

WARHAMMER

40,000

CODEx



GREY KNIGHTS™



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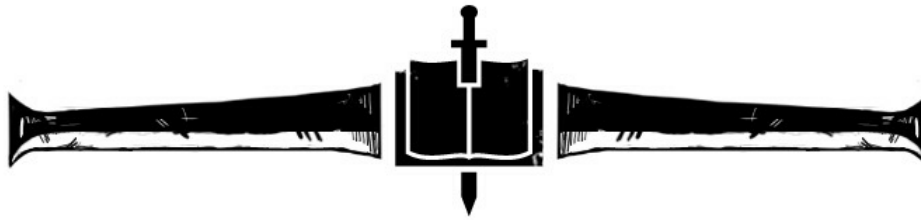
THE WARRIORS OF TITAN

INTRODUCTION



The Grey Knights are Humanity's greatest weapon against the daemonic armies of the Dark Gods. Created in utter secrecy by the Emperor, theirs is a sacred duty to defend the Imperium from Daemonkind.

The Imperium of Man is a realm engulfed in darkness and war, beset by armies beyond counting. Against these threats stand the armies of Humanity: superhuman Space Marines of the Adeptus Astartes, the sprawling armies of the Astra Militarum and the god-machines of the Titan Legions – an array of might that no mortal race can match. Yet there is one foe against which even these formidable forces cannot stand, a threat whose peril is rooted in corruption and carnage. To stand against the Daemons of the Warp calls for an army so pure of purpose as to be utterly beyond temptation. In all of the Imperium there is but one such force, an ancient order of warriors forged in Humanity's darkest hour.



WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby. Warhammer 40,000: The Rules contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex allows you to turn your collection of Grey Knights into a formidable force ready to wage war in the defence of the Imperium.



GREY KNIGHTS

The Grey Knights are the Emperor's final gift to Mankind, an entire Chapter of psychic Space Marines dedicated to defending Humanity from the Daemons of Chaos. As Humanity's only true defence against the creatures of the Warp, they possess the finest skills and rarest wargear available to the Imperium, allied with a strength of purpose unmatched by any other force.

HOW THIS CODEX WORKS

Codex: Grey Knights contains everything you need to collect a force of Grey Knights Space Marines and vanquish the Imperium's ancient foes in your games of Warhammer 40,000.

Within these pages you will find the ancient and war-ravaged history of the Grey Knights Chapter, from their creation at the close of the Horus Heresy to their battles in the Time of Ending when they are being tested as never before. This book also contains rules for all the greatest heroes, units and vehicles of the Chapter, as well as an army list that enables you to organise your collection of Citadel miniatures into an army of the Emperor's Daemonhunters. Finally, you will find a showcase of beautifully painted miniatures from the Grey Knights range, displaying the colours and iconography of the Imperium's most elite Space Marine Chapter.





THE ARMY OF TITAN



A light against the darkness, the Grey Knights stand against the greatest threat Humanity has ever faced. They are the champions of reason, order and righteousness, holding back Daemons and the scions of the Dark Gods. They are the Imperium's mightiest weapon against the Warp, superhuman Space Marine psykers, and its single enduring hope for salvation.

There is no greater threat to the galaxy than the denizens of the Warp and the Ruinous Powers that rule them. Daemons and gods, these otherworldly horrors tear at the veil between the Realm of Chaos and reality, hungry for the souls of men and the ruin of worlds. If left unchecked and unopposed, Daemons would claim the universe for their own, pulling down the pillars of creation and fashioning a never-ending nightmare where once the galaxy had been.

Daemons are unlike any other foe the Imperium faces, and against their unnatural horror men can find themselves powerless. The Emperor's armies are vast and numerous, from the void-borne fleets of the Imperial Navy and the endless ranks of the Astra Militarum to the superhuman Space Marines and the unimaginably powerful Titan Legions. Mortal foes cannot stand against the Imperium when it is roused to war, but the Daemon is not mortal. History has proven that all men can be corrupted and even the mighty Space Marine Chapters are not immune to the unholy temptations of the Dark Gods.

In his infinite wisdom the Emperor foresaw that even should he prevail against Horus the threat of Chaos would remain. He knew that of all the Imperium's many foes, the daemoniac was the greatest threat, and so he created a brotherhood of incorruptible warriors to fight Daemons. These were the Grey Knights, and they would stand as the Emperor's ultimate weapon against the Gods of Chaos.

HUMANITY'S SHIELD

The Grey Knights were created alongside the Inquisition and their goals intertwined. They would be the staunch allies of the Inquisition's Ordo Malleus, fashioned in the image of the Space Marine Chapters, their battle-brothers augmented by the Emperor's advanced science and genetic experimentation. Blessed with both superhuman physiology and the most advanced weaponry, the Grey Knights would be the elite of the Adeptus Astartes. However, it would not be enough for them merely to be strong of body and skilled at war, though in this they surpass even other Space Marines. To fight the Daemon the Grey Knights would need to be pure of heart as well, with an unblemished soul in which the Warp could find no purchase.

To combat Daemonkind all Grey Knights are trained to bend the powers of the Warp to their will, and each one is a powerful psyker. Mundane blades and guns will not suffice against daemoniac foes, and so the Emperor ensured that the Grey Knights would have the skill to turn the weapons of the Warp against its denizens. Few mortal minds can master the powers

of the Warp without becoming infected by the corruption of that nether realm, and many human psykers end their days wailing in madness or tearing at their ruined flesh with bloody fingers. Grey Knights, however, are unique in their control of their psychic gifts, their purity of soul and strength of will an impregnable wall against the horrors of the Warp. Even the Librarians of other Chapters cannot match the psychic mastery of the Grey Knights, and must always be vigilant against the insidious threat of possession or madness brought about by coming into contact with the Warp. A Grey Knight does not gaze into the Warp and fear what lurks within; rather, the creatures of the Warp recoil from him.

Like the Space Marines of the Adeptus Astartes, the Grey Knights are few in number, a mere handful when counted against the vast span of the galaxy and the countless foes of the Imperium. However, even a handful of these expert warriors are enough to turn the tide of a battle or vanquish a determined foe. There are few enemies of the Emperor that can hope to stand against a Grey Knight, even when they outnumber him many times over.



‘Why should I fear the Daemon? He has no power over me.’

- Brother-Captain Castavor Drak

A BLADE AGAINST CHAOS

Few as they are, the Grey Knights appear only when there is a grave threat to the Imperium from the Warp, often in places where the Dark Gods have unleashed their Daemons upon reality. Theirs is a secret war against the Warp, the true extent of the threat from the Dark Gods hidden from most of the Imperium, much like the existence of the Chapter itself. It falls to the Grey Knights to contain the powers of the Warp, sealing breaches between the material universe and the Immaterium or banishing powerful Daemons that have taken physical form.

Like a righteous storm of the Emperor’s wrath the Grey Knights will appear out of the void, their sleek Strike Cruisers plunging them deep into the heart of the daemoniac sore upon reality. With exacting precision and pitiless fury they will purge a world of Daemons, slaying daemoniac Heralds and putting to death the cults and heretics that summoned them. Often the need of quelling a full-blown daemoniac incursion will throw the Chapter into an existing warzone, where they will be called upon to fight all manner of foes. Alien monstrosities, xenos witches and traitor Space Marines – each fall just as easily to the sanctified force weapons, blessed bolters and psychic might of the Grey Knights. However, these are merely a distraction from the Chapter’s true purpose: the eradication of the Daemon.

Few men have ever laid eyes upon a Grey Knight and lived long after the experience, perishing soon after either to the forces of the daemoniac incursion or the zealous purity of the Grey Knights in the aftermath. Only the Grey Knights can be trusted to resist the lure of

Chaos, and while armies of the Astra Militarum, Adeptus Astartes and other soldiers of the Imperium might aid in the destruction of Warp entities, they will likely become corrupted from the experience. Even the smallest risk of taint is too great to ignore, and Guardsmen will be executed or subjected to telepathic scouring, while Space Marines might be mind-wiped or sworn to secrecy with the gravest of oaths to their Primarch. So it is that when the psychic warriors are spoken of, if ever, it is only as legends and myths.

IN THE EMPEROR'S IMAGE

The Grey Knights' strength of spirit and purity of body were the two most important gifts the Emperor passed on to the Chapter through his genetic legacy. Their military training, potent weaponry and powerful armour are simply tools to aid them in their duty. Without the psychic might to use his force blade or the inviolate will to resist the Daemon, a Grey Knight is the same as any other Space Marine – a potent soldier in the Emperor's armies but nonetheless a mere shadow of his true potential. Few warriors since the Horus Heresy have matched the flawlessness of the Grey Knights, nor are any so closely linked to the Emperor. It is that unique quality that the Emperor possesses, the nature of his spirit that allows him to touch the Warp, shape it to his will, and yet remain beyond its madness, that he has gifted to the Grey Knights. Even the Space Marines of the Adeptus Astartes are too far removed from their creator to embody such purity, their genetic integrity faded by hundreds of generations and thousands of years, given to varying degrees of imperfection. Not so the Grey Knights, whose unblemished line reaches back to their maker in an unbroken chain.

Only an unblemished soul is proof against spiritual assault, and of all the servants of the Emperor the Grey Knights are among the rare few to be all but immune. Each Grey Knight is a one in a billion example of Humanity that has an instinctual command of his psychic powers, the rarest of genetic traits that, when combined with the gene-seed of the Grey Knights, grows into a formidable and exceptional tool to combat Daemons. Without these gifts a mortal man might become a plaything for the powers of the Warp, his body twisted into vile and terrible new forms or his psyche ripped asunder by daemonic thoughts and visions.

The Warp can corrupt even a Space Marine, the lies of the Chaos Gods subverting his martial pride or loyalty to the Emperor into a dark and dangerous thing. Power armour and bolt rounds can protect neither man nor Space Marine from the Immaterium, should they be exposed to its baleful energies. The Emperor alone was said to be incorruptible before the Dark Gods, and it is this gift he was rumoured to have passed on to the Grey Knights. Certainly, despite countless battles against daemonic forces and in the hundred centuries since their creation, not a single Grey Knight has succumbed to the influence of the Ruinous Powers – a testament to the skill of their creator and the dedication they embody.



THE FOUNDING



The Grey Knights are the most mysterious of all the Imperium's warriors. Their creation was the culmination of a plan conceived in the dying days of the Horus Heresy, hidden from even the Emperor's armies lest it be uncovered by his foes. Even now few know of their existence, and those that do possess only fragments of the truth.

Legends and myths surround the Grey Knights, and those tales told about them are filled with broad misconceptions and fanciful lies. The vast hordes of Humanity know nothing of the Grey Knights, and the handful of citizens that have heard the name uttered assume them to be an arm of the much-feared Inquisition or a Chapter of the mythical, superhuman Space Marines. Some of the stories and fables taught by the Ministorum hold the barest hints of the existence of the Grey Knights, but they are portrayed as silver-armoured angels, ghostly manifestations of the God-Emperor or shimmering reflections of the saints themselves as often as not.

Those soldiers that have fought alongside the Grey Knights and retained both their lives and their minds recall them only as an unknown Space Marine Chapter, their unique weapons and psychic powers attributed to forgotten technology and tactical doctrine. Other Space Marines know better should they see a Grey Knight in battle, but are wise enough not to dwell long in thought about these mysterious warriors.

THE COMING DOOM

The Grey Knights were born in the final bloody days of the Horus Heresy. The Emperor knew that the time was coming when he would have to face his traitorous son Horus and that he might well not survive. However, he foresaw that, even if Horus and his armies were defeated, the power of Chaos would remain a constant threat to Humanity. His greatest warriors, the Space Marines, had proven fallible to the temptations of the Dark Gods and so the Emperor set out to create a new soldier in his bid to protect Mankind. This new breed of Space Marine would be stronger of will than his brothers, and unwavering in his loyalty to Humanity, able to stand naked before the power of the Warp and survive unscathed.

In this dark time the Emperor turned to Malcador the Sigilite – his most trusted servant and the first High Lord of Terra. Malcador was a powerful psyker, lore keeper of the fledgling Imperium, and had stood at the Emperor's side since the Unification Wars. The Emperor dispatched Malcador to scour the Imperium for gifted warriors of a singular will upon whom the Emperor's plans would rest. As the Emperor prepared for the final battle with Horus, Malcador crossed the divided Imperium, searching corpse-choked battlefields and worlds drowning in blood for those the Emperor sought. No other man save the Emperor himself could have been given such a task and hope to complete it. However, Malcador returned to the Imperial Palace even as Horus' forces laid siege to Terra.

Only the Sigilite's psychic mastery and knowledge of the hidden ways into the palace allowed him to slip through the traitor's battle lines to reach the Emperor's side. When the Master of Mankind looked upon those Malcador had brought he knew that there was yet hope for Humanity. Twelve men in all had been gathered, four lords and governors of the highest order, complemented by eight Space Marines. That some of these battle-brothers came from Legions that had turned traitor proved the depth of their loyalty to the Emperor, for there can be no greater challenge for a Space Marine than to defy the word of his Primarch. Content that his plans could proceed, the Emperor bade Malcador and his charges leave for Titan.



A REFUGE FROM THE STORM

In Malcador's absence, the Emperor had prepared a concealed fortress monastery on the moon of Titan. Hidden under layers of rock and shrouded by powerful technologies, the structure had eluded discovery by the traitors, their armies focused on Terra where the fate of the Imperium was unfolding. After departing the Emperor's Palace, Malcador's charges parted ways. The four human lords created the framework for the Inquisition, tasked with rooting out heresy from within the Imperium. Malcador took the eight Space Marines to the fortress where he set about laying the foundations of a new order of Space Marines. Everything had been prepared for the coming of the Sigilite and the battle-brothers; an army of servitors maintained the fortress while cryovaults hidden at its core contained vast stocks of gene-seed.

Hundreds of thousands of recruits had also been gathered from the worlds of the Imperium. These would become the raw material that Malcador would fashion into the Grey Knights Space Marine Chapter. Malcador's servants had chosen each of these recruits carefully; the recruits' minds deeply probed to see if they bore even the slightest hint of corruption. The recruits were also chosen for their latent psychic gifts, so that once human flesh was implanted with Space Marine organs they would grow into potent psykers, with a unique control over their abilities. To find so many suitable specimens Malcador's servants had searched the millions of planets of the Imperium, taking aspirants from the seed worlds of the loyalist Legions as well as from the ranks of the Imperial Army. Some were even taken from primitive worlds newly restored to the Imperium, their hardy people ignorant of the sky-war that had brought them to Titan but willing to do what the gods demanded.

For those first days Malcador guided the eight in the formation of the Grey Knights, overseeing the awakening of the great citadel and its Chapter. However, events were coming to a close on Terra, and as the traitor armies gathered for a final blow against the Imperial Palace, Malcador was summoned back to the Emperor's side. Before he departed, the Sigilite

selected Janus from among the eight to continue the work he had begun.

So it was that Janus became the first Supreme Grand Master of the Grey Knights. Malcador's final act on Titan was to weave a complex ward about the moon to shield it from the mayhem raging across the galaxy. Whereas before the Sigilite's artifice had merely hidden the fortress from detection, they now concealed the entire planet. Wrapping Titan in a bubble of reality, Malcador sent it into the Warp, where it would ride out the final battle for the Imperium. His rites complete, the Sigilite returned to Terra.

FROM THE EDGE OF DARKNESS

For years Titan remained absent from the galaxy. While the Emperor was interred in the Golden Throne and the traitors fled into the Eye of Terror, the Grey Knights Chapter grew within the Warp. As the loyalist Space Marine Legions hunted down the survivors of Horus' army during the Scouring, the Grey Knights trained and perfected their physical and psychic skill.

Finally, years after the end of the Horus Heresy, as the loyalist Space Marine Legions were dividing themselves into Chapters in accordance with the newly crafted Codex Astartes, Titan returned, just as Malcador had planned. However, time is subjective within the Warp, and where years had passed in realspace decades had slipped away in the fortress monastery of the Grey Knights. Eight Space Marines and hundreds of thousands of raw recruits had entered the Warp; a full one thousand Grey Knights emerged. In Malcador's stead, Janus had created the formidable weapon dreamed of by the Emperor, and it now stood ready to begin its righteous task.

By this time the human lords gathered by the Sigilite were masters of the Inquisition, and had long been awaiting the return of Titan. With great care and utmost secrecy the Inquisitor Lords added the Grey Knights to the records of the Adeptus Terra as the 666th Chapter. Lost in the anarchy of the Second Founding, so many and varied were the names and foundings of that time that few noticed the addition of another Space Marine Chapter. The only organisation to know the Grey Knights' true purpose was the Inquisition, and shortly after the return of Titan the Lords of the Inquisition travelled to the Chapter's fortress monastery where they met with Supreme Grand Master Janus. What transpired between these great lords is recorded in the annals of the Chapter, the sacred words of Janus and the Inquisitor Lords marked out in ancient ink telling of this first secret pact between the Inquisition and the Grey Knights.

In the first centuries after the creation of the Grey Knights the Chapter was called upon many times by the Inquisition. In the wake of the Horus Heresy the Imperium still burned with war and was plagued by daemonic incursions.

