight reaches him, so protect the firing position and keep him casting and shooting — a single Purgation Brother turns a corridor into a lane no lightly-armoured enemy wants to cross.

PURIFIER

GANGER

× 160 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	2	3+	2	6+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - auto-steadies Nerve, cannot be Pinned*)

Psyker (*Psyker keyword - manifests Sanctic Wyrd Powers*)

The Brotherhood (Psyker) — every Grey Knight is a psyker and may cast one Sanctic power per round (*a psyker - casts one Sanctic power each round*)

The Aegis (*raises the collective anti-Wyrd ward*)

Force banishment (*its Nemesis blade banishes a daemon it fells*)

Daemon-bane (*re-rolls Hit and Wound against DAEMON fighters*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- re-roll Hit
- re-roll Wound

PRIMARY

Combat

Ferocity

Sanctic

SECONDARY

Agility

Brawn

Savant

Shooting

Smite

STARTING GEAR Power Armour

EQUIPMENT LIST

SPECIAL

Incinerator 35 credits

CLOSE-COMBAT

Nemesis Sword 35 credits

Nemesis Halberd 40 credits

GRENADE

Psyk Out Grenades

in kit

ARMOUR

Power Armour

included

ACCESSORY

Sanctified Ammunition 20 credits

STATUS

✦ Purity Censer 35 credits

Kitbashed from a Purifier's brazier-censer and purity chains — the sacred anti-daemon incense the Purifiers bear (Codex: Grey Knights, Purifier iconography); priced above the stock sanctic familiar.

The Purifier is the brotherhood's anti-daemon zealot — a brother so pure of soul the warp-born cannot touch him without burning, and the sharpest edge the gang brings to a daemon hunt. He casts one Sanctic power each round under The Brotherhood and stands in The Aegis, but his defining trait is Daemon-bane: against DAEMON fighters he re-rolls failed Hit and Wound rolls, turning an ordinary attack into a near-certain kill. Paired with the banishing edge of his Nemesis blade, a Purifier does not merely fell a daemon — he erases it, cleanly and without a second opinion.

He carries a Nemesis sword and an incinerator, the template flame that washes anti-daemon fire across a clustered enemy. On a 3+ save with two Wounds he is not built to trade blows for long, so he is sent where the warp-born are: first into the daemon, where his re-rolls and banishment do lethal work while the ordinary brothers hold the creature's attention. Against anything mundane he is a capable line brother; against the Neverborn he is the reason the gang came.

STRIKE

GANGER

× 175 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	2	3+	2	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES And They Shall Know No Fear (*inherent - auto-steadies Nerve, cannot be Pinned*)

Psyker (*Psyker keyword - manifests Sanctic Wyrd Powers*)

The Brotherhood (Psyker) — every Grey Knight is a psyker and may cast one Sanctic power per round (*a psyker - casts one Sanctic power each round*)

The Aegis (*raises the collective anti-Wyrd ward with nearby Knights*)

Force banishment (*its Nemesis halberd banishes a daemon it fells*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned

PRIMARY

Combat

Savant

Shooting

Sanctic

SECONDARY

Agility

Brawn

Ferocity

Leadership

Smite

STARTING GEAR Power Armour

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

CLOSE-COMBAT

Nemesis Falchions 35 credits

Nemesis Sword 35 credits

Nemesis Halberd 40 credits

GRENADE

Grenades

in kit

Psyk Out Grenades

in kit

ARMOUR

Power Armour

included

ACCESSORY

Sanctified Ammunition 20 credits

The Strike Brother is the line of the brotherhood — and the line of the brotherhood is a veteran psyker in power armour, a distinction that reshapes what a rank-and-file trooper can do. Every Strike Brother goes to war with a Nemesis halberd and a storm bolter, casts one Sanctic power each round under The Brotherhood, and adds his will to the collective ward of The Aegis. There are no lesser bodies to soak the opening volley; the Strike Squad *is* the mass of the gang, and each of its members is a tested veteran who cannot be quickly replaced.

On the table the Strike Brother trades numbers for quality at every exchange. The halberd's Reach and banishing edge make him a real threat to daemons in melee, the storm bolter gives him a dependable volley at range, and his

Sanctic casting means even a common trooper can unmake a target the enemy believed safe. He wins fights he ought to be outnumbered in by being better at each individual step — and the gang can afford to lose few of him, because a fallen Strike Brother is a caster and a veteran gone.

TERMINATOR

GANGER

× 270 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	3	3+	2	6+	5+	4+	6+

SAVE 2+

SPECIAL RULES

And They Shall Know No Fear (*inherent - auto-steadies Nerve, cannot be Pinned*)

Psyker (*Psyker keyword - manifests Sanctic Wyrd Powers*)

The Brotherhood (Psyker) — every Grey Knight is a psyker and may cast one Sanctic power per round (*a psyker - casts one Sanctic power each round*)

The Aegis (*raises the collective anti-Wyrd ward*)

Force banishment (*its Nemesis daemon-hammer banishes a daemon it fells*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned

PRIMARY

Brawn

Combat

Shooting

SECONDARY

Ferocity

Leadership

Savant

Sanctic

Smite

STARTING GEAR Terminator Plate

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

SPECIAL

Psycannon 95 credits

CLOSE-COMBAT

Nemesis Halberd 40 credits

Nemesis Daemon Hammer 50 credits

ARMOUR

Terminator Plate

included

STATUS

Purity Seals 10 credits

The Brotherhood Terminator is the Grey Knights norm made heavy — where other chapters treat Terminator plate as a rare honour, here it is simply how a battle-brother goes to war. The 2+ save and the extra Wound the plate carries make him the gang's durable core, slower afoot at 4" but very hard to put down. He wields a Nemesis daemon-hammer and storm bolter, casts one Sanctic power each round under The Brotherhood, and stands in The Aegis with the rest.

His daemon-hammer is the point of him: a Force weapon with Knockback and a savage Strength and Damage profile that both banishes daemons and cracks the toughest bodies on the board. He advances rather than races, absorbing fire the brotherhood cannot afford to take on lighter frames, and arrives to break whatever is in front of him. Field him as the anvil — a wall of silver ceramite that holds the line while the faster brothers do the cutting, and that can swing a hammer heavy enough to end a Brute.