On the twin moons of Yym, silver-armoured angels were held responsible for the destruction of the Ithican Daemon Cruciform. Though none of the local citizens survived, they left behind crude drawings on the walls of their refuge-caves, depicting men clad in glowing silver impaling twisting shapes of burning crimson, all fangs and claws.

The great Star-mirror of Vause records the coming of the Daemonhunters, though none of

the ancient astronomers lived to speak of what they saw. In the inky depths of the mirror the fate of the Vause System can be discerned, every event to touch its worlds reflected, reaching back thousands of years. When the Warp Wurm came to Vause III to feed, a shining vessel appeared from the void. The warriors it disgorged set upon the Wurm and its servants, cleansing Vause III in a war visible from space.

During the Hell Rain of Korpolis, blind and deaf Ministorum monks witnessed the Grey Knights banish the Khornate Styrm-Lord. Huddled in the dripping cellars of their mountain sanctuary their minds were tormented by the psychic blood rain that drowned the world. Such was the glorious presence of the Daemonhunters that even without eyes or ears the monks sensed their coming, 'seeing' their deeds as fierce argent flashes in their minds.

The Grey Knights fought their secret war wherever the threat of the Dark Gods appeared, seeking out those places where the fabric of reality grew thin and hungry Daemons turned their gaze to the realm of Man. This was to be the sacred duty of the Grey Knights, and their endless struggle against a foe without number or remorse.



THE CITADEL OF TITAN

For almost one hundred centuries Titan has been the secret fortress of the Grey Knights. Glittering in the darkness of Saturn's shadow, the ice moon bristles with orbital defence platforms and fleets of sleek grey vessels. Beneath its frozen surface generations of Grey Knights are created and laid to rest, in an endless cycle of birth and death.

At the base of Mount Anarch, tallest of Titan's peaks, rise the black basalt spires of the Citadel of Titan, the Grey Knights fortress monastery. Built by the Emperor over ten thousand years ago, the Citadel of Titan has endured through countless ages of war and strife. Covered with dust and shadow, the dark edifice is festooned with macro cannons and massive lance turrets, their heavy barrels aimed out into the night. It is a forbidding sight that welcomes no visitors and brooks no trespass. In fact, even the existence of the citadel is a closely guarded secret, and in the populous space lanes of the Sol System vessels give the moon a wide berth, their captains well aware that it does not pay to stray too close to the ominous moon.

Within the frigid halls of the citadel, servitors and Chapter serfs shuffle along empty corridors and tend to the millions of menial tasks required to keep the fortress running. Occasionally, a towering Grey Knight will stride past, always with purpose and always cloaked in the menacing air of barely contained power. The citadel is the heart of the Chapter, a place for battle-brothers to rest, meditate and train between their endless battles.

THE AUGURIUM

Such is the secretive nature of the Grey Knights' duty and so duplicitous are the foes they face that they cannot rely upon other servants of the Emperor to guide them to their prey. In most cases, by the time a planetary governor sends out a panicked astropathic cry for aid and the presence of daemonic forces is both detected and verified, it will be too late. Instead, the Grey Knights rely upon their Prognosticators to alert them to daemonic incursion, often months or years before these events occur, allowing them to appear before aid is called for and close the tears in reality before they can widen and flood realspace with Warp energy – the lifeblood of the Daemon.

Prognosticators are Grey Knights especially gifted in reading the ebb and flow of the Warp. Ensnared in the Silver Pinnacle, the central tower of the Citadel of Titan, this handful of battle-brothers spend their lives untangling the strands of fate and looking into the future of the Chapter. The mirrored chamber of the Prognosticators, known as the Augurium, reflects the thoughts of the Grey Knights back upon themselves. Each battle-brother must then sift through images from the past, present and future, looking for meaning, and the writhing black coils of daemonic entropy that reveal where the veil between worlds will be torn and daemonic forces gather.



THE CHAMBERS OF PURITY

The Purifiers are those Grey Knights whose very being is anathema to Daemons, their psychic presence not just unpalatable to creatures of the Warp but actively harmful. No more than a few dozen in number, the Purifiers maintain the Chambers of Purity, keeping its daemonic relics and restless spirits from stirring to life. It is here that the most twisted trophies of the Grey Knights are locked away, those profane objects too dangerous to study or hang in the Hall of Champions. Books, blades and bones held immobile in gilded stasis caskets fill niches all around the chamber, the ancient technology and the powerful will of the Purifiers keeping the daemonic artefacts dormant.

The Iron Grimoire, a sacred tome penned by Malcador and kept safe by the Supreme Grand Master, tells of another reason for the existence of the Chambers of Purity. It hints at a great evil imprisoned under the citadel, something buried there by the Emperor during the unification of the Sol System; something that could not be killed. For this reason the Chambers of Purity must always be guarded by at least one Purifier, lest this evil awaken from its millennia-long slumber.

THE DEAD FIELDS

When a Grey Knight falls in battle, and his body can be recovered, his brothers will carry him back to Titan. His body will then be carefully prepared for burial, his gene-seed removed and his flesh washed of the taint and filth of war. Specially blessed servitors will then paint the 666 words of sanctity upon the body of the dead Space Marine, until he is covered in fine script from head to toe. He will then be encased in his burial armour, a suit of silvered plate mail, and his hands wrapped around a heavy steel sword inscribed with his deeds. His matchless arms and armour – aegis suit, Nemesis force weapon and storm bolter – are taken back to the Chapter's armoury for future generations of Grey Knights, though they will always bear his name; tiny spidery scrawl coils around grips and barrels documenting hundreds of names almost invisible to the naked eye.

So armed and armoured the Grey Knight will be carried out to the Dead Fields, accompanied by a handful of his brothers and dozens of Chapter serfs chanting prayers for his departed soul. The Dead Fields are a vast frozen tomb at the foot of Mount Anarch, its chambers and alcoves carved from the cold, dead rock of Titan. The dead Grey Knight is sealed in this icy grave beside thousands of his fallen kin, where he will rest as long as the citadel stands.

Often when a Grey Knight perishes his body will be lost to the Chapter, torn asunder by Daemons or incinerated in the baleful fires of the Warp. In these cases the Grey Knight's burial armour will be interred in his place, the empty silver suit grasping a blade bearing the Space Marine's name.

THE CHAMBER OF TRIALS

Only one in a million recruits is strong enough to become a Grey Knight, so demanding and dangerous are the processes of their creation. The Chamber of Trials is a forbidding keep set alongside the main bulk of the citadel where the Grey Knights train their aspirants.

Overseeing the recruitment and training are Grey Knights maimed in combat and unable serve the Chapter in battle. It is the task of these battle-brothers to search the Imperium for suitable candidates and look into their minds for signs of weakness. As favoured agents of the Emperor, there are no sources of manpower denied to the Grey Knights – the seed worlds of Space Marine Chapters, forbidding penal worlds and even the dreaded Black Ships are all open to them. The strongest recruits are brought back to Titan to be tested.

Recruits are subjected to mental and physical torment to see if they will break, even before they face the horrors of the Warp. Shivering in the holds of antiquated shuttles, the recruits are brought down to the surface of Titan; some are taken to the citadel but many are released onto the desolate plain and made to walk to the great fortress gates. Even though Titan was terraformed long ago, its thin atmosphere remains freezing and inhospitable. This is more than just a test of endurance – is it also one of conviction. Those recruits that turn from the distant black towers, favouring their chances in the wilds of Titan, have shown themselves undisciplined and willfully independent. The reward for this cowardice is always death.

Those that reach the gates are given only the briefest chance to enjoy their accomplishment. They are immediately sent out once more into the cold, this time on a trek of a thousand miles to the shimmering tundra of caustic crystals, perpetually locked in a chemical haze,

known as the Xanadu Regio. To breathe the strange vapours of this place is to feel one's mind slipping away, stolen by alien thoughts and nightmare visions. Even to reach Xanadu, a recruit must brave a score of deadly zones, from the Anarch High Pass, where a whispered word can trigger an avalanche of choking chemical dust, and the Rusting Desert, littered with the hulls of broken ships and roaming packs of servitors driven insane by time and decay, to the Saturnine Maze, an ancient weapon of war left over from the Emperor's conquest of Titan, filled with hidden nightmares and the spirits of vanquished warriors.

During his journey the recruit must also contain his immature psychic powers, and an inhibitor collar is fixed around his neck which is keyed to explode should he lose control. This can become almost impossible when the recruit reaches Xanadu and breathes deeply of the toxic chemicals, as reality comes undone around him. All who come to the Regio must bear witness to those who have failed, as thousands of headless skeletons are scattered across the landscape.

Fewer than one in a thousand recruits will return from Xanadu. For those that do, long weeks of pain and sacrifice await. From the glyphite-stalked caverns beneath Ganesa Macula to the icy sub-surface oceans of Ios Antor, one test after another must be passed before the Grey Knights are content that the recruit has the strength of will and physical prowess to survive. Finally, the rare few that live to reach this stage are officially inducted into the Chapter, so that their true training might begin.



THE TERMINUS DECREE

Deep within the Chambers of Purity, locked away in the chamber said to hold the tomb of the Sigilite himself, rests a simple wooden box, embellished with a golden seal.

Within this box, written upon ancient parchment, is the instruction known only as the Terminus Decree. This artefact goes unrecorded in all the libraries of the Imperium, for it has been kept secret from all but the Supreme Grand Masters of the Chapter.

Only a Supreme Grand Master of the Grey Knights knows how to open the box, and he will do so only when all hope for the future of Humanity seems lost. The Terminus Decree is the ultimate sanction of the Grey Knights, a secret so vast that it could bring the Imperium to its knees, or save it in the darkest of hours.

The exact nature of the document is unknown, and the only clue to its contents lies in the box's golden seal. It is whispered that it is the exact match of another seal, found only in one place in all the Imperium's many scattered worlds: the Emperor's Golden Throne.

HALL OF CHAMPIONS

The huge central chamber of the citadel is known as the Hall of Champions, a place where the Grey Knights gather to celebrate their victories and hang their trophies where the entire Chapter can gaze upon them. Statues of ancient heroes and glorious Grand Masters look down upon all who enter the hall, their silent, stone stares speaking of great heroism and impressive victories. Ten thousand years of triumphs and trials against Daemonkind are recorded on the walls of the chamber, spelled out in torn, bloody banners, rune-encrusted skulls and the fragments of shattered swords. Each statue, artefact and icon represents a terrible campaign or crusade, often still stained with the gore of those creatures that were banished and those that died in the banishing.

Paladins frequent the Hall of Champions more than any other members of the Grey Knights. These great and glorious warriors gather here to honour their ancestors and their peers, relating deeds past and present in solemn rituals dedicated to the Emperor. It is considered right and just that the new generation of heroes should stand to account under the stony gaze of the old. During these ceremonies battle-brothers will speak to the statues of the champions, offering up oaths and binding vows to prove themselves worthy. On rare occasions these acts of devotion seem to elicit a response; the chamber darkens and torches gutter as if caught in a sudden wind, and the shadows playing across the faces of the statues bring the carvings to life. What a battle-brother sees in those cold stone faces is for him alone to know.

The Hall of Champions is not just a place to honour heroes past, but also heroes present. When the Grey Knights defeat a great foe or mark an important event in their history this is where they will congregate. Over the centuries the hall has echoed countless times to the sounds of Grey Knight battle-brothers reflecting on their victories. After cleansing the daemonic forge world of Cebrum II and slaying its Daemon Magi, the Grey Knights gathered in the hall, hanging the thirteen twisted iron masks of the Magi on the wall to mark their triumph. When the Grey Knights sealed the void well on Capulos, ending the 1001 days of night, they brought back a fragment of the jade capstone used to close the breach as a symbol of their victory.

Perhaps the one of the greatest trophies of the Hall of Champions is the skull of Iremn'ath. The Daemon Rajah of Nalu, Iremn'ath was one of the few creatures to penetrate the outer circles of the Ibb worldmaze. Fear of the Daemon reaching the sacred Heart of Ibb prompted the Grey Knights into a long and costly battle to vanquish the Daemon. For a year an entire brotherhood of the Chapter hunted Iremn'ath's minions through the labyrinthine streets of Ibb, vanquishing his lieutenants and casting down the cults raised in his name. When at last the Grey Knights defeated the Daemon Prince, they bound his spirit to his skull. Since that day Iremn'ath has hung on the wall of the Hall of Champions, bound with wards and glyphs as scores of acolytes endlessly chant the spells that keep the Daemon imprisoned. From his vantage point upon the wall, Iremn'ath is forced to watch the triumphs of his foes and their victory rituals while he seethes with hatred and silently howls within a prison of bone and sorcery.



THE SANCTUM SANCTORUM

Deep in the heart of the citadel lies the Sanctum Sanctorum. Behind triple-sealed portals, bound with forgotten science and Warp-magicks, the Sanctum keeps safe the Grey Knights' many psychic secrets. The towering shelves of time-worn tomes, crumbling scrolls and fragmented data crystals are tended to by the Chapter's Librarians; each of these honoured battle-brothers oversees a different section of the Sanctum, and specialises in a different part of the Grey Knights' history or lore. Assisting the Librarians are queues of shuffling hunch-backed servitors – their lobotomised brains wiped and reprogrammed at the end and start of each day.

The Sanctum contains every secret of the Warp known to the Grey Knights, a galaxy of forbidden knowledge painstakingly gathered over thousands of years. Not even the data vaults of the Scholastica Psykana on Holy Terra can rival the archives held in the Sanctum. They contain the carefully guarded knowledge of how to fashion Nemesis force weapons – an ancient technology said to have been created by the Emperor himself specifically for the Grey Knights, and a secret the Chapter has kept safe since the time of the Heresy. It is even rumoured that the Grey Knights have other writings of the Emperor, tomes that still bear words written in his hand, detailing what Humanity has learnt of the Warp and what was lost during the Dark Age of Technology.

Perhaps the most important chamber within the Sanctum is the Librarium Daemonica. The room contains the names of every Daemon encountered by the Grey Knights and everything the Chapter knows about the Dark Gods and their agents. For this knowledge ever to leave Titan would be a disaster of unimaginable proportions. If the enemies of the Grey Knights were even to learn of the room's existence, it could spell doom for the Chapter. To protect such a valuable place, the room lies in the very centre of the Sanctum, encased with adamantium walls, floor and ceiling metres thick and bound with esoteric wards and layers of void shielding. A single passage leads into the chamber, its length barred by three doors. The first is a hulking blast door heavy enough to resist a continual barrage of melta fire, and sealed with a cipher-lock with almost infinite combinations. The second portal is a spatial displacement field, an artefact of ancient science that bends space back upon itself. A foe trying to breach the field will find his weapons turned back upon him, and no matter how fast he runs he will end up where he started. The final door is a magickal vortex, proof against Daemons and psykers both. A being even weakly connected to the Warp that tries to cross the vortex without speaking the right words of power will have their soul ripped away.

Before each of these doors a Grey Knight Librarian kneels in meditative silence, resting his arms upon the pommel of his blade until someone draws near, at which point he will rise to his feet, ready to strike. A trespasser has but a moment to speak the secret words that will send the Librarian back to his vigil, or his life is forfeit. The Guardian Librarians are specially chosen for their single-minded dedication and know not to trust the appearance of any that come before them, whether or not they wear the guise of a Grey Knight or even the face of a dear brother.

DEIMOS – THE STEEL FORGE

The war needs of the Grey Knights call for a constant supply of ammunition and ordnance. Long ago the Chapter made alliance with the Adeptus Mechanicus and as part of their bargain were gifted with the forge world of Deimos. Formerly one of the moons of Mars, the planetoid was dragged across the system to hang in the sky above Titan, its mass mined and converted until it was more star fort than celestial body. The Tech-Priests and servitors of Deimos serve the Grey Knights alone, crafting everything from bolters and bolt shells to Stormravens and Land Raiders. Only the Nemesis force weaponry is created in the citadel by the Grey Knights themselves; all other materiel is ferried down from Deimos in an endless stream of heavily guarded transports.

Servitors oversee the packing and transportation of everything destined for Titan, loading consignments in utmost secrecy to ensure that no one, not even the tech-magos of Deimos know the extent of the Grey Knights arsenal. The same servitors are then mindwiped before their return to Deimos, lest the enemies of the Imperium were ever to dissect their shrivelled brains.



BROADSWORD STATION

The sky above Titan glitters in the dark with dozens of orbital defence platforms, warships and void-fortresses. Among these vast, drifting structures can be found Broadsword Station, berth of the Grey Knights fleet, and launching point for the Chapter's forays into the wider galaxy. Hanging in synchronous orbit above the fortress monastery, the station's huge macro-batteries and torpedo arrays form the Grey Knights' first line of defence against attack. The guns of the station can even be angled to point down onto Titan should the unthinkable ever happen and the citadel fall, or, worse yet, its daemoniac prisoners escape their sorcerous containment.

At any one time there are dozens of Strike Cruisers gathered around Broadsword Station, undergoing repairs or preparations for missions. The Grey Knights' alliance with the Adeptus Mechanicus, as well as their favoured position alongside the Inquisition, ensures that their vessels are among the finest the Imperium can create, and few ships match them for speed. The station also acts as a training facility for those Chapter serfs and specialist servitors destined to act as crew on the Grey Knights' ancient ships. Unlike the lumbering battleships of the Imperial Navy, with their corridors and bilges packed with press-ganged ratings, the vessels of the Grey Knights boast expert crewmen. The Grey Knights are also blessed with patronage of their own Navigator House of the Navis Nobilite. By millennia-old accords these

Navigators guide the Chapter's ships through the Warp, often enshrined on a vessel from birth to death to keep the secrets of where they have gone and what they have seen.

CHAPTER ORGANISATION



The Grey Knights are unlike any other Space Marine Chapter, built around the tenets laid down by Malcador the Sigilite and the first Grand Masters. They do not follow the Codex Astartes; their organisation, ranks and deployment are dictated not by the teaching of Roboute Guilliman but by the unique demands of their war against the Dark Gods.

The Grey Knights Chapter is organised into brotherhoods, each one comparable in size to a Space Marine Battle Company. Brother-Captains lead these formations, under the auspices of the Grand Masters, who in turn are guided by the decisions of the Supreme Grand Master. This higher command is known as the Chapter Council, and meets only in times of great import or dire need, the eight Grand Masters often crusading far from Titan in the far-flung reaches of the galaxy. It is at these moments of crisis that the eight will gather in the inner conclaves of the citadel to determine the Chapter's course. Each Grand Master has an equal voice within the Council, though the Supreme Grand Master has the power, and the responsibility, to make the final judgements. However, the Supreme Grand Master can only be elected by the unanimous consent of the Grand Masters, and so is invariably a wise and trusted leader.

THE BROTHERHOODS

Each brotherhood contains roughly a hundred battle-brothers divided up into the various squads and formations of the Chapter. These each fall into several broad categories focused on the different fighting methods and specialised wargear used by the Grey Knights. During his career, a battle-brother of the Chapter will take on many different roles, from serving in the Terminator Squads with blade and storm bolter to the more lightly armoured Strike Squads or heavily armed Purgation Squads. It is the responsibility of a Grey Knight to become skilled in all of the weapons used by the Chapter, just as he must hone his psychic powers into a mystic blade with which to cut down Warp-spawn.

All battle-brothers are trained in the use of every piece of wargear and armour possessed by the Chapter. Thus it is possible for a battle-brother to serve in different squads from one mission to the next. The formations within a brotherhood fall into four main categories.

TERMINATOR SQUADS

Grey Knight Terminator Squads are the mainstay of the Chapter. Heavily armoured warriors armed with storm bolters and a variety of Nemesis force weapons, these formidable warriors are always at the forefront of any Grey Knights attack. These are also the first weapons a battle-brother must master when he completes his initial training, learning to move in the bulk of Terminator armour with speed and grace, while wielding his Nemesis force weapon like an extension of his arm. That the standard troops of the Grey Knights utilise the finest weapons and armour of the Imperium is a testament to their elite status and the perilous nature of the foes they face. In battle Terminators excel in shock assaults and cracking open

enemy defences, their armour proof against most attacks while their complement of heavy weapons proves deadly at close range.

INTERCEPTOR AND STRIKE SQUADS

Interceptor Squads utilise the Chapter's highly advanced personal teleporter technology, and only the mind of a Grey Knight is strong enough to withstand the punishment of constant teleportation that an Interceptor must undertake. In those un-moments when the battle-brother steps through the Warp his mind is his only shield, holding back the sea of madness boiling around him.

Strike Squads are rapid assault formations. Equipped with power armour and Nemesis force swords, they are the rapier to the Terminator Squads' hammer. Deployed via precision teleportation strikes they lead the way for those that will come after, laying down homing beacons and securing remote or difficult to reach objectives.

PURGATION SQUADS

Purgation Squads are similar to the Devastator Squads of other Space Marine Chapters, using heavy weapons to lay down a punishing wall of fire. Armed with incinerators, psilencers and psycannons, they cut down their foes from a distance, allowing the Terminators to close in for the kill.

JUSTICARS AND DREADNOUGHTS

Justicars are the sergeants and leaders of the Grey Knights squads, acting as a focus for their warriors' arcane powers. It takes a powerful mind to lead Grey Knights in both battle and psychic unity, and only the most adept battle-brothers rise to this honoured rank.

Rare and precious, the Chapter's Dreadnoughts serve with their brothers as needs require – the mortally wounded hero within held between life and death so he might serve the Chapter still. This is a fate no warrior seeks, however one they will accept willingly if called upon to do so.

PURIFIERS AND PALADINS

The Purifiers stand apart from the brotherhoods, each one chosen for his extraordinary psychic might that they use to project cleansing fire into their foes. These stalwart battle-brothers, usually numbering fewer than fifty, reside in the Chambers of Purity. Under the sole command of the Supreme Grand Master, rather than any Grand Master, they are deployed as and when their specialist skills are needed.

The Paladins are an order of the Chapter's martial elite. They are the champions of the Grey Knights, called upon by the Supreme Grand Master when he requires his best warriors to take the field. Numbering close to a hundred battle-brothers and supported by the most ancient of the Chapter's Dreadnoughts, the Paladins seldom fight as one. Rather, they are usually dispatched in small numbers to support individual brotherhoods.



SUPREME GRAND MASTER KALDOR DRAIGO

Kaldor Draigo assumed mastery of the Grey Knights Chapter in the year 901.M41 following the death of Supreme Grand Master Geronitan. Draigo has since led the 666th Chapter in ceaseless defence of the Imperium for almost a century.

HALL OF CHAMPIONS

High Paladin Govannon Bors

98 Paladins

12 Venerable Dreadnoughts



CHAMBERS OF PURITY

Castellan Garran Crowe

44 Purifiers

1st Brotherhood

Steward of the Armoury - Grand Master Vardan Kai

23 Techmarines,
75 Tech Servitors,
20 Land Raiders, 24 Rhinos,
21 Stormraven Gunships,
18 Nemesis Dreadknights

Brother-Captain Cadrig Pelenas

1 Brotherhood Champion,
5 Terminator Squads,
5 Interceptor Squads,
5 Purgation Squads,

5 Strike Squads,
1 Dreadnought

2nd Brotherhood

Admiral of the Fleet - Grand Master Vorth Mordrak

4 Battle Barges (*Fire of Dawn, Bright Sword, Emperor's Will, Redeemer of Souls*),
12 Strike Cruisers,
8 Rapid Strike Vessels,
8 Thunderhawk Gunships

Brother-Captain Arno Trevan

1 Brotherhood Champion,
6 Terminator Squads,
7 Interceptor Squads,
6 Purgation Squads,
7 Strike Squads,
2 Dreadnoughts

3rd Brotherhood

Warden of the Librarius - Grand Master Valdar Aurikon

1 Chief Librarian,
3 Epistolaries,
12 Codiciers,
9 Lexicanum,
12 Acolytum

Brother-Captain Arvann Stern

1 Brotherhood Champion,
6 Terminator Squads,
3 Interceptor Squads,
4 Purgation Squads,
5 Strike Squads,
3 Dreadnoughts

4th Brotherhood

Keeper of the Augurium - Grand Master Drystann Cromm

12 Prognosticars,
50 Mono-task Servitors

Brother-Captain Ionan Grud

1 Brotherhood Champion,
3 Terminator Squads,
6 Interceptor Squads,
5 Purgation Squads,
6 Strike Squads,
3 Dreadnoughts

5th Brotherhood

Protector of the Sanctum Sanctorum - Grand Master Rothwyr Morvans

20 Sanctum Guardians,
12 Apothecaries

Brother-Captain Tauros Hendron

1 Brotherhood Champion,
4 Terminator Squads,
4 Interceptor Squads,
4 Purgation Squads,
8 Strike Squads,
5 Dreadnoughts

6th Brotherhood

High Seneschal of the Fortress - Grand Master Anval Laraon

271 Chapter Equerries,
500 Servitors

Brother-Captain Caddon Varn

1 Brotherhood Champion,
5 Terminator Squads,
6 Interceptor Squads,
3 Purgation Squads,
6 Strike Squads,
2 Dreadnoughts

7th Brotherhood

Representative to the Inquisition - Grand Master Covan Leorac

24 Scribes, 3 Astropaths

Brother-Captain Darig Tegvar

1 Brotherhood Champion,
3 Terminator Squads,
5 Interceptor Squads,
3 Purgation Squads,
3 Strike Squads,
2 Dreadnoughts

8th Brotherhood

Knight Commander of the Recruits - Grand Master Aidan Perdron

32 Neophytes,
1,005 Recruits,
38 Mono-task Servitors

Brother-Captain Mithrac Tor

1 Brotherhood Champion,
7 Terminator Squads,
3 Interceptor Squads,
7 Purgation Squads,
3 Strike Squads,
1 Dreadnought





Grand Master Vardan Kai, Steward of the Armoury, commands the 1st Brotherhood, with Cadrig Pelenas as its Brother-Captain. As Kai is Steward of the Armoury, his brotherhood is often called upon when the Grey Knights require large numbers of Stormravens or Land Raiders, and it contains many of the finest pilots and drivers of the Chapter. Kai oversees the war machines of the Grey Knights and the Techmarines that maintain them, ensuring that they remain in perfect fighting condition. If the wards upon a Rhino are imperfect or the engines of a Stormraven less than pristine it is to Kai that a battle-brother must answer. During the Battle of Sturmhex, the 1st deployed entirely from Stormraven Gunships, for the dangerous ion wash from Sturmhex's star made teleportation impossible. It was the skill of the Grey Knights pilots that allowed the brotherhood to come in through the honeycomb of rot-worm tunnels and descend upon their foes undetected. The ensuing purge freed Sturmhex from Nurgle's thrall.



Grand Master Vorth Mordrak, Admiral of the Fleet, commands the 2nd Brotherhood with Arno Trevan as its Brother-Captain. Mordrak's brotherhood has a well-deserved reputation for rapid deployment and swift strikes, even by the standards of the Grey Knights. The brotherhood makes use of large numbers of Interceptor and Strike Squads, using mass teleportation and teleport homer assault tactics to outmanoeuvre their enemies. The 2nd is often in the vanguard of combined brotherhood assaults, seeding the way for heavier troops to follow.

As Admiral of the Fleet, the Grand Master must possess a skill with manoeuvres that ensures the Grey Knights' rapid deployment to a warzone. Over time, these traits have become synonymous with the 2nd Brotherhood.



Grand Master Valdar Aurikon, Warden of the Librarius, commands the 3rd Brotherhood with Arvann Stern as its Brother-Captain. The 3rd Brotherhood has always held a place of honour within the Chapter. It was, according to legend, Janus' own brotherhood, and throughout the long history of the Grey Knights it has fostered many of the Chapter's greatest heroes. Kaldor Draigo was Brother-Captain and then Grand Master of the 3rd, with Arvann Stern following in the Supreme Grand Master's footsteps.

With a reputation for glory, the 3rd has also borne the attentions of some of the Grey Knights' greatest foes. Many times during its history the 3rd has come close to extinction, daemonic adversaries seeking vengeance for the actions of its Brother-Captain or Grand Master.



Grand Master Drystann Cromm, Keeper of the Augurium, commands the 4th Brotherhood with Ionan Grud as its Brother-Captain. The 4th Brotherhood contains many of the Chapter's most potent psykers, warriors with an instinctual understanding of the Warp that goes even beyond that of their peers. It is from the 4th Brotherhood that new Prognosticators are often chosen, after they become too badly wounded to fight. The brotherhood has also displayed an uncanny ability to sense danger before it materialises. On Kvylon IX, when the brotherhood deployed in force, every one of its battle-brothers were overcome with a vision of a gate of fire beneath the Dragon's Maw mountain. Ignoring the Daemon-infested cities and possessed human armies, the Grey Knights descended into the heart of the mountain to discover a gateway held open to the Warp by the animated remains of a thousand corrupted psykers, and shielded from detection by a thousand more. Closing the gate robbed Kvylon of its Daemon allies and allowed the 4th to purge the world with little opposition or peril to the brotherhood.



Grand Master Rothwyr Morvans, Protector of the Sanctum Sanctorum, commands the 5th Brotherhood with Tauros Hendron as its Brother-Captain. Some of the greatest heroes of the Grey Knights continue in their duty even after their bodies have been crippled beyond repair, entombed within one of the Chapter's Dreadnoughts. The 5th Brotherhood has long been the warden of the wealth of the Grey Knights' Dreadnoughts, its Grand Master as much the chronicler of their deeds as their commander. While other brotherhoods contain Dreadnoughts, most of these begin within the Sanctum Sanctorum, their histories and glories carefully considered before they are honoured with entombment. Grand Master Morvans is one of the few that speaks with the ancient warriors, often awakening them for war. In battle the 5th will often be deployed alongside several Dreadnoughts, as Morvans is aware that if one of these deathless warriors is left too long dormant he might never be roused. It is a cycle of war that the Dreadnoughts are doomed to repeat endlessly, as long as the Chapter has need of their might.



Grand Master Anval Laraon, High Seneschal of the Fortress, commands the 6th Brotherhood with Caddon Varn as its Brother-Captain. Laraon is an exacting warrior, a trait that saw him ascend to the rank of High Seneschal and is reflected in the warriors of the 6th. The Grand Master believes in no wasted effort or force, often arguing to the Council against the use of more than a single part of a brotherhood unless the most extreme circumstances call for it. Laraon understands there are far too few Grey Knights for the task of protecting the Imperium, and is loath to waste a single one. The High Seneschal believes that, striking at the right time and in the right place, a handful of Grey Knights can do the job of a brotherhood.



Grand Master Covan Leorac, Representative to the Inquisition, commands the 7th Brotherhood with Darig Tegvar as its Brother-Captain. The Inquisition and the Grey Knights are inextricably intertwined, their goals often aligning. The 7th Brotherhood has a long history of operations alongside the Ordo Malleus, and many Brother-Captains have personal relationships with Inquisitors. As a result respected Inquisitors are more likely to gain favour from the Brotherhood if they call for aid, as more than one Inquisitor has learned. Grand Master Leorac maintains the Chapter's secret knowledge of the Inquisition, tomes of lore on the Inquisitors of each Ordo reaching back thousands of years. It is rare for individual battle-brothers to serve with the same Inquisitor more than once, lest either should learn too much of the other.



Grand Master Aidan Perdron, Knight Commander of the Recruits, commands the 8th Brotherhood with Mithrac Tor as its Brother-Captain. When a newly forged battle-brother joins the ranks of the Grey Knights he will often be sequestered to the 8th Brotherhood. If he proves himself, he may then find a place within one of the other brotherhoods, depending on his natural talents and the favour of the Grand Masters. In time, many of these battle-brothers remain with the 8th, understanding the importance of finding those rare recruits suitable to become Grey Knights and keeping the Chapter alive. The Battle of the Black Ship exemplifies the glories of the 8th. As part of a maddening scheme, the Tzeentchian Daemon Ix'nae seeded its essence in the minds of hundreds of unborn psykers. Years later, when a Black Ship of the Inquisition came to gather up the untrained psykers to deliver them to Terra, Ix'nae's children filled its hold. A dozen brothers of the 8th responded to the Inquisition's calls for aid, assaulting the vessel in the depths of the void. The ship was reclaimed by the battle-brothers, Ix'nae's plan dying on the end of their blades.

DAEMONHUNTERS



The Grey Knights are anathema to Daemons, their very presence raw and painful to the creatures of the Warp. No other warriors of the Emperor are so adept at fighting Daemons, and each battle-brother is expertly trained in the many methods of banishing and destroying these deadly yet ephemeral foes.

There are many ways to banish a Daemon, almost as many as there are Daemons themselves. So it is that the Grey Knights possess a myriad means for vanquishing the denizens of the Warp, though not every method works on every Daemon, or even twice on the same creature. The Chapter is therefore always adapting to combat the ever-changing face of their foe. It is a constant war of escalation that has been waged since the inception of the Chapter and before, when the Emperor first began unravelling the secrets of the Warp. For every weapon and tactic the Grey Knights develop and employ, the Daemons counter with Warp-sorcery and trickery.

TRUE NAMES

Chief amongst the Grey Knights' strategies concerning the vanquishing of a Daemon is obtaining knowledge of the beast's true name. Knowledge of a Daemon's true name grants great power, which is why many Daemons adopt misleading pseudonyms or titles and seldom use their true names save in their most secretive of dealings. In the hands of a psyker or sorcerer, a true name can be invoked to bind or even banish a Daemon, regardless of its power. Ordinarily, these complex incantations take long hours, or even days. Each word must be carefully enunciated and each gesture precise, lest the sorcerer become corrupted by the magicks of the Warp. Invoking a true name is a daemonic pact of sorts – albeit one in which the Daemon is at a severe disadvantage.

For a Grey Knight, however, a true name is a weapon as reliable and immediate as the storm bolter borne upon his left gauntlet. Even the lowliest Grey Knight can invoke a true name with practice, disorienting and weakening his foe, and leaving the beast open for a killing strike from a Nemesis force blade or a well-placed bolt round. In the hands of an accomplished veteran of the Chapter, a true name becomes even more deadly, able to destroy the Daemon's physical form and cast it back into the Warp, leaving only a lingering sulphurous stench and ectoplasmic residue. To banish a Daemon in this manner is the closest that the Grey Knights can come to a lasting victory – a Daemon bodily slain will return to the mortal realm far sooner than one banished body and soul.