VEHICLES

DREADKNIGHT

VEHICLE

✕ 380 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	7	6	5	6	6+	2+	3+	6+	5+	5+	7+

LOCOMOTION Walker

HARDPOINTS

- ◆ Nemesis Greatsword — Front arc (Crew)
- ◆ Dreadknight Heavy — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Piloted psyker war-suit — the Grey Knight pilot casts one Sanctic power each round (The Brotherhood signature) and stands within The Aegis ward; an inherent gift of the living pilot, NOT skill-discipline access (the vehicle holds Sanctic = -- and learns no skills).
- ◆ Its war-suit Nemesis greatsword banishes a daemon it fells (force-banishment).

The Nemesis Dreadknight is a Grey Knight Terminator sealed into a war-suit the size of a small titan — a piloted walker that puts a battle-psyker's will behind an armoured frame. No longer a Brute on the 12-stat grid, as a piloted 40k war-machine it is re-homed onto the \$5c Ash-Wastes vehicle track: a 2+ hull over six Hull Points behind a front-weighted frame (Toughness 7 to the front, 6 flank, 5 rear), striding forward at Movement 6" — faster than the Terminators it fights beside. A war-suit Nemesis greatsword shears through whatever closes on it and banishes a daemon it fells, while the integral Dreadknight heavy weapon rends at range; both are fixed Front hardpoints, so the war-suit must face its prey. Unlike the interred hero of a Venerable Dreadnought, the mind inside this frame is a living, active psyker: it still casts one Sanctic power each round through The Brotherhood and stands within The Aegis — an inherent gift of the pilot rather than a skill the machine learns, so it holds Sanctic = -- on the skill tables and takes no advances but the physical. It resolves its damage, its handling and every catastrophic Loss of Control through the Ash-Wastes vehicle rules. This is the war-engine to plant in the centre of the enemy's plan: too durable to ignore, too dangerous to leave in melee, a psyker walker that cannot be out-muscled or out-witched — priced provisionally from the profile, never ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same Tracked hull and facing armour, but with half its cargo bay surrendered to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers, and the Brotherhood fields it when a strike needs a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The turret twin-links a heavy bolter as standard, though the Grey Knights favour the sanctified alternative: a twin pscannon, its blessed rounds tearing through daemon flesh and warp-ward alike while the hull carries its passengers forward. A pintle storm bolter adds close-in volume. Six Hull Points and armour proof against small-arms but thin against war-engines mean it lives on Movement and its turret's reach rather than on trading blows. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse the whole Adeptus Astartes shares, and the Grey Knights ride the same boxy Tracked transport into the daemon-hunt — a fast hull that carries a Strike or Terminator squad across open ground to the point where no teleport-relay will reach. Its plate turns small-arms aside but is thin by war-engine measure, trading protection for speed: it exists to deliver the irreplaceable few to the killing line, not to trade blows once there. A pintle storm bolter lets the crew rake infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. The Brotherhood fields but one, and risks it sparingly — every fighter aboard is a witch the Ordo Malleus cannot easily replace. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules, the same rolling fortress every Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the Brotherhood's sole flyer and its apex war-machine below the superheavy line — a Hovering assault-transport that lifts a Terminator squad, or slings a Nemesis Dreadknight or Venerable Dreadnought beneath its hull, into the heart of the purge. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where the daemon waits, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and hurricane bolter fire — with a psycannon among the sanctioned fittings for warp-tainted prey. Eight Hull Points and thick facing armour carry it through fire that would down a lesser craft. A fortune-gatekeeper, fielded one at a time and rarely. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENERABLE DREADNOUGHT

VEHICLE

✖ 350 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	2+	3+	5+	4+	6+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Psycannon — Front arc (Crew)
- ♦ Nemesis Daemon Hammer — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Venerable Dreadnought is a fallen hero of the brotherhood interred within an armoured walker — a battle-brother too honoured to lose to death, fighting on from inside a sarcophagus of ceramite and ancient machinery. No longer a Brute on the 12-stat grid, as a 40k VEHICLE·WALKER it is re-homed onto the \$5c Ash-Wastes vehicle track: a 2+ hull over six Hull Points behind a front-weighted frame (Toughness 8 to the front, 7 flank, 6 rear), the most physically durable body the gang can field, grinding forward at Movement 5". A psycannon rends armour and daemon flesh at range while the Nemesis daemon-hammer shatters whatever commits to it in melee — both fixed Front hardpoints, so the sacred engine must face its prey. The interred hero is no longer a caster, but he stands within The Aegis with his brothers and, as a war-engine, resolves his damage and handling — and every catastrophic Loss of Control — through the Ash-Wastes vehicle rules. It is the brotherhood's immovable anchor: field it to hold a strongpoint the gang cannot yield, priced provisionally from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✖ THE SANCTIC DISCIPLINE

PSYCHIC DISCIPLINE

The Sanctic Discipline is the sacred sorcery of the Grey Knights — the one unified tradition of an order that permits itself no other. Where a renegade cabal splinters into warring schools, the daemon-hunters hold to a single doctrine of sanctity, warding and banishment, drilled into every battle-brother until the working is as sure as the swing of a blade. Its powers steel the Nemesis edge, raise consecrated ground against the foe, teleport the strike onto the threat, sharpen the eye for the killing shot, grip and purge a corrupt soul, and tear open a banishing rent in the warp. These are Wyrd powers, manifested through the will alone; every working courts the warp's price, and the Grey Knight pays it without flinching. At creation a Knight with access picks one power from the table below.

ROLL

POWER

1	Hammerhand. Manifested as a Wyrd power, Hammerhand floods the caster's arms with sanctified strength so that its Nemesis weapon lands like the wrath of Titan itself. While the power holds, the caster's melee attacks gain +1 Strength and +1 Damage. It is the workhorse cast of the brotherhood — the surest way to turn a Grey Knight's blade from lethal to unstoppable, splitting Terminator plate and daemon-flesh alike. A Strike Brother who leads with Hammerhand fells foes a rank above his weight, and a Paladin or Grand Master so girded becomes the anvil the whole line forms around.
2	Sanctuary. Manifested as a Wyrd power, Sanctuary raises a span of consecrated ground about the caster, holy light burning back the corruption of the warp. While the power holds, the caster and any friendly Grey Knight within Short gain a 5+ invulnerable (warded) save, and the enemy treats the warded ground as dangerous terrain to charge across — the footing itself rejects the unclean. It is the brotherhood's ward made manifest, the still point a knot of Knights can plant and hold against a tide of daemons. Cast early and the whole line fights from behind a shield of faith; cast late and it is the last wall between the irreplaceable few and the charge.
3	Gate of Infinity. Manifested as a Wyrd power, Gate of Infinity folds the space around the caster, drawing it a step through the warp and back into reality wherever it wills. The caster is removed and immediately set up anywhere within 12", clear of enemy engagement and ignoring terrain and intervening models — a precision insertion no wall or press of bodies can stop. It is the daemon-hunter's answer to distance: the sudden translation that drops a Nemesis blade beside the enemy warlock, evacuates a Knight from a closing trap, or repositions the caster to bring Purge Soul to bear on the one target that matters. Teleport in, banish the threat, be gone before the body-count answers.
4	Astral Aim. Manifested as a Wyrd power, Astral Aim opens the caster's mind to the Emperor's light, so that it sees every foe as though it stood in open ground under a clear sky. While the power holds, the caster's shooting ignores line-of-sight and the obscured penalty — cover, smoke and darkness give the target no protection from a shot guided by the warp rather than the eye. It is the precision cast of the gunline: a Purgation Brother wreathes his psilencer in it to rake foes crouched behind wreckage, and any Knight can use it to punish the enemy who thinks a wall makes him safe. The bolt still travels true; it is only the hiding place that fails.
5	Purge Soul. Manifested as a Wyrd power, Purge Soul reaches past armour and flesh to grip the spirit within. The caster names one enemy fighter within Short — a single target, and no fighter may be Purged more than once per round. That fighter must resist the assault on its soul: a DAEMON or PSYKER resists with its Resolve, any other foe with its inner strength. Should it fail, it is wracked with grievous internal wounds; and a DAEMON or PSYKER that fails is banished outright — torn from the world with no recovery. It is the daemon-hunter's scalpel, not its hammer: it unmakes the one corrupt thing the brotherhood most needs gone, the herald or the witch, without ever becoming a blade that mows down the merely mortal.

Vortex of Doom. Manifested as a Wyrd power, Vortex of Doom rips a rent between reality and the warp at a point within 12" — a swirling wound in creation that consumes what it touches. The nearest enemy fighter within 2" of that point takes a single hit at **Strength 8, AP-3, Damage 3**, and a **DAEMON** struck down by the vortex is **banished** — dragged back into the warp with no recovery. It is the deadliest working the discipline holds and the most perilous to loose: the Knight who tears open the Vortex stakes his own soul on his control of it. Reserved for the moment a single, overwhelming stroke is worth the risk — the war-suit, the Herald, the thing no blade will reach in time.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	The Teleport Strike. The brotherhood does not march to the battle; it arrives in the middle of it. Before the battle, place up to half of your fighters in reserve rather than deploying them. From the first round they may arrive by teleport assault, set up anywhere on the board more than Short from an enemy and treated as having Deep Strike. The silver comes out of nowhere, onto the ground the enemy least wants it, exactly when it is needed.	PRE-BATTLE
12	Holy Holocaust. A Purifier opens himself fully to the Sanctic fire, and everything within reach burns. Play this at any time when one of your Purifiers makes a Shoot action with an incinerator or casts Smite. The attack strikes every enemy fighter within Short of the target, friend of the target and daemon alike, each resolved as a separate hit. For one activation the Purifier is a holocaust of blessed flame — hold nothing back.	ANY
13	Warp Quake. The brotherhood roils the local warp until no enemy dares translate through it. Before the battle, nominate the ground within Medium of your deployment zone. For the whole battle, enemy fighters may not arrive from reserve, teleport, or make any deep-strike-style move into that area, and any that attempt to end such a move there are placed at its edge instead. The daemon-hunters deny the enemy the trick they rely on most: coming out of nowhere.	PRE-BATTLE
14	The Brotherhoods Resolve. The brotherhood does not falter, whatever the warp or the enemy brings. Play this as a reaction when one of your fighters is about to make a Willpower, Nerve or Cool test. That test is passed automatically, with no roll made. Spend it on the Wyrd test that must not fail — the power that turns the battle, or the nerve that keeps a brother in the fight when everything says he should break.	REACTION
15	Sanctic Surge. The brotherhood's collective will swells as one, and the ward thickens with it. Play this at any time. Until the start of your next turn, every Aegis denial your fighters attempt gains +1 to the Willpower test, stacking with the ward's own bonus up to its maximum of +3. When the enemy caster is about to unleash its worst, this is the moment the wall becomes near impenetrable.	ANY
16	Banishment Oath. Before the battle, a brother swears an oath of banishment against a single named horror. When you deploy, nominate one enemy DAEMON or PSYKER fighter. Until it is removed, all of your fighters re-roll failed Wound rolls against it in melee, and the first time a Nemesis Force weapon reduces it to zero Wounds it is banished as normal. The oath is sworn; it will be kept or the brotherhood will fall keeping it.	PRE-BATTLE