Alas, if true names are a Grey Knight's surest weapon against the Daemon, they are also the hardest of all to acquire. As with all things daemonic, a true name is born of the Warp, and its reflection in the minds and tongues of mortal men is as shifting and mutable as the beast to whom it relates. So it is that in the candlelit chambers of the Grey Knights' Augurium, a veritable army of ebon-cowled scribes toil in shadow, endlessly sifting through the visions reported by the Chapter's Prognosticators, searching for clues to the ever-changing true names.

It is a long and dangerous process, for no scribe can ever be trusted with more than a fragment of a true name, lest he become corrupted by the raw power it contains and threaten the very Chapter he seeks to serve. Thus, each scintilla of lore is inscribed onto a blessed scroll in sigils of the scribe's own blood – mere ink cannot cage such knowledge. Each is then presented for collation and interpretation by one of the Chapter's senior Librarians and, in turn, bound into one of the blessed grimoires within the Sanctum Sanctorum.

From these pieces of lore the Grey Knights bestow names to their new recruits, each one a carefully chosen title fashioned into a weapon. Just as every true name holds power over the Daemon who bears it, so too do the true names of men have resonance within the Warp. For this reason, when a Grey Knight is recruited his name is one of the first things scrubbed from his mind, along with much of his past. By the time the hulking transporters set down on the frozen surface of Titan the men within have forgotten much of their lives. They enter the citadel not as the warriors they once were but as the refined materials the Chapter will use to create new battle-brothers.

During the long days and months of training these men have no names, only the designation given to them by the Chapter. Those that fall are buried in unmarked graves, if they are buried at all. The tiny fraction of recruits that survive the gruelling trials on Titan and the process of genetic implantation are finally gifted with new names. Each one is derived from the true name of a Daemon; a counter to its terrible meaning so that even to hear the Grey Knight's name spoken aloud causes the Warp creature pain, and to stand in the battle-brother's presence is the purest of agonies.



WORDS OF BANISHMENT

Daemons are beings of the Immaterium, and are made up of the very stuff of Chaos. This makes them creatures of nightmare, rage and fear, crafted from the base emotions and thoughts of Mankind. When fighting such a foe, strength of will and faith are as deadly as blades and bolt rounds, flesh tearing and ichor spillings with but a word of power. A Grey Knight will learn these words by heart and use them in battle to weaken or destroy daemonic foes, chanting them as he fires hammering shots from his storm bolter or cleaves apart his enemies with his Nemesis force halberd. The words are key to the most complex rituals of the Grey Knights, woven into their prayers and their rites of exorcism to increase their potency.

There are 666 known words of banishment, each one a closely guarded secret by the Chapter and learned at great cost. Most men that look upon a word of banishment will lose their minds, its eye-searing symmetry and terrible definition breaking all but the strongest of wills. Even a Grey Knight battle-brother must temper his spirit before he learns even the most basic of these words. To date, only a single Grey Knight, Supreme Grand Master Janus, has ever learnt all 666 words of banishment, the weight of this knowledge almost too much for even the most accomplished battle-brothers to bear.

Just like the Warp, the words of banishment are always in flux, each one changing and mutating. The Grey Knights Librarians and Prognosticators must be ever vigilant for subtle variations within the words of banishment while they search for the true names of Daemons. The creatures of the Warp and even the Dark Gods themselves are constantly altering, as is the nature of the Immaterium, so that a word that once held power inevitably changes or loses its meaning entirely. An invocation against daemonic enemies that could once enslave or bind is therefore robbed of its power. However, such is the fickle nature of Chaos that for every Daemon that unravels a word of banishment, another is creating more for its own amusement; and so the endless war continues.

TESSERACT LABYRINTHS

Not all weapons the Grey Knights use to defeat Daemons are human in origin. Over millennia of war and strife, the Chapter has scoured the galaxy for secrets to use against the Dark Gods, some of them deriving from alien technology and ancient xenos empires. Humanity is not the only race to have suffered at the hands of Daemonkind; countless races and worlds were wiped from history by daemonic incursions long before Mankind even stepped out into the void. In the dead remains of alien cities or the dust-swept plains of remote planets, the Ordo Malleus has recovered many artefacts that now rest in the vaults on Titan. Equally, elements of the Inquisition have even made deals with living xenos races, trading technology and aid in return for their knowledge of the Warp and its inhabitants.

One such temporary alliance has yielded the Tesseract Labyrinths: strange objects crafted with heretical science by cunning alien hands. Each one is a cube, roughly the size of a Space Marine's fist, covered in a precise geometric web of circuitry. The Tesseract Labyrinths possess the ability not only to trap Warp creatures but also to contain them within the

esoteric energy field of its zero-point reactor. The power of the Daemon is then contained by its own essence; the more it fights against the Tesseract, the stronger the bonds of its prison become.

However, luring a Daemon into a Tesseract Labyrinth is no easy task, as most Warp creatures will choose to abandon their mortal forms and return to the Immaterium before they can be bound to the alien devices. To date only a handful of ‘inhabited’ Tesseracts are held in the vaults of Titan, each one the culmination of a great battle or epic campaign in which the Grey Knights were triumphant.



‘The Daemon has many forms. You must know them all. You must tell the Daemon from his disguise and root him out from the hidden places. Trust no one. Trust not even yourself. It is better to die in vain than to live in abomination. The zealous martyr is praised for his valour, the craven and the unready are justly abhorred.’

- Excerpted from the First Book of Indoctrinations

THE AEGIS

Knowledge, blades and bolt rounds are not the only weapons wielded by the Grey Knights. Every Grey Knight is a powerful psyker, pure and true in a way unlike any other within the Imperium. The result of their rigorous selection, brutal training regime, and the genetic gift they share with the Emperor is that they are able to shape the Warp to their will while resisting its corrupting taint. Aiding and enhancing their natural gifts is the Aegis: a complex web of wards and glyphs worked into their armour. With the aid of the Aegis a Grey Knight has unequalled protection from Warp creatures and pernicious sorcerers alike. It allows him to manifest psychic magicks without the same risk of possession or corruption faced by human psykers.

When compared to other Space Marine psykers, the Grey Knights’ Aegis allows them to delve deeper into the Warp or overcome more powerful enemy manifestations. While a Space Marine Librarian can bend the Immaterium to his will, creating transient effects and sudden, deadly manifestations, he must always be wary of the powers he controls, lest it in turn controls him. The Aegis mitigates these effects. Furthermore enemy powers will often fail completely when directed at an Aegis-equipped Grey Knight. Flaring silver runes and an unearthly haze across its shining surface are the only evidence the Aegis is active and protecting its wearer from harm.



TAPESTRY OF CHAOS

The galaxy is plagued by Warp storms, empyrial rifts and tears in reality where the cold corrupting blood of the Immaterium bleeds through into the void. Where the boundaries of the material universe wear thin it falls to the Grey Knights to try to contain them, and quell the inevitable daemonic tide that spills through. However, in the centuries since the Chapter's creation the veil between reality and the Realm of Chaos has weakened, and like an ancient tapestry its frayed threads have come undone in ever-increasing numbers.

At the end of the 41st Millennium there are thousands of Warp storms, daemonic wells and tears in realspace recorded by the Imperium, and millions more spoken of in legends and rumour. Some of the greatest breaches, such as the Eye of Terror or the Maelstrom, define whole regions with their baleful energies. Others are hidden away, growing slowly in the darkness, eventually ripping asunder with a wail of madness and corruption before unleashing their power upon unprepared planets and systems.

HEROES OF TITAN



Few will ever know the glorious and courageous sacrifice made by the Grey Knights or the true extent of the hungering darkness they guard the Imperium against. In the Hall of Champions on Titan, statues of the Chapter's greatest warriors stand tall, their deeds known only to those who must follow in their footsteps.

KALDOR DRAIGO



The tale of Kaldor Draigo is inextricably interwoven with that of the Daemon Prince M'kar the Reborn. Like many of the legendary heroes of the Chapter, the hateful meddling of the Dark Gods would define his destiny. Draigo's early years within the Grey Knights are largely undocumented, his service within the 3rd Brotherhood recorded only as a string of notable engagements. Kaldor Draigo's origins are even more mysterious, and no precise accounts speak of where the young recruit came from, though this is not in itself unusual as all Grey Knights forsake their past when they join the Chapter. In many ways Draigo was born anew during the war on Acralem, everything he was before washed away by the blood spilled on that blighted world.

CURSED ACRALEM

In 799.M41 the Daemon Prince M'kar the Reborn led his daemonic host out of the Warp, intent on creating a kingdom for himself in the mortal world. From Acralem the Daemons spilled out across the surrounding sector, turning worlds to fire and madness in their wake, and weakening the veil between reality and the Immaterium. The citizens of Acralem were defenceless against such uncontained energies. Those that did not fall to the blades, fangs and claws of M'kar's Daemons were twisted and warped into new and disturbing forms.

As the tendrils of the Daemon's power spread out across the sector the Imperium mustered its armies in response to this dire threat. Among them was the full force of the 3rd Grey Knights Brotherhood, Kaldor Draigo among them. Following the psychic stench of the Daemon Prince, the Grey Knights pinpointed M'kar's floating Warp-fortress, piercing the psychic wards and foul sorceries that hid it from mortal eyes. Using their combined psychic might, the Grey Knights cut through the wards around the fortress and teleported into M'kar's inner sanctum, supported by Space Marines of the Astral Knights Chapter. Draigo was the first through the breach, a halo of psychic fire playing about his halberd. M'kar had planned for such an intrusion and surrounded his throne with the nobility of Acralem, chained and wailing for release. While Draigo knew the lives of these humans were immaterial compared to the destruction of the Daemon, the Astral Knights were not so pragmatic, breaking the chains and trying to free the citizens rather than cutting a path

through them.

At that moment the ‘captives’ revealed their true nature, each one a Daemonhost that fell howling upon their rescuers. In the ensuing madness M’kar forced Daemons into the bodies of dozens of Astral Knights as his vassals bore them to the ground. Without hesitation the Grey Knights cut down both human and Space Marine as Draigo charged the throne. His brothers struggling to contain the maelstrom of Warp-spawn and possessed, and Draigo alone reached M’kar. Though the Daemon Prince had waged a thousand wars and survived a thousand more, he staggered under the Grey Knight’s attack, the warrior appearing as a searing white light before him. When Draigo’s blade pierced the Daemon’s flesh, M’kar felt the weapon trying to blast the life from his mortal form, and fought back desperately. However, Draigo’s will was greater, and with a final twist of his Nemesis force halberd M’kar was banished. As M’kar’s essence fled back to the Warp he uttered a terrible curse upon his vanquisher, promising him ten thousand years of pain and torment.



AN AUSPICIOUS ASCENSION

In the aftermath of Acralem, Kaldor Draigo was elevated to the rank of Justicar, and his glory grew from one battle to the next. His skill at arms and command of psychic abilities were the equal of almost all his peers. Only the oldest and most skilled of his battle-brothers were able to best him with blade or in contests of will. In these early years of Draigo’s service to the Chapter he won many trophies for them and vanquished scores of hated foes.

In 819.M41, on the poison-shrouded moons of Angor, a Warp wind swept out from the galactic deeps, bringing with it creatures of madness and ruin. Against this evil stood Draigo and the 3rd Brotherhood. Under a starless sky infected with purple flames and snarling faces, the Grey Knights stood beside the ten thousand-strong 2nd Angor Imperial Guard Regiment against the Keeper of Secrets K’lesydon and her decadent horde. As the Daemon appeared from the Warp-fire every man present was overcome by her power, tearing off his rebreather to inhale great lungfuls of her maddening scent, and with it the moon’s toxic atmosphere. Internal organs burst and boiled, expelled as a cloying violet sludge. Only the Grey Knights were untouched, Draigo leading the charge across fields thick with gasping, dying men to bring battle to K’lesydon. As with M’kar, the future Grand Master once again proved his prowess against the Dark Gods. The Keeper of Secrets could find no chink in Draigo’s mental armour and her defences crumbled before his psychic assault.

Draigo soon rose to the rank of Brother-Captain, earning the right to lead the 3rd Brotherhood. It was in 858.M41 that he won his place among the Grand Masters of the Chapter, by leading his warriors against the Psynek Kings of Voer. Pawns of the Tzeentchian

Daemon T'eklar, the Psynek Kings feasted on the blood of the daemonically possessed to grant themselves sorcerous power. Tethered together by coils of psycho-reactive crystal chains the Psynek sent armies of gibbering sorcerers against the Grey Knights. In the ensuing psychic madness battlefields were torn up and remade by the energies unleashed by both sides. Eventually Draigo would drive a sacred stake into the brain of every King of Voer.

In 901.M41, Draigo's path brought him to the war-torn world of Kornovin, a cursed place that had fallen under the control of the Daemon Primarch Mortarion of the Death Guard. It was here, among the smoke and blood of battle that Supreme Grand Master Geronitan was slain, leading a charge to bring down the corrupted Primarch. Through the press of warriors and Daemons, Draigo saw his Chapter Master fall, a cry of anguish and vengeance escaping his lips. Breaking ranks with his brothers, Draigo fought his way to where Geronitan had fallen, cutting down anything foolish enough to bar his way. Even Mortarion's personal bodyguard fell before Draigo's expert sword blows and single-minded determination. Before the Daemon Primarch could raise his terrible scythe the Grey Knight Grand Master struck him to the ground, the righteous fury of the Emperor burning in his eyes. Unable to destroy the Daemon's essence, Draigo nonetheless carved Geronitan's name upon Mortarion's rotting heart before his mortal form dissipated. For this victory Draigo was elevated to the position of Supreme Grand Master of the Grey Knights.

For almost a hundred years Kaldor Draigo led the Grey Knights against an ever-rising tide of daemonic foes, the shadow of the Time of Ending bringing with it mayhem and death.



THE TITANSWORD

A relic of the earliest days of the Imperium, the Titansword has been entrusted to the Supreme Grand Master of the Grey Knights since records began. Stories of the force blade give it many names: Mind's Edge, Foebane and Lifedrinker to name a few.

Legends say the Emperor forged the blade for a favoured general during the Unification Wars on Terra, teaching him how to use his mind to trigger its terrible powers. During the Great Crusade it then passed into the hands of his champions, spilling alien blood on a hundred worlds as Mankind reclaimed the stars.

When Malcador the Sigilite took the first Grey Knights to Titan, one of the relics he carried with him was rumoured to be the ancient force sword. Along with his pure genetic legacy and psychic power, it was one of the Emperor's gifts to the newly founded Chapter. Renamed the Titansword by Janus, the first Supreme Grand Master, the blade must be psychically attuned to each new master. Only once it is keyed to the mind of the wielder can its true killing power be called upon.

M'KAR'S REVENGE

By the end of the 41st Millennium the Grey Knights were pressed as never before, and they were spread thinly across the galaxy. When Draigo learned that M'kar had returned to Acralem, he knew he must face the beast again, completing the cycle he had begun two hundred years ago.

In a battle that echoed out across the peaks of Acralem the Daemon Prince and Chapter Master fought, the Titansword flashing and flaring with psychic power where it parried blows from M'kar's Warp-blade. The Daemon howled in triumph as he sundered Draigo's sword, sensing the kill close at hand, but the Grey Knight was not yet beaten, and took advantage of M'kar's moment of exultation to thrust the broken blade into his heart. Even as M'kar faded from reality he had one final act of revenge, wrapping a taloned claw around Draigo's leg and dragging him into the Warp.

And yet Kaldor Draigo did not die within the Warp, for he was protected by the purity of his soul. So it was that Draigo passed into legend, a wandering Daemon-slayer awaiting the time when he would one day return to the Imperium.



ARVANN STERN



Among the Grand Masters and Brother-Captains of the Grey Knights there are few that would dispute that Stern exemplifies everything the Chapter represents. When Kaldor Draigo named Stern his successor as Brother-Captain of the 3rd Brotherhood, it was widely believed that Stern, as Draigo's protégé, would one day rise to the rank of Grand Master himself. Unfortunately for the Grey Knights this was not to be Stern's fate, the machinations of the Ruinous Powers taking a hand in his destiny when he led the assault upon the Cult of the Red Talon on Antraxes.

THE CULT OF THE RED TALON

Antraxes was a mining world famed across the Sudar Sub-sector for its rare crimson bloodstone. In 855.M41 it was foretold by the Prognosticators that a great evil would rise upon the world. The Grey Knights dispatched a demi-brotherhood to quell the uprising, Arvann Stern leading them. When Stern's Strike Cruiser slipped out of the Warp above Antraxes, he discovered a world already descending into the grip of the Dark Gods. From within the heart of the Antraxian mining clans the Tzeentchian Daemon M'kachen had subverted the local populace, infecting the grand Red Talon citadel – a hive city suspended between five towering bloodstone peaks. From here the Red Talon cult had spread the word of M'kachen, sowing discord and mayhem among the citizens of Antraxes. Worse still, the Daemon had tainted the mines, binding Warp-spawned nightmares into the rocks and spreading the vile influence of Chaos to other planets. On a dozen worlds across the Sudar Sub-sector people wearing bloodstone tokens and jewellery from Antraxes began to succumb to possession.