21	The Aegis Tightens. The brothers draw closer in an instant, wills overlapping until the ward is seamless. Play this as a reaction when an enemy attempts a Wyrd Power targeting one of your fighters. Before the denial is rolled, one friendly Grey Knight within Medium of the target may make an immediate free Move of up to Short to bring itself within Short, counting toward the Aegis for that denial. Close the gap and let the wall answer as one.	REACTION
22	Psychic Onslaught. The brother reaches into the warp a second time, and this time it comes when called. Play this at any time when one of your fighters has already cast a Sanctic power this round. That fighter may immediately attempt one further Sanctic power it knows, testing Willpower as normal. A failed test still bites — the immaterium is never owned — but a brother who dares it can unmake two things where the enemy expected one.	ANY
23	Hammer Of The Witch. The order was founded to end witches, and in close quarters that founding purpose shows. Play this in melee when one of your fighters attacks an enemy PSYKER. That fighter gains +1 to Hit and re-rolls failed Wounds against the PSYKER for this round, and the psyker may not benefit from any friendly re-roll while the blow falls. Put the caster down with your own hands and the warp goes quiet with it.	MELEE
24	Unbreakable Ward. For one working, the Aegis simply cannot be broken. Play this as a reaction when an enemy attempts a Wyrd Power targeting one of your fighters, and a friendly Grey Knight is within Short to deny it. That denial is passed automatically, with no roll made — the power fails completely, whatever it was. Save it for the enemy's decisive casting: the summoning, the curse, the working the whole enemy plan turns on.	REACTION
25	The Purge Begins. The brotherhood strikes first and strikes hard, opening the purge before the enemy has set its feet. Before the battle, in the first round only, all of your fighters gain +1 to Hit with ranged weapons and re-roll failed charge distances. The Grey Knights win by precision and speed, not attrition; this is the alpha strike that removes a key threat before the enemy's numbers can close.	PRE-BATTLE
26	Shrouded Approach. The brothers move under a veil of psychic misdirection, unseen until it is too late. Before the battle, choose up to two of your fighters. They are set up in concealment: they deploy after all other fighters, anywhere on your half of the board more than Short from an enemy, and count as having gone to ground until they first act. Bring the scalpel close before the enemy knows the fight has begun.	PRE-BATTLE
31	Rites Of Banishment. The rites are spoken, and for a moment the warp cannot hold its own together. Play this at any time. Until the end of the round, any DAEMON reduced to zero Wounds by any of your fighters — not only by a Nemesis Force weapon — is banished, removed with no recovery. The order recites the words it was founded on, and every daemon that falls this round stays fallen.	ANY
32	The Grand Masters Command. The Grand Master speaks, and the brotherhood moves to his will. Play this at any time, provided your Grand Master is on the board and not Out of Action. Choose one friendly Grey Knight within Short of the Grand Master; that fighter may immediately make a free Basic or Simple action. The anchor of the line does not only steady the brotherhood's nerve — it directs the killing, one command at the exact moment it turns the fight.	ANY
33	Nemesis Focus. The brother pours his will into the blade until the steel sings with it. Play this in melee when one of your fighters attacks with a Nemesis Force weapon. For this round that weapon gains +1 Damage and re-rolls failed Hit rolls. Against a hard target — a Brute, a heavy body, a Greater Daemon — this is the blow that ends it. Focus everything through the edge and let it fall where it must.	MELEE

34	Warp Cleansing. After the battle, the brothers cleanse the taint from the ground and from their own wounds. Play this in the post-battle sequence. One of your fighters that went Out of Action this battle may re-roll its Lasting Injury result, keeping the second, and if this battle saw you banish a DAEMON you may add one to your renown for the purge. The order leaves the battlefield clean, and carries fewer scars away than it should have.	POST-BATTLE
35	The Vigilant Few. Fewer hands mean each brother watches more ground, and nothing crosses it unseen. Before the battle, if you field fewer fighters than your opponent, all of your fighters gain +1 to Hit with reaction and overwatch fire for the whole battle, and enemies gain no bonus for charging them from concealment. The brotherhood turns its small numbers into vigilance — the few see everything, and make the many pay to approach.	PRE-BATTLE
36	Sanctified Volley. The storm bolters open together, a disciplined wall of blessed fire. Play this in the shooting phase and choose up to three of your fighters within Short of one another. Each may make a Shoot action with a storm bolter this round with +1 to Hit, their fire coordinated into a single scything volley. Concentrate the brotherhood's bolt fire on one approach and thin whatever is coming down it.	SHOOTING
41	Gate And Strike. The warp opens, the brother steps through, and the blade lands before the enemy has understood he has moved. Play this in the movement phase when one of your fighters casts the Gate of Infinity. After it reappears, it may immediately declare a charge as though it had not yet acted this activation. Teleport into the enemy's flank and strike in the same breath — the gap between arriving and killing does not exist.	MOVEMENT
42	The Unyielding Line. The line holds, whatever crashes against it. Play this as a reaction when one of your fighters is charged. Before blows are struck, that fighter may make a free attack with a Nemesis Force weapon against the charger, and gains +1 to its save until the end of the round. The brotherhood does not give ground to the rush — it meets the charge, strikes first, and stands where it stood.	REACTION
43	Daemonbane Fury. The sight of the Neverborn kindles a cold fury in every brother. Play this in melee when one of your fighters attacks a DAEMON. That fighter re-rolls all failed Hit and Wound rolls against DAEMON fighters for this round of close combat — an ordinary brother, for one savage exchange, fighting as a Purifier does. Send the blow home and let the warp answer for what it sent.	MELEE
44	Psycannon Barrage. The psycannon opens up and does not stop, blessed rounds hammering the target apart. Play this in the shooting phase when one of your fighters makes a Shoot action with a psycannon. The weapon fires an extra shot this round and keeps its Rending trait against every hit. Point it at the enemy's toughest body and let the barrage crack it — armour that shrugged off the first round rarely survives the fourth.	SHOOTING
45	The Warded Charge. The brother charges wrapped in his own ward, closing untouched to bring the blade to bear. Play this when one of your fighters declares a charge. Until the end of that fighter's activation it gains a 5+ field save and cannot be knocked Prone by reaction or overwatch fire as it comes in. Send a body across open ground into the enemy's guns and trust the ward to see it there — then let the Nemesis weapon finish the argument.	CHARGE
46	Mind Over Warp. A brother sees the enemy's working take shape and shuts it in the air. Play this as a reaction when an enemy attempts a Wyrd Power targeting one of your fighters. A friendly Grey Knight within Short of the target may attempt an Aegis denial against it even if it has already denied a power this round, and gains +1 to that Willpower test. The warp reaches; the brotherhood's will slams the door.	REACTION