Assessing the situation from orbit, Stern identified the centre of cult activity as the Red Talon hive, but wisely recognised the threat posed by the bloodstone trade. Of the fifty Grey Knights present, Brother-Captain Stern ordered half to take out the Antraxes shipyards while he and the remaining half led a direct strike against the cult and the Daemon guiding their actions.

In a blaze of blinding light Stern and his brothers materialised in the spire of the Red Talon. They found themselves surrounded by thousands of Cultists bowing before the glorious form of M'kachen. For a moment nothing happened. Then the Grey Knights, standing back to back, fired in all directions with storm bolters and psycannons. In moments scores of Cultists were torn to pieces, their ragged, bloody remains hurled to the floor in a tangled mess. As one, the remaining Cultists charged at the Grey Knights, while M'kachen took flight above the conflict on wings of fire, hurling spells down upon the invaders. Meanwhile, throughout the hive, millions of traitor PDF troopers heeded the Daemon's summons, snatching up weapons and making towards the conflict.

Stern knew he had only minutes to defeat M'kachen before his brothers were overwhelmed. Ordering his warriors to form up around him, Stern began reciting the Liturgies of Banishment. He entered into a battle of wills with M'kachen, his mind tearing at the threads

holding the Lord of Change to the material realm. With brutal thrusts and sweeps of their Nemesis force halberds, the Grey Knights kept the Cultists at bay, their armour spattered with gore and the ground at their feet ankle-deep in blood. M'kachen wove progressively more complex and maddening spells in an attempt to slay Stern, but under the onslaught of the Grey Knight's willpower it could feel its mortal form bleeding away until finally, with a piercing scream of rage, M'kachen burst into a cloud of blue fire before vanishing back into the Warp.

Almost simultaneously the last Cultist fell before the Grey Knights' blades, falling into a pile of his slaughtered kin. Stern quickly voxed the awaiting Strike Cruiser with word that the deed was done, and the vessel completed its arc around Antraxes and plunged back into low orbit. The first PDF squads burst into the temple spire in time to see the Grey Knights vanish in an explosion of light, leaving behind thousands of bloody, mangled bodies. Moments later, the flaming wreckage of the Antraxes shipyards crashed through the spire, the ensuing explosions demolishing a substantial portion of the hive. As the flames spread, the Strike Cruiser began its own bombardment to ensure the planet would be forever scourged of Chaos' taint.



TZEENTCH'S CURSE

The curse of M'kachen follows Stern like a shadow. Since that fateful day in the spire of the Red Talon, Stern has never been free of the Lord of Change's meddling, and the warrior now takes nothing for granted. What was once seen as the hand of fate, coincidence or happenstance must now be carefully considered and meticulously examined for the daemoniac fingerprints of M'kachen. Stern and his battle-brothers have come to accept that strange things happen in his presence.

Within the halls of the Citadel of Titan these phenomena are seldom more than the hands of a chronometer creeping backwards, a mirror distorting into a laughing face or a single bloody tear rolling down the face of a statue. Beyond the wards and seals of Titan they can become more pronounced and even deadly; weapons may jam for no reason or a newly forged blade might break as it strikes a blow. These are the invisible Daemons of M'kachen at work; tiny, craven things in thrall to the Lord of Change that cannot manifest fully in the real world. Instead they make their mischiefs, removing primers from bolt rounds, breaking purity seals or pulling the pins out of grenades. These same Daemons aid Stern's enemies, subtly altering the paths of bullets, shrapnel or blades.

Stern's own psychic sense allows him to see the places where the Daemon's influence cannot reach: black spots in reality impenetrable to Daemonkind. Using these as anchors for his actions Stern harnesses moments of chance and fleeting opportunities. Thus he will often know just when to strike or duck away from a blow.

STRANDS OF VENGEANCE

When Stern's mind duelled with that of the Daemon M'kachen the two became inextricably linked, and the Lord of Change grew obsessed with the destruction of the mortal that had in minutes undone the work of centuries. At first the signs of M'kachen's revenge were not apparent to Stern or his brothers. Even the Prognosticators were unable to see through the tangled web of plots and schemes woven by the Daemon of Tzeentch. From the Realm of Chaos M'kachen would dispatch lesser Daemons to plague Stern, resulting in events such as the Shadow Merge on Tanris III and the Banquet of Nightmares in the depths of the Hundred Hives. Misfortune stalked Stern like a predator, an ash storm descending on the Grey Knights as they appeared on Tanris III, choking their augurs and fouling their Stormraven engines, and a hive-quake crushed scores of Hundred Hive enforcers. Both were freak occurrences never seen before on either world.

One hundred and one years after its banishment on Antraxes, M'kachen returned to the material plane, seeking to fulfil its plans to kill Stern. Long had the Daemon plotted during its enforced exile, and it had carefully considered the best place to lay a trap for his mortal adversary. The Lord of Change chose the world of Sargotha, deep within the wilds of the Ghoul Stars, a cursed place avoided even by the Orks that plagued that region. The root cause of the shadow that hung over Sargotha lay within its countless obsidian pyramids, vast megalithic structures left behind by some forgotten xenos architect. More than mere physical structures, each one seemed to still the Warp around it and drink in psychic energy. M'kachen knew if he could lure Stern to Sargotha, it would rob the Grey Knight of much of his psychic power.

However, the Lord of Change had to tread with care, for the same pyramids that would give him the advantage were anathema to Daemonkind. So it was that M'kachen possessed the body of an unwitting Cultist and used him as a vessel, before laying a trail of blood and death bearing the Daemon's mark that would bring Stern right to him.

Through the strands of M'kachen's plots and manipulations the Brother-Captain could see that Sargotha was a trap. Yet he came anyway, the stoic warrior accepting that the burden of slaying M'kachen was his to bear. He would have confronted the Daemon alone, but Draigo insisted he take four of his brothers with him. When the Grey Knights set foot on Sargotha they knew at once why M'kachen had chosen it. The obsidian pyramids eroded the battle-brothers' psychic powers, a feeling like a million tiny metallic insects crawling behind their eyes. Augurs had shown the world a lifeless rock, neither man nor Daemon existing upon its surface. So when Stern walked among the pyramids and saw the piles of corpses at their bases stirring at his passing he knew the nature of the trap. M'kachen had seeded Sargotha with a cult army, sending them into a lifeless slumber with Warp sorcery. As the Cultists rose up M'kachen moved among them, transferring his essence from one body to the next.

Forced to rely on their blades and storm bolters alone, the Grey Knights set about killing the horde, cutting them down with brutal thrusts and blowing them to pieces with bolt shells. However, every time Stern would crush the throat of a Cultist or bury his sword in another's

chest the Daemon would leap to another form. After hours of bitter struggle Stern alone remained alive, his brothers fallen, his bolter long since spent and his blade lost beneath the dead. Upon a pile of corpses the Brother-Captain crushed the skull of the final Cultist in his fist, watching the light of M'kachen fade from his eyes as the Daemon fled back to the Warp. Never again has the Daemon come so close to killing Stern, though he has tried repeatedly.

Many times has the Council of Titan urged Arvann Stern to accept the mantle of Grand Master. Even Kaldor Draigo has tried to convince the Brother-Captain. However, Stern has vowed he will not accept the role of a Grand Master until he has vanquished M'kachen once and for all, for the Brother-Captain does not wish to bring this burden with him to the Council. And so the long war between the Greater Daemon of Tzeentch and Stern continues, robbing the Chapter of potentially its greatest leader, and prompting some to wonder if this has not been the plan of the Dark Gods all along.



'Daemons are creatures of madness and fear. When we deny them our sanity, and deny them our fear, they are nothing more than dust upon the wind or lies upon the tongue of a madman.'

- Brother-Captain Arvann Stern



GARRAN CROWE



Castellan Garran Crowe is both head and Brotherhood Champion of the Grey Knights order of Purifiers, a position bestowed upon him for his unequalled purity of mind and purpose. Even among his gifted brothers Crowe is unique, for his presence in the Warp is a burning white flame that purges anything that touches it or tries to subvert him with its taint, and as a raw recruit Crowe displayed a resistance to the Warp that would take most Grey Knights decades to develop.

Some of the Grand Masters believe that Crowe embodies a dormant strain of the Chapter's gene-seed, a piece of the Emperor that has awoken and taken root within him. It is this quality that grants Crowe a unique perspective on the world, as he does not see Chaos as others do. To Crowe, the Immaterium is as water flowing over reality, cool and deep, with Daemons flitting like shadows beneath its surface.



'I am the power of death incarnate. I am the sword's edge; I hungrily cut the flesh and drink deep of the bloody well beneath. Give me your body, and I promise you glory, I promise you vengeance and I promise you immortality – if you will only let me...'

- Antwyr, the Sword-god

THE BLACK BLADE OF ANTWYR

Crowe's singular incorruptibility has marked him out not only to lead the Purifiers but also to bear the Chapter's most perilous relic: the Black Blade of Antwyr. A Daemon sword ancient beyond imagining, the blade first came to the attention of the Grey Knights during the Occlusiad of M37 when it was discovered by servants of the Blind King. The sword was so named as it was found by the apostles of the Blind King in the ruins of the temple of Antwyr, a cursed place dedicated to a savage and heretical god. With the power to grant the wielder control of all who gazed upon him, the blade's bearer led legions of heretics and madmen across the Vidar, Tremayne and Darkspire Sectors. Only the intervention of all eight brotherhoods of the Grey Knights was finally able to destroy the Daemonhost in a cataclysmic battle. As for the sword, it fell to the floor amid the blood and corpses of that terrible conflict's aftermath, only to slip out of time and space and vanish before the Grey Knights could recover it.

Over three thousand years later the Prognosticators foretold of the blade's return, and this time

the Grey Knights were ready. On the moon of Tethys the sword was taken, its vessel slain before Antwyr could fully possess him, and was borne back to Titan. For days the Grand Masters debated the fate of the blade, unable to find a means to destroy it, and fearful that abandonment or imprisonment would merely give the Daemon within a chance to lure a fresh host. So it was that the Blade of Antwyr was placed in the hands of the Purifiers, as only they possessed the strength to resist corruption and ignore the malign whispers of the Daemon trapped within. For centuries it has been passed from one Purifier to the next, the order always choosing the strongest among them to bear the burden. And so it came to be wielded by Garran Crowe.

AN ETERNAL BURDEN

The Blade of Antwyr is as potent an artefact as the Grey Knights have ever possessed. Some within the Chapter speculate that Antwyr is more than merely a Daemon Prince or Greater Daemon trapped by foul sorceries, and may even be the last surviving fragment of an ancient god. Men standing too close to the wielder are driven mad by the constant whispers and lies of the sword as it twists their thoughts against them. Only Grey Knights are able to resist its words, and even then only for a time before they too feel their wills being bent and buckled under the onslaught. Remarkably, Crowe alone seems immune to the effects of the blade, though it is known that Antwyr speaks to him too. Part of the Castellan's duty as guardian of the sword is to record the blade's words, in case there might be some piece of forbidden knowledge or clue to Antwyr's weakness hidden therein. So far, vaults filled with tomes of lies and curses has yielded little of apparent worth, though Crowe continues undaunted.

Crowe is never without the Blade of Antwyr, and always has one hand placed upon its hilt lest the weapon try and escape its captor. At first, Crowe carried the sword upon his back, or kept it sheathed and hung upon the wall of his personal chambers. More and more often Crowe would discover the sword had moved when his back was turned, or had slipped free of its scabbard. In combat, this could have proven disastrous if another had laid hands upon the weapon, turning them into the next sword-host. Even other Purifiers are not permitted to touch the blade. This has forced Crowe to fight with the weapon in battle, unable to take up another weapon for fear of the sword's escape.



'To the righteous we bring hope. To the tainted we bring fire.'

- Castellan Garran Crowe

THE BLACK PLANET

Daemons are creatures of vindictive hatred, and their endless schemes are spun out over eternity as they fight for the souls of mortals. Antwyr is an ancient being, and no stranger to the servants of the Dark Gods, having crossed them many times in its long existence. So it is

that when Crowe faces a champion of one of the Ruinous Powers, the blade sometimes recognises his foe. This often prompts Antwyr to try and aid the Daemon in slaying its captor, renewing its struggle against Crowe or whispering secrets learned from long years of watching him fight. Sometimes, however, the blade meets an old enemy it would see sent back into the Warp. In these cases it will offer up aid to the Grey Knight, hoping to see an ancient score settled. Crowe never heeds the Daemon's advice, knowing that truth from such a creature can carry an even higher cost than lies. However, the Castellan will take the recorded ramblings of the blade to the Prognosticators that they might be able to glean useful knowledge from them.

Once such thread of malice from Antwyr led to the Battle of the Black Planet, where the blade tried to thwart the plans of Skulltaker, one of its ancient rivals. The Khornate Daemon had chosen the planet after being drawn there by the miasma of violence lingering upon it. The world had been almost depopulated after a year-long raid by the Dark Eldar, its billions of citizens reduced to a scattering of half-starved tribes hiding in the ruins of their once-proud cities. Skulltaker knew the planet was ripe for the Blood God and began a ritual to see it cast into the Warp where Daemons would feast upon the souls of the living and dead alike.

After the Prognosticators informed him of the impending daemonic incursion, Supreme Grand Master Geronitan chose Crowe to lead the assault, forming Strike Force Iron Helm to thwart Skulltaker's plans. Teleporting from low orbit, the Grey Knights arrived on the planet's ruined spaceport to find a vista of carnage, headless bodies piled in mounds as far as the eye could see. In the centre of the corpse-choked platforms and landing pads stood an arena crafted from the bones and skulls of the slain. Unopposed, the Grey Knights entered the arena to the howls of daemonic spectators and the sight of Skulltaker standing in the middle of a sea of severed heads, his servants dragging away his latest victim to the mounds outside. Antwyr screamed and cursed upon sensing the presence of the Khornate Daemon, even as hordes of Bloodletters descended upon the Grey Knights. Crowe knew that only he could hold back Skulltaker, perhaps buying time for his brothers to break the daemonic host bearing down upon them. The sword exuded eager bloodlust when Crowe decided that single combat with the prideful Daemon was the only way to prevent it from killing his battle-brothers. Though he was loath to act in a way that pleased Antwyr, Crowe called out a challenge to Skulltaker.

Before the Khornate Champion could charge, Crowe used a gift given to him by Geronitan for this very purpose: a vial of the crystallised tears of the Emperor himself. The blessed tears consecrated the ground around Crowe, robbing Skulltaker of a measure of his power. Even with this advantage, it was all Crowe could do to counter the Daemon's blows and resist the unholy strength powering them. Antwyr hammered at Crowe's mind, crying out for release and promising a swift end to Skulltaker, if only the Grey Knight would accept. The Castellan stoically ignored the screams of the blade. For hours Crowe and the Herald of Khorne duelled until Skulltaker noticed its form fading as the Warp weakened across the planet. Totally focussed on slaying Crowe, the Daemon had ignored the actions of Strike Force Iron Helm as it purged the world and sealed the rents in reality. With a final curse and a promise of grim retribution, Skulltaker vanished, leaving only the hollow, mocking laughter of Antwyr in Crowe's mind.



KEEPER OF THE BLADE

For most Purifiers, the burden of holding back the tendrils of the Warp is natural and instinctive, their minds shielding them from the darkness and casting back its hungering gaze. Even so, there are things that press in upon the souls of even these most incorruptible of Grey Knights, horrors from beyond that scratch incessantly at the door to reality. The Blade of Antwyr is such an object, a scar upon the face of reality. Such is the power of this cursed blade that wherever Crowe carries it the taint of the Warp stains his surroundings. On Titan the champion must keep to the Chambers of Purity, often in isolation. Occasionally other Purifiers will meet with him, but even these brothers cannot be allowed to stand in the presence of the Black Blade for long. When Crowe travels across the Imperium on the secret missions of the Chapter, he is likewise cloistered away, only venturing out when called upon to enter the fray.

The Castellan spends his time away from war ceaselessly training, the vicious curses of the Daemon always in his mind. For years he has suffered Antwyr's insults in silence, his scorn a shield against the furious rantings of the dead god. Antwyr at first tried to overcome Crowe with sheer strength of will, battering against his mind for years, hoping to break down the Purifier's defences and possess him. When it became clear Crowe would not yield Antwyr tried a different tactic, offering him untold power, yet still the Castellan resisted. However, the blade's promises become ever more specific to the Castellan the longer the two remain together, and it hopes one day to find a chink, however small, in Crowe's formidable mental armour.



GREY KNIGHT HERALDRY



The Grey Knights have endured for millennia, their Chapter built upon a web of ancient traditions and oaths. These sacred customs and doctrines are reflected in the weapons they use, the armour they wear and the heraldry they bear, each one a part of their proud history.