51	Silver Tide. The brotherhood advances as one wall of silver, unhurried and inevitable. Play this in the movement phase. Every one of your fighters may make an immediate Move action of up to Short toward the nearest enemy, provided it ends within Short of another Grey Knight. The tide keeps its cohesion as it comes — and a brotherhood that moves together keeps its Aegis intact every step of the way.	MOVEMENT
52	The Litany Of Hate. The brothers recite the litany against the foe they have come to end, and hatred sharpens every hand. Before the battle, nominate the enemy gang's leader or a single enemy fighter. All of your fighters re-roll failed Hit rolls against that fighter, in melee and at range, until it is taken Out of Action. The order names its enemy aloud, and having named it, does not stop until it is gone.	PRE-BATTLE
53	Interceptor Descent. The interceptors fall on the enemy from nowhere, teleporters screaming. Play this in the movement phase and choose up to two of your Interceptors. Each may make an immediate warp-jump move with its personal teleporter, ignoring terrain and intervening models, landing anywhere within the jump's range. Drop them onto the objective the enemy left unguarded, or onto the caster it thought safe behind its line, and let them strike before it can turn.	MOVEMENT
54	The Shield Of Titan. A brother interposes himself, and the blow that should have landed turns aside on a wall of will. Play this as a reaction when one of your fighters would suffer a Wound from any attack. That fighter gains a 4+ save against the attack that cannot be modified by armour penetration — a field of sheer faith raised in the instant of need. The irreplaceable few endure the blow they cannot afford to take.	REACTION
55	Purifying Flame. The incinerator's flame is consecrated hotter, and the warp-born cannot abide it. Play this in the shooting phase when one of your fighters makes a Shoot action with an incinerator. For this attack the flame gains +1 Strength, and any DAEMON caught beneath the template is hit an additional time. Wash the fire over the crowd the enemy massed to charge you and let the ground behind it go quiet.	SHOOTING
56	The Brotherhoods Vigil. The brothers set themselves to hold, and holding is what they were made for. Before the battle, if you field fewer fighters than your opponent, choose one objective or terrain feature to become your vigil. While one of your fighters stands within Short of it, that fighter gains +1 Toughness against ranged attacks and re-rolls failed Nerve tests. The few dig in where it matters and make the many pay to shift them.	PRE-BATTLE
61	Warp Sight. A brother opens his warp-sight and stops aiming with his eyes. Play this at any time and nominate one of your fighters. Until the start of your next turn, that fighter's Shoot actions ignore line of sight and the Obscured condition, striking targets in full cover or behind walls as though they stood in the open. The enemy who trusted terrain to hide from the brotherhood learns, in a single activation, that it was never hidden at all.	ANY
62	The Culminating Strike. The round's work builds to one final, decisive blow. Play this in the end phase. One of your fighters that took an enemy Out of Action this round may immediately make a free Shoot action with a storm bolter or attempt one Sanctic power it knows, testing Willpower as normal. The purge does not pause between kills; press the advantage while the enemy is still reeling from the last.	END PHASE
63	Sanctuary Ground. A brother consecrates the ground as he moves across it, leaving holy earth in his wake. Play this in the movement phase when one of your fighters ends its move. Until the start of your next turn, the ground within Short of that point is dangerous for enemies to charge across, and any friendly Grey Knight standing on it counts as being within the Sanctuary ward. Choose the chokepoint you mean to hold and make it sacred.	MOVEMENT

64	The Unfaltering Brotherhood. One brother falls and the rest do not waver; they close the gap and fight on. Play this as a reaction when one of your fighters is taken Out of Action. Every friendly Grey Knight within Medium of the fallen brother automatically passes any Nerve test it would take this round, and one of them may make an immediate free Move toward the enemy that struck him down. The brotherhood answers a loss with a reckoning, not a rout.	REACTION
65	Relic Of Titan. The brotherhood carries a relic of Titan to this battle, an ancient treasure of the order borne into war. Before the battle, nominate one of your fighters. For this battle its Nemesis weapon is treated as master-crafted, re-rolling one failed Hit roll each round, and the fighter re-rolls failed Willpower tests to cast its Sanctic powers. The relic answers to a worthy hand; choose the brother who will make its history worth the telling.	PRE-BATTLE
66	The Chosen Of Titan. For one shining moment a brother fights as the chosen of the order's founding world, and nothing the enemy has can stand against him. Play this at any time and nominate one of your fighters. Until the end of the round it re-rolls all failed Hit, Wound and Willpower rolls, cannot be reduced below one Wound by a single attack, and any DAEMON it fells is banished. This is the brotherhood's finest hour, spent on the fighter who has earned it.	ANY

ALLIANCES

THE NEVERBORN HUNT

ALLIANCE

WHO	the daemon and the Chaos-sorcerer gangs — the Neverborn and the psyker-hosts (a Chaos daemon House or a warp-tainted gang; the eternal enemy, never a fixed named gang)
TERMS	campaign-only standing feud, no non-aggression possible: wherever the Grey Knights and a daemon or psyker-heavy gang hold ground on the same world, they are locked in enmity. The brotherhood may declare a hunt against such a gang for bonus renown on a banishment; the daemon foe, in turn, targets the irreplaceable few to force the trade the brotherhood cannot afford. There is no pact, only the purge

There is one relationship the Grey Knights can never soften into a pact: their enmity with the Neverborn and the psyker-hosts. Against a Chaos daemon gang or a warp-tainted, sorcery-heavy warband — any such foe, never a single fixed gang — the brotherhood is locked in a standing feud, and no non-aggression is possible between them.

The feud is mechanical and mutual. Wherever the Grey Knights and a daemon or psyker-heavy gang hold ground on the same world, they are at war on sight. The brotherhood may declare a hunt against such a gang before a battle, gaining bonus renown for every DAEMON it banishes in that fight. The daemon foe, in turn, is drawn to the irreplaceable few: it gains its own reward for each Grey Knight it takes Out of Action, forcing the trade the brotherhood cannot afford. This is the enmity the order was founded on — there is no pact here, only the purge.

WHO	the Ordo Malleus and the wider Inquisition — the chamber the Grey Knights ARE the militant arm of; an Inquisition House or retinue the pact is struck with (generic, never a fixed named gang)
TERMS	campaign-only, phase-gated requisition: the Grey Knights are forged FIRST and are the single source of truth for the units the Ordo Malleus retinue may borrow. Once the campaign reaches its declared middle phase, while both hold ground on the same world, an allied Inquisition gang may requisition a Grey Knight unit that already exists here (inlined by reference), and the brotherhood may call on Inquisitorial intelligence and sanction. No Grey Knight enters a normal Inquisition battle list except by that phase-gated requisition; this is the chamber militant answering its masters, not a merged gang

The Grey Knights are the militant arm of the Ordo Malleus, and their bond with the Inquisition is the one alliance the brotherhood keeps as a matter of duty. The pact is struck with an Inquisition House or retinue — a generic ally, never a single fixed gang — and it is a campaign relationship, not a merger of forces.