CRUSADER HELM

Grey Knights use older patterns of helmets – known as Crusader helmets – for both their power and Terminator armour, giving their squads a distinctive appearance when placed alongside other Adeptus Astartes.

NEMESIS FORCE HALBERD

Every Grey Knight Terminator carries a force blade attuned to his psychic will. The ritual to dedicate these weapons is long and arduous and so it falls to the battle-brother to preserve and honour his weapon in combat. After years of battle a Grey Knight's force weapon will retain a piece of his psyche imprinted upon its blade that will live on long after its wielder has fallen.

ARMOUR ETCHINGS

A Grey Knight's armour is often an ancient relic drawn from the Chapter's armouries and has often been worn by many warriors before him. Sometimes their names or deeds will be etched upon the plates and edges of their armour, a preserved memory of their glory.

PURITY SEALS

When a Grey Knights battle-brother dons his armour its seals are blessed in complex and ancient rituals to preserve their integrity and keep the warrior safe from attacks both mundane and mystical. When a battle-brother returns to Titan it is a measure of his skill in battle and strength of will should these seals remain unbroken.

OATH SHIELD

Battle-brothers display their heraldry upon their shields, the simple designs displaying their deeds and glories. As a Grey Knight advances in rank he might add to his shield to reflect his elevated standing within the Chapter.

STORM BOLTER

Grey Knight Terminator armour incorporates a wrist-mounted storm bolter, an ancient pattern that allows them to wield their halberd unimpeded.





Red, white and black are the common colours of almost all Grey Knights heraldry, these being colours used by the first Grand Masters when they forsook their Legions and embraced the sacred duty the Emperor had given them.

Each icon and colour has its own meaning within the Chapter; skulls indicate the quelling of powerful daemonic foes and swords battlefield honours, for example. Crenellated lines, divisions of colour and which colour is ascendant all represent a battle-brother's position within his brotherhood, the colour, direction and gradient of the line or division each having its own meaning.



Grey Knights will sometimes incorporate symbology of their allies into their heraldry if they are especially deserving. In this case the dominate skull bears the icon of the Inquisition, showing a great victory won over a potent daemonic foe but with the aid of one of the Holy Ordos. However, it is rare for these symbols to be adopted as there are few allies worthy enough to earn the respect of the Grey Knights. Sometimes a battle-brother will take the icon of an ally which has been exterminated or mindwiped in the aftermath of battle. Thus the only reminder of their existence remains upon the battle-brother's shield, a forlorn reminder of their service to the Grey Knights while they lived.



The icon of a sword is a powerful symbol within Grey Knights heraldry. This can represent an act that preserved the battle-brother's squad, turned the tide of an important confrontation or brought about the destruction of a most hated foe. A white sword on red is a symbol of the Emperor's mercy, an act considered inspired by the Master of Mankind's benevolence. A black sword on red is a measure of the Emperor's wrath and is granted for acts of vengeance. Rarer are red swords on black that show the Emperor's righteous rage, and the madness that faith can bring. A battle-brother that bears a red sword has been driven to the edge of his duty and managed to claw his way back, bloody but alive.



The stylized symbol of the Imperial Aquila is a sacred icon to the Grey Knights, and only its most proven heroes bear it upon their heraldry. It represents a great deed of service to the Emperor, something so significant as to eclipse all his other glories and take the dominate position upon his shield. Typically only Grand Masters, Brother-Captains and Paladins will be seen wearing the Aquila dominate, but in rare cases a Justicar or battle-brother will bear the symbol should they be worthy of the honour. The nature of this rare service is as varied as the battle-brothers honoured by it, the only commonality their devotion to the Emperor and the favour of the Grand Masters.



Symbols can be overlaid on a Grey Knight's heraldry to indicate a combination of meaning and the deeds they represent. The white sword blade driven through the horned skull depicts an act of the Emperor's mercy that brought about the destruction of a powerful daemonic creature. While the Grey Knight will have destroyed the beast, it may have been at the expense of an innocent life, and is thus considered an act of benevolence. These deeds define a Grey Knight, and often a battle-brother will not further modify his heraldry after such an event, to show that at this moment he was most true in his duty to the Emperor.



Sometimes a Grey Knight will be called upon to step beyond the realms of reality to hold back the minions of the Dark Gods. This can mean stepping into the Warp, walking upon Daemon worlds or standing under skies that weep the very stuff of Chaos. A battle-brother that lives through such an ordeal might mark it upon his heraldry as a stylized flame. A skull, sword or other marking will be depicted wreathed in this flame, showing that the deed in question was committed in place where the power of Daemonkind held sway. It is accepted that a victory won within the Warp is far harder than one won in the material realm. A battle-brother that can best his foes while bathed in the dark radiance of the Chaos Gods is a great warrior indeed.

STRIKE FORCE FALCHION



When the Gore Sun rose over the oceanic world of Vortux and called forth the hordes of the Sinewed Prince, the Grey Knights sent Strike Force Falchion to destroy them. Commanded by Brother-Librarian Umbrane, the formation was drawn from some of the 4th Brotherhood's finest warriors, backed by the might of the armouries of Titan.

Brotherhoods rarely ever deploy their entire strength, the vast size of the Imperium and the endless tide of its daemoniac foes often forcing a handful of Grey Knights to free a world from destruction. Strike Force Falchion was formed from warriors of the 4th Brotherhood to deal with the Gore Sun incursion on Vortux, and Brother-Librarian Umbrane would lead them into battle. Umbrane had already faced the hordes of the Gore Sun and the Sinewed Prince that led them. The Librarian's name had been carefully chosen as anathema to the Daemon Prince, linking their destinies together, and marking out Umbrane in the eyes of the Grand Masters as the Gore Sun's doom. So it was that Umbrane gathered together his Grey Knights and brought the wrath of Titan to Vortux.

Vortux was an oceanic agri world; its citizens harvesting rift-squid swarms from their floating hive city-ships, until the arrival of a World Eaters warband drowned the world in blood. For eighty-eight days Khorne Berzerkers stalked the city-ships and island conclaves of Vortux slaughtering everything that moved, dedicating each gore-soaked kill to the Blood God and building piles of severed heads that could be seen for miles in all directions. On the dawn of the eighty-eighth day since the start of the massacre Vortux's blue sun rose a bloody red. This was the Gore Sun, and it heralded the arrival of the Sinewed Prince.

Like a bolt of silver light, Strike Force Falchion's Strike Cruiser appeared above Vortux, Umbrane quickly assessing the teeming daemoniac shadows on the world below and the Chaos Space Marine vessel that hung in orbit like a starving dog over a fresh kill. One target on Vortux's surface burned bright in the Librarian's psychic senses: the largest city-ship, the Oceanus Pyramid. Even from orbit Umbrane could sense the ragged Warp-wound that festered in the heart of the pyramid and the maelstrom of murdered souls that swirled around its spires.

Determining that a teleport assault into the unknown dangers of the city-ship would be unwise, Umbrane directed his brothers to prepare for insertion by Stormraven. Meanwhile, the detachment of Paladins led by battle-brother Perdac would cripple the Chaos cruiser, preventing it from being brought to bear against them. All of this took but moments, and before the Strike Cruiser had even reached orbit a flock of Stormravens fell away from its belly toward the planet below.



PYRAMID OF SOULS

The twisted blood-cult crew of the *Covenant of Pain* were utterly unprepared for the arrival of the Grey Knight Paladins. Perdac and his brothers appeared on the bridge of the ship in a shower of crimson light, the scar-faced lord captain barely having time to scream a warning before his head vanished in a spray of blood. Scores of Cultists charged at the Paladins from all sides, firing autoguns, laspistols and stub guns as they came. With little effort the Grey Knights killed them all, force blades weaving a pattern of bloody death through their ranks and storm bolter rounds hurling the Cultists back like gory rag dolls. In under a minute the deck was clear of foes, half a hundred dead and dying men lying at the feet of the Paladins. With single-minded purpose Perdac moved to the command console and began the process that would begin a critical overload in the ship's plasma reactor.

Hurtling down through the red-tinged clouds, Umbrane's Stormraven wing bore down on the Oceanus Pyramid. As they drew closer, defensive turrets hurled tracer rounds and plasma bolts across their path, filling the sky with burning trails of fire and light. The Grey Knight pilots expertly flew through the storm, their psychic senses augmenting their already superhuman reflexes and enabling them to predict and evade the erratic defensive fire. Finally close enough to engage with their own weapons, the Stormravens sent forth a salvo of stormstrike missiles. A score of contrails arced away from the formation toward the hive, and seconds later explosions blossomed to life across the structure.

Aiming for the upper landing decks of the city-ship the Grey Knights Stormravens banked sharply as they made their first pass, assault cannons and hurricane bolters clearing a way for their landing. From below, Cultists fired their weapons uselessly up at the flyers until the hammering weapons tore them apart. The first Stormraven to land delivered Umbrane and his Terminator bodyguard into the fight, the Librarian blazing a path across the landing platform with psychic flame while his brothers hacked down any survivors brave enough to charge them. From the far side of the platform Umbrane could see a dozen Khorne Berzerkers ready their weapons, drawn up from the heart of the hive by the sounds of war. The Chaos Space Marines were deadly foes and Umbrane was not about to underestimate them. Gathering his brothers, they set their halberds to receive the inevitable charge, while the Librarian sent a psychic signal to the rest of his strike force.

The Berzerkers were halfway across the platform, hacking a path through the fleeing Cultists, when the second Stormraven touched down. From the flyer's open jaw Falchion's Purgation Squad emerged, their psycannons and psilencers already charging up. The massed fire ripped into the World Eaters, punching through their power armour and sending great crimson gouts into the air. A single Berzerker reached Umbrane, staggering under his wounds but still howling for blood. The Librarian motioned his brothers back as he stepped inside the Chaos Marine's wild chainaxe swing, avoiding the blow and plunging his force sword into his foe. With a psychic pulse Umbrane wrenched the warrior's soul out through his sword, scattering it into the Warp. Pulling his blade free from the lifeless corpse, the Librarian led the way down into the Oceanus Pyramid.



SEA OF BLOOD

The inside of the hive had been changed by the coming of the Gore Sun, the Sinewed Prince decorating its once grand halls and chambers with the bodies of its citizens. Everywhere headless corpses hung from the walls or were piled high in crude effigies of Khornate Daemons. Floors and ceilings dripped with blood, the vital fluids of a million slain citizens running down the walls like rain. Here and there profane symbols of the Dark Gods burned blackly on plasteel bulkheads, the blood parting around them or changing course to follow their cursed shapes. The Grey Knights strode through this hell as true sons of the Emperor, the tendrils of the Warp retreating before them, only to close in once again when they had passed.

The presence of the Grey Knights cast ripples out across the Warp, drawing in the Daemons and renegades that inhabited the city-ship. At first the Grey Knights faced only mobs of blood-cultists possessed of little skill or strength, though they were driven insane by slaughter. These the strike force cut down with measured blows of their blades, preserving their ammunition for worthier foes. Then came the World Eaters, those scattered warbands of Chaos Space Marines that had remained on the Oceanus Pyramid after its citizens had been all but slain. Umbrane was quick to unleash psychic fire and heavy weapons against them. Finally came the Daemons, the Sinewed Prince's hordes, howling for the flesh of the Grey Knights. When at last Umbrane reached the Pascis Factorum in the belly of the city-ship several of his brothers were limping from deep wounds and every one was covered in a foul mix of congealed blood and ichor.

The Pascis Factorum was a huge, vaulted chamber where the people of the Oceanus Pyramid would harvest the deeps of Vortux; hundreds of metres of razor-nets coiled along the edges of an open well into the sea below. Now the Sinewed Prince hung above the pit, the nets choked with corpses and the red waters below thronging with Daemons of Khorne. A horror of flayed flesh and bone, the Daemon Prince leapt down to meet the Grey Knights, leaving bloody claw-prints upon the steel deck as it strode forwards. From the well, thousands of Bloodletters hauled themselves up out of the sea of blood using the ragged remains of the dead as handholds.

Umbrane and his brothers spread out, each Grey Knight giving himself space to use his Nemesis force weapon to its maximum effect. With practised ease the Purgation Squad laid down fire through the open formation, their arcane weapons slicing through the ranks of Bloodletters, each psychically charged round searing through their twisted forms. The Terminators wove spells of banishment, further confounding the mass, yet for every Daemon scattered to the Warp a handful more crawled up to take its place. Umbrane could feel the

immense presence of the Sinewed Prince as it moved towards the Grey Knights, his psychic senses overwhelmed by the rage pouring off it.

The Daemons hit the Grey Knights in a blood-red torrent, Nemesis force halberds and hellblades flashing in bloody arcs. A dozen Grey Knights fell in those opening moments, the cursed hellblades of their foes carving through the gaps in their armour and Aegis. Each battle-brother struggled with multiple opponents, his weapon turning one blade only to leave him open to another. Through the throng the Sinewed Prince bore down on Umbrane, drawn by the blazing beacon of the Grey Knight's psychic power, hatred burning in its hollow eyes.

This was the moment Umbrane had been waiting for. Moments after he keyed his teleport homer, three Nemesis Dreadknights materialised into the midst of the melee. At the Librarian's order the Dreadknights closed with the Daemon Prince, attacking it from all sides. Howling murder, the Sinewed Prince fought back, smashing one of the walkers to the ground where it vanished beneath a teeming mass of Bloodletters. The Daemon's victory was short-lived, however, as one of the remaining Dreadknights landed a telling blow with its daemon hammer. Seeing the beast reeling, Umbrane leapt forward, plunging his force sword into the Daemon's heart. In a storm of blood the Sinewed Prince and his army melted back into the Warp, and Vortux's sun shone blue once more.

STRIKE FORCE LUCERNE



Strike Force Lucerne was to be the hammer that the Grey Knights would use to try to break the back of the Golden Host of the Daemon Prince Laesydra on Stynarous IV. Led by Brother-Captain Caddon Varn of the 6th Brotherhood, the strike force was adapted for ground operations, and war within the subterranean battlefields of Stynarous.

The Stynari Combine of Stynarous IV had been locked in a brutal war of attrition with the Orks of Waaagh! Slugruk for over a century, pushed back day by day by the aliens as their cavern cities and tunnel settlements fell. When the beasts finally gathered before the gates of the Sunless City, the Combine guildmasters turned not to the far-off Imperium, but to the Dark Gods for salvation.

It was Laesydra the Golden that answered their prayers; a Daemon Prince of Slaanesh drawn to the stench of fear that hung around the Stynari. Within a Stynari solar year Waaagh! Slugruk's hordes had succumbed to the Golden Host, Laesydra's army cutting down the green-skinned aliens for the joy of their dark god. As the numbers of Daemons infesting Stynarous swelled it was the Grey Knights that heeded the call, the Prognosticators feeling the dark power of Laesydra rippling into the Warp.



THE ABYSSAL NEEDLE

Brother-Captain Caddon Varn commanded the assembled strike force, his cruiser slipping undetected into high orbit above the world, Stynari's long-neglected orbital defences hanging cold and silent in the void. Ion storms and torrents of hard radiation made teleportation or atmospheric insertion hazardous, so Varn commenced his assault against the Abyssal Needle, an orbital conveyer used to ferry ore from beneath the planet's surface and into space.

The Needle's docking ring had become a temple to Slaanesh, its corridors and chambers decorated in the remains of the Stynari while Daemons and hysterical Cultists lashed each other bloody with flails crafted from severed fingers and human hair. When the primary void-lock yawned open, the worshippers were oblivious as they whipped and tore at each other in ecstatic agony; only the Daemons looked up, sensing the psychic bow-wave of something terrible approaching.

Honoured Ancient Jaeon was the first to step out of the void-lock, the Dreadnought's silver

hull glinting dully in the guttering light of candles rendered from human fat. The nearest Daemonette only had time to hiss its hatred before Jaeon's autocannon thundered to life, turning it into a fine pink mist. The Dreadnought swept the room with rounds, its weapon hammering rhythmically as the heavy ammunition punched holes through Daemons, Cultists and bulkheads. Spreading out on either side of the heavy walker, Grey Knights in power armour advanced into the chamber, adding the sound of ripping storm bolter fire to the cacophony.

Despite the shock of the assault the Cultists surged forward, Daemonettes darting through their ranks to get at the Grey Knights. Crude blades and flashing lasgun fire sparked off the battle-brothers' armour as they tried to keep the Cultists at bay with brutal strikes from their force weapons. Where the shining blades drew blood a Cultist or a Daemon fell, their life essence cut from them in a flash of psychic will. Yet the Daemons came on, flocking to the screams of the dying, their claws finding weak spots in the Grey Knights' power armour and sinking into the flesh below. Only Jaeon was largely immune from their assault, wading into the middle of the fray, the Dreadnought's armoured form towering over the melee, his great powered gauntlet pulverising anything it touched in a shower of mangled flesh.