The alliance is phase-gated. The brotherhood is the single source of truth for the Grey Knight units the Ordo Malleus may call upon. Once the campaign reaches its declared middle phase, and while both hold ground on the same world, an allied Inquisition gang may requisition a Grey Knight unit that already exists in the brotherhood's roster, fielding it by reference for a battle; in return the brotherhood may draw on Inquisitorial intelligence and sanction. No Grey Knight enters a normal Inquisition battle list except through that phase-gated requisition. This is the chamber militant answering its masters when called — not two gangs becoming one.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Inquisitions Notice. The Ordo Malleus does not only reward — it watches, and its notice is rarely comfortable. An Inquisitor has taken an interest in your brotherhood's recent conduct and found questions in it. Before your next battle, one of your fighters is called away to answer for the chapter and may not be fielded. In return the Inquisition expects results: if you win that battle, the matter is closed and the brother returns; if you lose, the scrutiny deepens and the brother remains absent for one further battle. The chamber militant answers to its masters, and the masters are watching.	THE ORDO MALLEUS AND THE EMPEROR'S SANCTION — THE INQUISITION THE GREY KNIGHTS ANSWER TO, AND ARE THE CHAMBER MILITANT OF

3	A Brothers Recovery. The Ordo Malleus commits its apothecaries and reliquary-surgeons to mending one of your fallen. Choose a single fighter currently suffering a Lasting Injury; it may re-roll that injury on the recovery table, keeping the second result, as the chapter's finest medicae labour over it. For a brotherhood that cannot replace its veterans, a brother mended is worth more than a brother recruited — the Inquisition spends its favour keeping the irreplaceable few in the field.	THE ORDO MALLEUS AND THE EMPEROR'S SANCTION – THE INQUISITION THE GREY KNIGHTS ANSWER TO, AND ARE THE CHAMBER MILITANT OF
4	Sanctified Issue. The Ordo Malleus opens its consecrated armoury to your brotherhood. You may add sanctified ammunition to one of your fighters at no cost, and for your next battle every one of your fighters treats its storm bolter fire as carrying sanctified rounds against DAEMON targets. The Inquisition arms its chamber militant for the hunt it was made for, blessing the brotherhood's guns against the warp-born before it sends it in.	THE ORDO MALLEUS AND THE EMPEROR'S SANCTION – THE INQUISITION THE GREY KNIGHTS ANSWER TO, AND ARE THE CHAMBER MILITANT OF
5	A Loaned Relic. The reliquaries of the Ordo Malleus open, and a treasured relic is placed in your keeping for a single battle. For your next battle, nominate one fighter; its Nemesis weapon becomes master-crafted, re-rolling one failed Hit roll each round, and it re-rolls failed Willpower tests to cast its Sanctic powers. The relic must be returned afterward, its loan a mark of the Inquisition's trust — spend the battle proving that trust was well placed.	THE ORDO MALLEUS AND THE EMPEROR'S SANCTION – THE INQUISITION THE GREY KNIGHTS ANSWER TO, AND ARE THE CHAMBER MILITANT OF
6	The Warp Charted. Inquisitorial astropaths chart the warp-currents around the coming battlefield and pass their auguries to your brotherhood. For your next battle, you may hold any number of your fighters in reserve and bring them in by teleport assault from the first round, and you roll one additional dice when determining who has priority. Knowing the warp's tides before the enemy does, the brotherhood chooses exactly where and when the silver arrives.	THE ORDO MALLEUS AND THE EMPEROR'S SANCTION – THE INQUISITION THE GREY KNIGHTS ANSWER TO, AND ARE THE CHAMBER MILITANT OF

7	A Brother Returns. The Ordo Malleus answers your brotherhood's need with reinforcement, as it does for the chamber it depends upon. You may immediately requisition a full Strike Brother or Brotherhood Terminator into your roster at its standard cost, the paperwork of Reputation waived by Inquisitorial sanction. There are no recruits here and never will be — but a proven veteran, sanctioned and sent, is exactly what the brotherhood needs to hold its numbers against attrition.	THE ORDO MALLEUS AND THE EMPEROR'S SANCTION – THE INQUISITION THE GREY KNIGHTS ANSWER TO, AND ARE THE CHAMBER MILITANT OF
8	A Nemesis Sanctioned. The Ordo Malleus sanctions a new Nemesis blade from the forges of Titan and issues it to your brotherhood. You may add one Nemesis Force weapon of any pattern to a single eligible fighter at no cost, its consecration already complete. This is a permanent gift, not a loan — the Inquisition arms the hand it trusts, and the brother who bears the new blade carries the chamber's confidence into every fight thereafter.	THE ORDO MALLEUS AND THE EMPEROR'S SANCTION – THE INQUISITION THE GREY KNIGHTS ANSWER TO, AND ARE THE CHAMBER MILITANT OF
9	The Dreadknight Roused. At the Inquisition's word, a Nemesis Dreadknight is roused from the chapter's reliquary-hangars and joins your brotherhood for a single battle. For your next battle you may field a Nemesis Dreadknight at no cost, in addition to any Brute limit your gang would normally observe. The war-suit strides to war beside you, its psyker-pilot lending the collective ward its own will — then returns to its vigil when the battle is done. The Ordo Malleus reserves such power for the hunts that warrant it.	THE ORDO MALLEUS AND THE EMPEROR'S SANCTION – THE INQUISITION THE GREY KNIGHTS ANSWER TO, AND ARE THE CHAMBER MILITANT OF



SUB-PLOTS

✂ THE DAEMON TALLY

SUB-PLOT

Reward: The Ordo Malleus acknowledges the purge: one fighter gains a founding Sanctic power for free, OR the gang unlocks a one-off free requisition of a Strike or Terminator brother for its next battle. Claimable once each time the threshold is crossed.

The brotherhood keeps a tally of the warp-born it has sent screaming back into the immaterium, and the Ordo Malleus keeps count with it. This sub-plot advances as your gang banishes or takes Out of Action DAEMON and PSYKER fighters across the campaign; each time the running total crosses a declared threshold, the tally is struck and the reward claimed.

REWARD. The Ordo Malleus acknowledges the purge. One of your fighters gains a founding Sanctic power for free, or the gang unlocks a one-off free requisition of a Strike or Terminator brother for its next battle. The reward may be claimed once each time the threshold is crossed, so a brotherhood that hunts relentlessly is rewarded again and again for the count it keeps.

✂ THE UNBROKEN BROTHERHOOD

SUB-PLOT

Reward: The Chapter Keep honours the vigil: the gang gains a permanent point of Reputation, OR one surviving founding brother may take an out-of-sequence advance. Claimable once per phase the brotherhood comes through unbroken.

The measure of the brotherhood is not how many it kills but how many it keeps. This sub-plot is completed when your gang comes through a full campaign phase without a single founding brother — a fighter present at the campaign's start — taken permanently Out of Action. For the irreplaceable few, an unbroken phase is a victory in its own right.

REWARD. The Chapter Keep honours the vigil. The gang gains a permanent point of Reputation, or one surviving founding brother may take an out-of-sequence advance, tempered by a phase of war survived intact. The reward may be claimed once for each phase the brotherhood comes through unbroken — a standing incentive to protect the veterans rather than spend them.

LEGENDARY NAMES

✧ KALDOR DRAIGO LORD OF TITAN

GRAND MASTER

XP cost (random): 6

XP cost (chosen): 12

This Grand Master is Kaldor Draigo, Lord of the Titan — the named apex of the brotherhood's honours, a warrior who has walked the warp itself and returned unbroken. A Grand Master may take this title on rolling a 6 for a random advance, or for a chosen cost of 12 experience, and only the Grey Knights may claim it.

BENEFIT. Draigo bears the master-crafted Titansword, a relic Nemesis blade of peerless armour-cutting edge that carries the Force trait against every target. He re-rolls all failed Willpower tests without needing his own aura, and once per battle he may automatically banish a single DAEMON he is in base contact with, no roll required.

DRAWBACK. Draigo is a beacon the warp itself hunts. He may never be held in reserve and must always deploy on the board, and any enemy DAEMON gang gains bonus renown for taking him Out of Action. The Neverborn know his name, and every one of them comes for him.

✧ THE BROTHER CAPTAIN

HONOUR-TITLE

XP cost (random): 5

XP cost (chosen): 9

This honour-title is earned in blood: any Grey Knight who banishes a Greater Daemon may be raised to Brother-Captain, on rolling a 5 for a random advance or for a chosen cost of 9 experience.

BENEFIT. The Brother-Captain gains a point of Willpower and projects a lesser command aura, letting nearby Grey Knights re-roll a single failed Nerve test each round. Its Nemesis weapon re-rolls failed Wounds against DAEMON fighters — the veteran's hatred of the Neverborn sharpened into certainty.

DRAWBACK. The Brother-Captain is held to the chapter's highest standard. It must always be the fighter to lead any charge against a DAEMON when able, and if it ever flees a battle it loses the title until it banishes another Greater Daemon to earn it back. The honour is a burden as much as a reward, and the order does not let it be worn lightly.

✧ WARDEN OF THE BREACH

HONOUR-TITLE

XP cost (random): 5

XP cost (chosen): 9

This honour-title is earned by holding the line alone: any Grey Knight who holds a warp-breach or objective by itself may be named a Warden of the Breach, on rolling a 5 for a random advance or for a chosen cost of 9 experience.

BENEFIT. The Warden gains a point of Toughness while it holds an objective or consecration site, and its Aegis counts as though one extra Grey Knight were present even when it stands entirely alone. The warrior that once held the breach need never fear standing alone again.

DRAWBACK. The Warden is bound to the ground it swears to hold. It may never voluntarily leave an objective it controls while an enemy is within charge range, and if that objective is lost while the Warden still stands, it suffers a point of experience penalty — the vigil broken, its honour stained until it is redeemed.

☠ TERRAIN

✧ THE CHAPTER KEEP

TERRAIN

The Chapter Keep is the Grey Knights' fortress-monastery on the world — a bastion of blessed stone and ancient reliquaries, the source of the brotherhood's veteran reinforcement and its fortress income. It represents the order's home base as a controlled territory.

A gang that holds the Chapter Keep may, between battles, requisition a full Strike Brother or Brotherhood Terminator into its roster at the standard cost — never a recruit — and draws a fortress income each campaign turn. The reinforcements the Keep provides are always tested veterans, sanctioned and sealed, for the order makes no Juvies and never will. It is a territory boon and a strategic prize: hold the Keep and the brotherhood grows stronger and better supplied; lose it and the irreplaceable few must fight on with only what they have.

✧ THE WARDED SHRINE

TERRAIN

The Warded Shrine, or Sanctum, is a signature battlefield feature of the Grey Knights — a consecrated structure of blessed stone and layered psychic wards the brotherhood raises on the ground it defends. It is a board feature rather than a source of income: it consecrates the ground, it does not earn credits.

A Grey Knight within a short distance of the Warded Shrine adds one to its Willpower tests for casting Sanctic powers and to its Aegis denials, within the ward's usual cap. Any DAEMON fighter that ends an activation within a short distance of the shrine suffers a psychic hit as the wards burn it. The Sanctum turns the brotherhood's chosen ground into holy ground — a place where the few cast surest, the ward holds hardest, and the warp-born cannot linger without being punished for it.

✂ HOLD THE WARP BREACH

SCENARIO

ATTACKER	the opposing gang (the tide — it means to out-body the brotherhood, force the trade the few cannot afford, and overrun the breach before the ritual completes)
DEFENDER	Grey Knights (the vigil — a tiny brotherhood holding a warp-breach or consecration site alone against a foe that has every advantage of numbers)
DEPLOY	the Grey Knights deploy around a central warp-breach objective; the attacker deploys along the board edges with superior numbers and advances to overwhelm the site
OBJECTIVE	the Grey Knights win by holding the breach to the end of the game while a consecration ritual completes, losing as few brothers as possible; the attacker wins by seizing the breach, or by taking enough Grey Knights Out of Action that the vigil breaks
VICTORY	the Grey Knights win if they still control the breach at the end of the game with the Grand Master or a Champion standing; the attacker wins if it holds the breach at game end, or if it reduces the brotherhood to two or fewer standing fighters
REWARDS	the Grey Knights gain renown scaled to how many brothers survived the vigil, within the cap, feeding the unbroken-brotherhood sub-plot; the attacker gains a reward for breaking the vigil or for each Grey Knight it out-bodied off the board
CONTROL TRACK	a Grey Knights win holds the Control-Track marker on the world as the breach is sealed; an attacker win pushes it toward the attacker, the warp left open where the brotherhood could not hold

A tear in reality has opened on the contested world, and the brotherhood has come to seal it — alone, against a foe that has every advantage of numbers.