Using the Dreadnought to anchor their line the Grey Knights Strike Squad fell back to the void-lock, the Daemons pressing hard against them. Sensing victory over their foes, the creatures' black eyes opened wide with pleasure as they laughed and shrieked. However, this was part of Varn's plan, and once the Daemons and Cultists were jammed into the tunnel before the lock the Brother-Captain and his Terminators appeared behind them in a cold flash of teleportation. Trapped between the two Grey Knights forces the Daemons fought with an insane fury, killing Cultists as often as landing a blow upon one of the silver-armoured warriors as they tried to escape the Grey Knights' trap. Varn ordered his brothers to close the vice, and with methodical fury the Grey Knights advanced, cutting down everything in their path until at last their blades met. At their feet the deck was awash with destroyed bodies and the scorched smears where the Slaaneshi Daemons had fallen.

THE SUNLESS CITY

With the docking ring clear, Varn moved quickly onto the next stage of the attack. Unloading their vehicles, the Grey Knights gathered in the conveyer. Far below, in the heart of the Stynari's subterranean hive city, Laesydra sensed the coming of the Grey Knights and gathered together its Golden Host. At the head of a vast army of Daemons and human thralls the Daemon marched to the Sunless City, a vast oculus where the conveyer plunged down kilometres into the centre of the world. Eager to trap the Space Marines within the conveyer's cradle as it came to rest, the Daemon Prince sent forth its swiftest troops to pin them in place. Seekers of Slaanesh and Seeker Chariots raced on ahead, reaching the conveyer locks in time to see the cradle descending from the firmament.

Brother-Captain Varn had planned for this too; well aware his foes would try and trap him in the oculus. As the Daemons hungrily watched the cradle they failed to notice the shadows hurtling down the conveyer shaft ahead of it. Like birds of prey the Stormraven Gunships screamed out into the chamber, their assault cannons and stormstrike missiles ripping bloody furrows through the Daemons' ranks before unloading their cargo of Space Marines.

When the cradle finally came to rest and the Grey Knights joined the combat, the chamber was a scene of utter mayhem. Everywhere battle-brothers fought Slaaneshi Daemons, as Stormravens, Rhinos and Razorbacks provided covering fire. Varn led the charge that pushed the foe back, the Dreadnought Jaeson at his side. Suddenly the walker staggered, and the Brother-Captain looked up in time to see Jaeson's hull torn open by Laesydra, the Daemon laughing as it ripped the ancient battle-brother's remains from his sarcophagus.

Varn directed a blast of arcane fire at the Daemon but it brushed the flames aside, grabbing him around the waist and lifting him up to its face. The Brother-Captain struggled against the cloying waves of power rolling off Laesydra, as its psychic tendrils tried to prise open his mind. Out of the corner of his eye Varn could see Grey Knights falling and fought against the despair the Daemon was trying to plant in his heart. Appalled by the power Laesydra commanded, the Brother-Captain plunged his force sword into the Daemon's heart and poured his will into the weapon. However, before the Nemesis weapon could unleash its killing power the creature flung Varn away, one of its claws breaking the blade in two as it screamed its rage and retreated behind its minions.

Picking himself up, the Brother-Captain voxed for his reinforcements – the Dreadknight and Strike Squads he had held in reserve. However, now it was the Grey Knights' turn to be outmanoeuvred, as Laesydra had pre-empted this move by its most hated foe. As the teleportation beams coalesced, profane runes laid months before flared to life, stirring the Warp into a storm, and scattering Varn's brothers even as their faint outlines materialised.

Clutching his broken sword Varn realised the battle had turned against the Grey Knights, only a handful of silver shapes visible among the swarms of Daemons and Cultists. Promising a reckoning, the Brother-Captain summoned his Stormraven, fighting his way to its ramp, while sending an order to his Strike Cruiser to enact his extraction plan. In a spectacular detonation the Abyssal Needle was severed, ripping its roots from the world as it spun off into space and opening a ten kilometre hole in the earth above the battle. As earthen and steel rain fell upon the Golden Host, Varn made his retreat with his surviving battle-brothers. Even as their vessel climbed into orbit the Brother-Captain sent his orders for Exterminatus, proclaiming Stynarous lost to the Imperium.



THE PLAGUE OF MADNESS



In the year 941.M41 the reckless actions of a lone Inquisitor unleashed an ancient evil, matching her wits against the Lord of Change, Ix'thar'ganix. Against the madness sown in the Daemon's name, the Grey Knights assembled three brotherhoods, Supreme Grand Master Kaldor Draigo personally leading them into battle.

Inquisitor Saffor Sengir of the Ordo Malleus had spent her life seeking out the secrets of the Lord of Change Ix'thar'ganix. After learning of the Daemon's power of foresight, Sengir slowly descended into obsession, convinced she could steal this power for the Imperium. For decades the Inquisitor scoured the galaxy for cursed objects and profane artefacts linked to the Lord of Change. Eventually, in the drifting hulk of an alien vessel, she found the bones of the Whisperer: a long-dead xenos creature once possessed by Ix'thar'ganix. With these remains she hoped to summon the Daemon, and bind it to her will.

From beyond the veil Ix'thar'ganix regarded Sengir with a mixture of contempt and amusement. All this the Lord of Change had long ago foreseen, centuries before the Inquisitor had been born and long before it had possessed the Whisperer – known of it, and prepared a trap for this mortal that thought to usurp its power.

In the guise of the Plague Father, Ix'thar'ganix had lured the Greater Daemon Lurgon to the Inquisitor, promising him a way into the mortal realm so that he might spread the gifts of his pestilent god. With complex spells and sorceries, the Lord of Change separated the threads of fate connecting him to the bones of the Whisperer and tangled them around Lurgon.

When Sengir uttered the final word that would draw Ix'thar'ganix forth, Lurgon was instead hauled into reality, the wards erected to trap Ix'thar'ganix burning and breaking against this unfamiliar and powerful Daemon. Sengir's will, though formidable, buckled under the psychic might of Lurgon, and the Great Unclean One oozed into her soul, possessing her completely. As the candles died and darkness descended Sengir dropped to her knees laughing hysterically, while her acolytes fell to ground with pus leaking from their ears and eyes.

Yet Lurgon was still imprisoned within the flesh of the Inquisitor, as Sengir's will was enough to contain the Daemon. In his rage, Lurgon conjured a virulent contagion upon his host, though this too had been tainted by Ix'thar'ganix's magicks. Instead of boils, lesions and seeping wounds, the mixing of Nurgle and Tzeentchian Warp sorcery brought forth a plague of madness, the putrescent energies of the Plague God mingling with the trickery of the Changer of Ways. Within the hour, the Inquisitor's ship, the *Pilgrim*, was overrun with lunatics, men clawing at their faces, eating their own skin or jettisoning themselves into the cold vacuum of space. When, months later, the *Pilgrim* drifted into the Administratum hub-system of Decimalus, only Lurgon, wearing Sengir's skin, and a handful of the Inquisitor's now-insane acolytes remained. Using the Inquisitor's ciphers Lurgon voxed Decimalus Prime for aid. Within a week the plague of madness infected every world in the system. Within a

month the Administratum Lords of Decimalus were under the thrall of Lurgon and the rotting fingers of the Daemon were felt in the gubernatorial heirarchies of a dozen worlds.



THE VOID GLAIVE

On the other side of the galaxy, in the Citadel of Titan, the Prognosticators felt the disturbance on Decimalus like an ever-widening tear in reality. Upon their warnings, Kaldor Draigo summoned the Grand Masters and laid out his plan for quelling the incursion, under the stony gaze of Janus' statue. With no time to gather the entire Chapter, Draigo ordered every Grey Knight on Titan to arms. Some of the Grand Masters questioned the wisdom of such a strategy, concerned that Titan had never been left so undefended. In the end it was Grand Master Valdar Aurikon, head of the Grey Knights Librarius, who swayed the council. Aurikon had examined the prophecies of the Prognosticators and the auguries of the Emperor's Tarot, which suggested that behind the more obvious source of this plague lurked an ancient foe. The Grand Master believed this enemy was the Lord of Change Ix'thar'ganix, a Daemon that had long eluded the Chapter. Aurikon had also uncovered in the divinations Inquisitor Sengir's connection to the plague, and the secret of the Whisperer's bones. Together the Grand Masters agreed that a chance to destroy the Daemon could not be ignored. The 3rd, 5th and 8th Brotherhoods departed Titan, leaving only a handful of Purifiers to watch over the

Chambers of Purity and a perilously small number of Grey Knights to man its defences.

The Grey Knights Strike Cruisers cut a path through the Immaterium, crossing fifty thousand light years in the span of a few days as their Warp drives were pushed beyond recognised tolerances. As the vessels slipped out of the Warp above Decimalus, they immediately came under assault. The night above the planet erupted into vivid flashes and flares as its orbital defence platforms unleashed a storm of macro cannon fire and torpedo salvos. Infested with warring Tzeentch and Nurgle Daemons, many possessing the ragged remains of madmen, the orbital platforms had been fighting a protracted war against each other until the arrival of the Grey Knights. Draigo reacted immediately to ensure the orbital batteries were silenced, selecting Brother-Captain Stern and the 3rd Brotherhood to accomplish the task. While Draigo and the other brotherhoods engaged the defences in their Strike Cruisers, Stern led his battle-brothers against the Void Glaive, Decimalus' lynchpin orbital fortress.

In a flare of cold light the Grey Knight Terminators appeared on the command deck of the Glaive, back to back and ready to receive the charge of their foe. From the command pits and augur platforms dozens of Daemon-haunted eyes locked on them, ragged lips sliding back over broken teeth as the possessed lurched toward this new enemy. With orders to keep the Glaive operational if at all possible, Stern commanded his men to lower their storm bolters lest they damage any critical systems. With oaths to the Emperor upon their lips the battle-brothers hefted their force halberds and waded into the foe.

Six more Grey Knight Terminator Squads teleported into mission-critical areas of the Glaive, ripping into the Daemons and the possessed crewmen. Soon the blood-spattered corridors and filth-encrusted chambers of the void-fortress echoed to the meaty sounds of blades in flesh and daemonic howls of rage and pain.

From his throne room in the Administratum Nexus Spire on the surface of Decimalus, Lurgon watched the carnage on pict recorders through Sengir's eyes. Drooling pus in anticipation of the Grey Knights' coming, the Daemon Prince cast his gaze onto the bones mounted on the chamber wall, and considered that his revenge against Ix'thar'ganix was almost at hand. However, for the moment, Lurgon would have to content himself with killing Grey Knights, and so called out into the Warp, summoning his legions to the fray.

Stern surveyed the carnage he had wrought, body parts covering almost every inch of the deck. He cast his gaze across the data-conclaves and dormant servitors, reminding his brothers it was Draigo's wish to see the fortress utilised to aid the Grey Knights.

Suddenly the deck bucked under Stern's feet, throwing him to the ground. Momentarily dazed, he watched in horror as a huge mechanical claw tore through the bulkhead and ripped one of his brothers apart in a spray of blood. Climbing out of the rent plasteel a Soul Grinder hauled itself into the command chamber, part Daemon, part machine. Its massive mechanical legs filled the room while its sickly green flesh wept sheets of dark blood.

Stern lunged forward, bringing up his blade as his brothers hacked at its limbs with their halberds. The monster seemed oblivious to the attacks as it loomed over Stern, smashing his blade aside with one enormous claw while pinning him to the ground with another. Under the unholy strength of the beast Stern was trapped, unable to bring his blade to bear. In

desperation, Stern aimed his storm bolter at the command deck's vista plates, voicing a warning to his brothers. As the armaglass exploded out into the void the Soul Grinder was pulled into space. For a moment Stern was dragged across the deck, the beast's claw still clamped around him, and only the quick actions of his brothers saved him as they hauled him free. Standing in the now airless chamber, their suits of armour keeping them locked to the deck, the Grey Knights trained their weapons on the Daemon as it drifted away and blasted it apart with psycannon, bolter and psychic fire. As the last of its essence dissipated into the cold vacuum, Stern sent the word: the Glaive was theirs.



IN THE EMPEROR'S NAME

With the orbital defences silenced, Kaldor Draigo led the 5th and 8th Brotherhoods down onto the surface of Decimalus Prime. The Chapter's Librarians had pinpointed the heart of the psychic malaise in the Administratum Nexus Spire on the planet's northern polar continent. Decimalus sat at the centre of five sectors, and was a hub for the Imperium's control of the Quintor Sector Confluence, where a million souls ruled over countless billions. Orbital pict shadows had revealed that the surface of Decimalus – a vast, continuous city – had been overcome by the plague of madness. Fires burned out of control in the shattered remains of hab-towers while possessed citizens skirmished in the streets or constructed profane idols from dismembered body parts. Daemons stalked the few survivors who remained: men and women spared the madness only to suffer the horrors their erstwhile compatriots had created.

The fluctuating Warp energies generated by Lurgon and the plague prevented Draigo from teleporting directly into the Nexus Spire, for the risk that his Terminators would become lost in the Immaterium or rematerialise within the walls of the fortress was too great. Instead, the Supreme Grand Master was drawn to a site close to the spire, where a pocket of Imperial resistance still held out. Through the garbled vox broadcasts spewed forth from the insane, the Grey Knights had detected a whisper-thin signal reciting hymns to the God-Emperor. In the ruined shell of a once-grand Imperial cathedral, an Adepta Sororitas preceptory fought on. The Order of the Vermilion Hand held the insane and daemonic at bay, laud hailers blaring the word of the Emperor at the foe.

Canoness Lunaria and her sisters had endured for days against the plague of madness. The Sororitas' faith had been the only thing keeping the madness from infecting the preceptory, as the vectors for the daemonic infection were lies and doubt. Even so, from close to a thousand Sisters fewer than two hundred now remained, and many were reduced to using their boltguns as bludgeons to preserve ammunition whilst holding back assaults from the infected populace. When Kaldor Draigo appeared with a hundred Grey Knights at his back in

a blaze of golden light, Lunaria thanked the Emperor for their deliverance. In moments, the silver giants had cleared the walls of the cathedral, pushing the Daemon-things back into the shadow-haunted ruins. When the final crack of bolter fire died away Kaldor Draigo came to stand before the Canoness, saluting her with the Titansword in honour of her sisters' valour. Lunaria took off her dented helm and looked up at the Supreme Grand Master, wiping sweat-slick hair from her face. Both battle-brothers and sisters watched as the two exchanged quiet words, until Lunaria silently replaced her helm before ordering the Adepta Sororitas to prepare to advance into the ruins. Accepting that this would be their death, every Battle Sister uttered a prayer and formed up around their Canoness.

With the area secure Draigo called in his support units, heavy landers and Stormraven Gunships arcing down from orbit over the broken city horizon. Land Raiders and Dreadnoughts cracked the ancient streets as they set down, while the two brotherhoods divided and set about their objectives. The Supreme Grand Master had formulated a plan that would not only vanquish Lurgon and end the plague of madness, but also bring Ix'thar'ganix out of the shadows. Draigo embarked upon the lead Land Raider Crusader, while the Battle Sisters mounted their own Rhinos, which had until now been employed as static gun emplacements. Together the 8th Brotherhood and the Adepta Sororitas rumbled out into the ruins, the remaining Grey Knights moving to strike targets around the spire.

BLOOD AND FAITH

Now fully aware of the invaders, Lurgon summoned his hordes to destroy them. From every corner of the cursed city the servants of Nurgle stirred. Beasts and Plaguebearers, Nurglings and infected citizens – all shambled, slithered and staggered to the spire's defence. In the lead Land Raider Draigo could see the air growing thick with bloatflies and the narrow streets gradually swelling with weeping, pustulent forms. He ordered the tank to drive through them, its weapons spitting death into the mob. The Land Raider's machine spirit growled hungrily, and the vehicle continued without pause, crushing daemoniac flesh into the ground and driving the beasts back. Glimpsed through alleyways as they flashed by, Draigo could see the Battle Sisters' Rhinos ploughing through the Daemons on a parallel road. Adepta Sororitas clung onto the sides and roofs of their transports firing their bolters with pinpoint accuracy into the fray.

From the horde a pus-spattered Herald pushed its way into view, flanked by seven massive Beasts of Nurgle. The Land Raider came to a sudden halt as it hit the Beasts, blessed steel fighting against profane rotting flesh. As the tank struggled to free itself, the Herald charged forward, driving a rusting blade into the hull. Armour that should have been proof against lascannons corroded and crumbled before the blade, and even as the assault ramp opened the tank's engines detonated in a fiery cloud.

Close to the ramp, Draigo was hurled clear by the explosion, coming crashing to the ground yards away. Grey Knights fought their way free of the wreck, but as each one climbed out he was borne down by scores of Daemons. Unsheathing the Titansword, Draigo got to his feet and began clearing a path to his brothers. Somewhere back on the road Draigo could hear the sound of bolter fire, but he had no time to look around, for Daemons were striking at him from all sides. Like flies on a corpse the ruins were alive with the children of Nurgle,

thousands of Daemons arrayed against a dozen Grey Knights and their Supreme Grand Master.