ATTACKER AND DEFENDER The Grey Knights are the defender: the vigil, a tiny brotherhood holding a warp-breach or consecration site against the tide. The opposing gang is the attacker: it means to out-body the brotherhood, force the trade the few cannot afford, and overrun the breach before the ritual completes.

BATTLEFIELD Set up a central objective marking the warp-breach, with scattered ruins and cover across the board. The ground immediately around the breach is open, offering the defender little to hide behind and the attacker no easy approach.

DEPLOYMENT The Grey Knights deploy first, arrayed around the central breach. The attacker then deploys along the board edges with its superior numbers, ready to advance and overwhelm the site from every side.

THE CONSECRATION RITUAL From the first round the Grey Knights are sealing the breach. So long as a Grey Knight remains within Short of the objective and it is not contested by an enemy, the ritual advances one step each round; the brotherhood's goal is to hold it unbroken to the end of the game.

ENDING THE BATTLE The battle ends at the close of the agreed number of rounds, or immediately if the brotherhood is reduced to two or fewer standing fighters.

VICTORY The Grey Knights win if they still control the breach at the end of the game with the Grand Master or a Champion standing. The attacker wins if it holds the breach at game's end, or if it reduces the brotherhood to two or fewer standing fighters.

REWARDS The Grey Knights gain renown scaled to how many brothers survived the vigil, within the campaign cap, feeding the unbroken-brotherhood sub-plot. The attacker gains a reward for breaking the vigil, or for each Grey Knight it out-bodied off the board.

CONTROL TRACK A Grey Knights win holds the Control-Track marker on the world as the breach is sealed. An attacker win pushes the marker toward the attacker, the warp left open where the brotherhood could not hold.

TACTICS The brotherhood cannot win a numbers game, so it must make the ground itself a weapon: raise Sanctuary over the breach, cluster tight to keep the Aegis dense, and trust the Nemesis blades to punish every foe that commits to the charge. The attacker must accept losses to force the trade — swamp the site from more angles than the few can hold, and spend bodies to take veterans the brotherhood cannot replace.

ATTACKER	Grey Knights (the surgical strike — they teleport in to purge a specific daemon or psyker threat and mean to be gone before the enemy's numbers can close)
DEFENDER	the opposing gang (which fields a warp-thing or key caster the brotherhood has come to banish, and must protect it long enough to trade the irreplaceable few away)
DEPLOY	the defender sets up first across the board with its priority target (a nominated DAEMON, PSYKER or objective-holder) placed centrally; the Grey Knights deploy entirely in reserve and arrive by Deep Strike and teleport from the first round
OBJECTIVE	the Grey Knights win by banishing or taking the nominated target Out of Action and then withdrawing at least half their surviving fighters off their own board edge; the defender wins by keeping the target alive to the end, or by taking enough of the tiny brotherhood Out of Action to cripple it
VICTORY	the Grey Knights win if the nominated target is removed AND they extract half or more of their survivors; the defender wins if the target still stands at the end of the game, or if it takes three or more Grey Knights Out of Action before the target falls
REWARDS	the Grey Knights gain campaign renown for the banishment, within the cap, and add a mark to any daemon-tally sub-plot; the defender gains a reward for protecting the target or for each Grey Knight it removed, the trade the brotherhood cannot afford made to pay
CONTROL TRACK	a Grey Knights win advances their Control-Track claim on the contested world as the threat is purged; a defender win holds the marker, the horror the brotherhood came to end still loose on the board

The brotherhood has identified a single horror at the heart of the enemy's presence, and teleports in to end it — meaning to be gone before the numbers can close.

ATTACKER AND DEFENDER The Grey Knights are the attacker: the surgical strike, arriving to purge a specific daemon or psyker threat and withdraw. The opposing gang is the defender: it fields a warp-thing or key caster the brotherhood has come to banish, and must protect it long enough to trade the irreplaceable few away.

BATTLEFIELD Set up a board dense with cover and sightlines. The defender's priority target — a nominated DAEMON, PSYKER or objective-holder — is placed centrally, deep within its lines.

DEPLOYMENT The defender sets up first, across the board, with its nominated target placed centrally and protected. The Grey Knights deploy entirely in reserve and arrive by Deep Strike and teleport assault from the first round, choosing their moment and their landing ground.

THE NOMINATED TARGET Before deployment the defender names the single fighter the brotherhood has come for. The Grey Knights' whole purpose is to remove it; the defender's whole purpose is to keep it standing and to bleed the brotherhood white in the attempt.

ENDING THE BATTLE The battle ends when the nominated target is removed and the Grey Knights have begun their withdrawal, when the agreed number of rounds elapses, or when either side concedes the field.

VICTORY The Grey Knights win if the nominated target is banished or taken Out of Action AND they extract half or more of their surviving fighters off their own board edge. The defender wins if the target still stands at the end of the game, or if it takes three or more Grey Knights Out of Action before the target falls.

REWARDS The Grey Knights gain campaign renown for the banishment, within the cap, and add a mark to any daemon-tally sub-plot. The defender gains a reward for protecting the target, or for each Grey Knight it removed — the trade the brotherhood cannot afford, made to pay.

CONTROL TRACK A Grey Knights win advances their Control-Track claim on the contested world as the threat is purged. A defender win holds the marker, the horror the brotherhood came to end still loose on the board.

TACTICS Speed is everything for the brotherhood: teleport onto the target, break its guards with a focused strike, banish it with a Nemesis blade or Purge Soul, and be moving toward the board edge before the enemy can bring its mass to bear. The defender must screen the target with bodies, deny the brotherhood clean landing ground, and turn the fight into the attrition slog the few cannot survive.

☠ SPECIAL RULES

✂ PSYKER

RULE

A fighter with the **Psyker** keyword is a sanctioned channel to the warp, able to manifest the Wyrld Powers of any psychic discipline it has access to. Among the Grey Knights the keyword belongs to every living battle-brother — the Grand Master, the Librarian, the Champion, the Chaplain and Techmarine, and every Strike, Terminator, Paladin, Purifier, Interceptor and Purgation Knight — for there are no Grey Knights who are not psykers. The two Nemesis war-machines, the Dreadknight and the Venerable Dreadnought, do not carry it: they are weapons the brotherhood wields, not casters in their own right. Each Psyker manifests using the standard psyker rules, and every cast carries the warp's price. Sanctic powers are drawn free at creation — the gift is baked into the Grey Knight's cost — and the brotherhood loans its casting to no lesser thing.