Undaunted, Draigo pressed on, destroying Daemons with blade, fist and psychic fire. A rusty blade hacked at the back of Draigo's armour while rotting fingers clutched at his sword arm, the decaying face of a Plaguebearer coughed toxic phlegm inches from his face plate and swarms of Nurglings gnawed upon the seals of his armour. Inch by inch the Supreme Grand Master could feel himself drowning under a sea of daemonic filth, his brothers little more than specks of silver in a roiling vat of Warp-spawn. Then, the faintest strains of a hymn reached his ears. He mistook it first for a vox echo, but it grew in volume until Draigo could make out a chorus of voices raised in praise of the Emperor. A tempest of blessed bolter fire shredded the horde of Daemons, the cursed creatures falling back before the fury and faith of the Adepta Sororitas. Led by Canoness Lunaria, her armour torn and bloody, the surviving sisters charged into the ruin haloed by golden light as they used flamers and meltaguns at close range to push back the Daemons of Nurgle. As the horde shrank back in the face of this new onslaught, Draigo finally managed to hack a path to his brothers. However, the Battle Sisters had bought Draigo but a moment, and already the Warp-spawn massed to strike once more. Knowing that the true enemy lurked within the Nexus Spire, Draigo turned to Lunaria. The Canoness nodded her assent, understanding and accepting that her sisters would sell their lives to buy the Grey Knights a few moments more. Turning his back on the Adepta Sororitas as they made their last stand, Draigo pressed on toward the spire.



SPIRE OF MADNESS

The formidable defences of the Nexus made a direct assault impossible, so Draigo had dispatched the 5th Brotherhood to cripple the polar city's power supply. Across the ruins battle-brothers had fought their way into Daemon-infested reactors and conduit junctions, obliterating them one by one and shutting down the massive lance turrets that stood sentinel around the Nexus. With the guns silenced the Grey Knights could focus on breaching the daemonic wards holding the fortress gate closed. In close formation, five squads of Grey Knight Terminators, flanked by a pair of Nemesis Dreadknights and led by Kaldor Draigo, climbed the vast ramp toward the Nexus gate. Psychic fire haloing their helmets, the battle-brothers combined their might into a single silent pulse, directing it at their commander. As the focal point of the spell, Draigo channelled the psychic energies into a lance of blazing fire that incinerated everything it touched. Those Daemons before the gate that did not fall to the cannons and blades of the Dreadknights were washed away by the fire, vanishing in wet pops as their physical forms burst apart. Like the rotting chest cavity of a corpse the gates of the

Nexus burst apart, disgorging a river of Nurglings and indescribable filth. Knee deep in the toxic tide the Dreadknights waded into the spire, their weapons burning hot as they cleared the way.

The Grey Knights fought through the intestine-like tunnels and chambers of the spire, Lurgon hurling countless minions in their path for every step they took. Finally, Draigo stood before the gates to the throne room. It was here the Supreme Grand Master bade his brothers stay, despite their fierce protests. Draigo knew the only way to lure Ix'thar'ganix to battle was to present him with a foe too tempting to ignore. Alone, Kaldor Draigo entered the presence of Lurgon, his dispassionate stare meeting the bloodshot eyes of the Sengir host, her flesh distended horribly by the terrible thing living inside her. Draigo noted also the bones of the Whisperer, lying scattered about the chamber.

Before either Daemon or Grey Knight could raise their blades the bones stirred where they lay, flickering Warp-magicks playing across them while the screeching laughter of Ix'thar'ganix echoed through the room. Vomiting forth grey maggots, the Sengir-host lurched toward the remains, Lurgon raging behind its eyes. Draigo stood his ground, waiting for the moment when the Tzeentchian Daemon would manifest, content to let the Nurgle Prince attempt to exact its vengeance. Carried upon an ethereal wind the bones were drawn together, taking on the Whisperer's towering avian form. Lurgon tried to strike out at the bone-thing but, imprisoned within the Sengir-host, he was constrained by the weakness of the flesh he wore. Channeling his magic through the bones, Ix'thar'ganix lashed out at Lurgon, ancient daemonic talons tearing into the putrid flesh of the dead Inquisitor. Like a gutted fish the host fell to the ground, an unnatural tide of innards spilling across the floor.

With Lurgon dealt with for now, the animated bones turned to Draigo, the shadow-shape of Ix'thar'ganix now forming around them. With a gesture, the Daemon cast a hex on the chamber door, sealing Draigo off from his brothers before finally fully manifesting and screeching out a challenge to the Supreme Grand Master. Draigo's response was to trigger his teleport homer, Stern and thirty Grey Knight Terminators materialising from the Warp in an actinic flash. Now the Daemon's screech turned to one of frustration and fury; it had not foreseen this. The mortal that led the warriors was a black shroud across its vision, his fate already claimed by another and somehow invisible to his own daemonic foresight. Ix'thar'ganix had little time to contemplate how he had been tricked as the Grey Knights charged. Abandoning the bones, the Lord of Change fled back into the Warp, but not before slicing through the psychic bonds holding Lurgon to the ruined Sengir-host.

In a burst of flesh Lurgon crawled out of the Sengir-host, taking his full, terrible form. Draigo had no choice but to turn his attentions to the Nurgle Daemon, leading the attack with a punishing blow from the Titansword. Lurgon fought bitterly, shattering ceramite and bone with blows from his massive claws and drowning his foes in great gouts of decaying matter. However, he was no match for the power of Kaldor Draigo and Brother-Captain Stern combined. Uttering the words of banishing, Stern threw the Daemon back into the Warp and closed off its means of return. With the departure of Lurgon and Ix'thar'ganix the plague was broken. All across the planet and beyond ragged mortals woke up from the nightmare of insanity with no recollection of the preceding events. The bones of the Whisperer were carefully gathered up by the Grey Knights and carried back to Titan, Draigo vowing that the

next time he crossed paths with the Lord of Change there would be no chance for escape.

DEEDS OF LEGEND



The Grey Knights have fought to hold back the daemonic hordes of the Dark Gods for a hundred centuries, waging their war in secret against an unrelenting and tireless foe. Their deeds are known outside the Chapter only as myths and legends, tales of silver armoured warriors saving Humanity from the beasts of nightmare.

c.M31 The 666th Chapter

Titan returns to the galaxy during the Second Founding, and the Inquisition records the Grey Knights as the 666th Chapter. Under a veil of secrecy the Chapter begins its work, hunting down the daemonic enemies that threaten the Imperium.

938.M32 Fate Unravels

The Daemon Ix'thar'ganix, the Slayer of Destinies, foresees the role that the Grey Knights will play in his downfall, and the threat they may eventually pose to the Dark Gods. Overcome with his own cunning the Lord of Change begins a plan that will take eight thousand years to come to fruition, seeding lesser Daemons on worlds all across the Imperium so that he might subtly manipulate future events.

832.M33 The Ghost Quell

On the desolate planet of Forlor, the Grey Knights corner the radical Inquisitor Vetrix. After enacting the Psycantic Necrolarus upon the Segmentum Solar, Vetrix has been declared a heretic by his Ordo. The Inquisitor is dragged back to the dungeons of Titan, pleading with his stony-faced captors that the Necrolarus is the Imperium's only hope for survival.

093.M34 The Final Sanction

Neodan, Brother-Captain of the 5th Brotherhood, slays the Butcher of Xor, an abattoir overseer possessed by a Daemon of Khorne. Only after the Daemon and its servants have been dealt with does Neodan discover that the creature had been tainting the meat-beasts of the blood factorums, and spreading them across Xor and its neighbouring worlds. With no knowledge of how far the corrupted flesh has spread, Neodan declares a final sanction against Xor, condemning millions to death rather than risking a daemonic incursion.

290.M34 The Hollow Cult

During their long war against the Hollow Cult and its many-limbed pleasure god, the Grey Knights lose almost the entire 7th Brotherhood. The cult lays a series of cunning ambushes for the Grey Knights, bending reality to isolate each of the battle-brothers and overwhelm them in a tide of daemonic flesh. The Grey Knights' retribution is absolute, and Supreme Grand Master Calastan gathers the full might of the Chapter against the cult. In the end, the only memory of the Hollow Cult that remains is recorded in faded ink within the Sanctum Sanctorum in the Citadel of Titan.

708.M34 The Lost Brotherhood

Brother-Captain Edeon leads a dozen squads of the 2nd Brotherhood into the Veiled Region seeking the Daemonafex. All communication ceases, and eventually the Council of Titan declares them lost.

566.M35 The Haunting of Titan

The Chambers of Purity are sullied by haunting spectres of the Warp: the ghosts of vanquished foes clawing at the walls of reality and whispering portents of future catastrophe. The creatures warn of a time when the light of the Emperor will fail and the Grey Knights will stand alone against the darkness, the fate of Humanity resting upon the razor edges of their blades. The Purifiers endure the maddened tirades of these ghosts and the visions of the Imperium fallen into darkness and fire; they know that these shades are but echoes of the monsters they purport to be, barely connected to the Warp and able to do no more than spew forth lies. The Purifiers also know, however, that the daemoniac ghosts are a symptom of something ancient and powerful that slumbers beneath the surface of Titan...

976.M35 Eye of the Storm

A Warp storm descends on the Rorn System in the wake of the Pallid Prince and his Daemon host. A squad of Grey Knights are trapped by the storm on the Rorn Primarex shipyard, having destroyed the Pallid Prince and his Warp-iron vessel. Unwilling to risk discovery by the citizens of Rorn III, and denied Warp travel by the storm, the Grey Knights set out into the void at sub-light speeds, the battle-brothers entering stasis for their millennia-long voyage back to Titan.

108.M36 A Brotherhood Out of Time

Nearly two thousand years after their disappearance, word reaches Titan of the lost Brother-Captain Edeon and his brothers. Unbeknownst to the Chapter, Edeon had followed the Daemonafex and its thralls into an area of Warp that owed its existence to the echoes of forgotten moments. Edeon and his Grey Knights fought at the foot of the Daemon's Fortress of Deceit, each day falling to grievous wounds only to rise again, borne up by their unwavering resolve and psychic fury. Faced with their combined might, the Daemonafex was finally cast down, though it was to cost Edeon and his brothers their lives in the material realm. On their return to realspace, their bodies begin to atrophy at an alarming rate. Before he dies, the Brother-Captain only has time to send a coded signal to Titan, telling of the brotherhood's victory.

222-234.M36 A Thousand Deaths

Xorgar the Cruel ascends to Daemonhood amid the blood-drenched battlefields of the Rusting War. The Grey Knights already fighting against the Ragged Host focus their attentions on Xorgar and slay him before he can fully manifest his newfound powers. However, it amuses the Dark Gods to torment their vassal by giving him life once more, and for the next twelve years the Grey Knights hunt and kill Xorgar hundreds of times on scores of worlds. Only when the Daemon's mortal shell is destroyed for the thousandth time do the gods tire of their game.

493.M36 A Daemon Assassin

The Slaaneshi Daemon assassin Hex'tan attempts to sneak onto Titan and hide among an intake of recruits. Initially successful, the Daemon lurks on the plains of the Xanadu Regio among the bones of the dead, awaiting a suitable candidate to possess and carry it back to the citadel. However, the creature's plans unravel when a strong-willed future Grey Knight hunts it down and imprisons it in the corpse of another recruit, unaware that this was not part of his trial.

713.M36 The Quiet Heresy

Tzeentchian Daemons rob the populace of Sundel of speech, every citizen rendered mute by Warp sorceries. In the silence that follows the Cult of the Severed Tongue is born, its debased members torturing and killing men and women with no voices to scream. For a year the cult reigns without opposition, turning the planet into a silent hell where corpses rot in the streets and men and women live like vermin in the shadows, fearful of making the slightest sound that will give them away. The Grey Knights confront the cult as Sundel stands on the verge of utter destruction, its cities completely given over to worshipping the very Daemons that orchestrated their ruin. In the empty silence, the only sounds to be heard are the bark of storm bolters and the crackle of force weapons as the Grey Knights purify the planet and annihilate any in their path.

121.M37 The Tarnished Blade

The Astral Blades Space Marine Chapter is led down the path to Chaos by their prideful Chapter Master, who has been possessed by the Daemon Etherak the Unrepentant. The Daemon's servants use sorcery to possess almost every battle-brother within the Chapter's subterranean fortress monastery one by one, slaughtering those strong enough to resist. As the blood of the last of the fallen is still cooling, the possessed Space Marines plunder the Chapter's gene-seed stores and set off for the Eye of Terror. However, when their Battle Barge, *Sword of Stars*, reaches high orbit, the Grey Knights are waiting for them. In the furious battle that ensues Grey Knight Terminators teleport onto the bridge of the Battle Barge and banish Etherak back into the Warp in the midst of a furious melee. Broken in body and spirit, the Chapter Master of the Astral Blades accepts the Emperor's mercy delivered at the hands of his 'saviours'.

813.M37 Daemon Maze

The Heretek, Malforea the Mad, constructs a vast maze structure of ghost-glass and etheric siphons in an attempt to harness the power of the Warp for his corrupt machines. The maze has the unintentional side effect of trapping Daemons, the creatures drawn toward the device only to become lost within its multi-dimensional twists and turns. When the Daemon Prince Kaslidi becomes ensnared, its rage shakes the structure to its foundations and it becomes a locus for the creature's essence. The Grey Knights arrive to find the Heretek a puppet of Kaslidi and his world on the verge of a full-blown daemoniac incursion. To defeat the Daemon Prince, the Grey Knights enter the maze, hunting down the Daemons trapped within. A battle of reflections and illusions ensues, the battle-brothers surrounded by flickering daemoniac faces and psychic manifestations. Reaching the centre of the maze the Grey Knight Justicar cuts down the Malforea flesh-puppet and shatters the ghost-glass face of Kaslidi, bringing

down the structure and casting the Daemons back into the Warp.

397.M40 The Damned Voyage

The Grey Knights Strike Cruiser *Titan's Hand* suffers a catastrophic Geller field failure, leaving the ship unshielded against the Warp. Almost at once, the ship is engulfed with daemonic creatures hungry for the souls of those on board. The Grey Knights stand haloed by psychic energy against the Warp, each one shielding his mind and body through sheer willpower and the blessed seals of the Aegis. Against servitors and Chapter serfs turned into puppets of Chaos, the battle-brothers fight to reclaim their vessel. When the *Hand* finally makes an emergency translation back into realspace the surviving Grey Knights stand in the midst of a command bridge covered in the remains of their unfortunate crew.

453.M40 Convocation of Souls

The public execution of 666 heretics on the planet of Horvar III has terrible consequences. Through the pageantry and extravagance of the event the nearsighted planetary governor unwittingly completes an ancient daemonic ritual. As the last heretic dies with a curse upon his lips, the circle of sorcery is complete and a gateway to the Warp is opened. The Chaos well yawns wide and Daemons spill out, gibbering, howling and spitting lurid fire into the mass of terrified citizens. In a matter of hours Horvar III is turned into a daemonic playground of madness and death. The unfortunate planetary governor is possessed by the Slaaneshi Daemon Prince Laesydra and the Golden Host is released upon the world.

The Grey Knights arrive in force to discover Laesydra hosting blood games with the surviving citizens, the Daemon forcing them to commit unspeakable acts of violence against each other or be hurled into the Warp-well. Turning its attention to this new foe, Laesydra crafts a series of tests for the Space Marines, shaping tangled labyrinths of living, screaming flesh around them and sending Seekers of Slaanesh to hunt them down. The hunters soon become the hunted, however, and the Grey Knights fight their way to the Warp-well where the Daemon Prince is holding court over the mutilated remains of Horvar's citizens, wearing the skin of their governor. At the cost of the lives of a score of Grey Knights the Daemon is cast back into the Warp. Before the battle-brothers depart they pile the citizens' tortured bodies onto of the corpses of the executed heretics, sealing the Warp-well with the blood of innocents.

365.M41 Last Stand on Syban

The Graven Spectres Renegade Chapter assaults the relic world of Syban, intent on plundering its great stasis museum. The vault fills the core of the hollow world, millions of chambers filled with artefacts and ancient objects gathered by Syban's curator fleets over thousands of years. In their reckless attack, the Spectres unwittingly break the seals on the Daemon Tomb of Knor, awakening the Daemon Prince within from its millennia-long slumber. Soon the renegades are fighting for their lives against Knor and his minions, the Daemon using the eldritch artefacts of the vault to summon more of its kind and break down the walls of reality. Alien statues, arcane constructs and ancient machines are animated by Warp-creatures, tearing their way free of their casements and falling brutally upon the Renegade Space Marines. A single squad of Grey Knight Terminators are the only forces able to reach the beleaguered world, and they fight their way inside over the piled bodies of slain Spectres. Reaching the heart of the vault the Grey Knights find themselves overwhelmed, and

with little chance of success against Knor and his ever-growing host. In a final act of sacrifice, the battle-brothers engage the planet's stasis failsafes, freezing it in time forever.

444.M41 The First Battle for Armageddon

The space hulk *Devourer of Stars* appears in the Armageddon System. Upon reaching orbit, it disgorges a vast Chaos horde – led by the infamous Daemon Primarch Angron – upon Armageddon Prime. The Chaos horde initially makes great gains, taking control of Armageddon Prime and threatening to overwhelm Armageddon Secundus. However, the defences of the lower continent hold – chiefly due to the valour of Logan Grimnar and his Space Wolves – long enough for a full brotherhood of Grey Knights to arrive, carrying the battle directly to Angron himself. In a titanic clash, Angron and his Bloodthirster honour guard are eventually bested, though it costs the lives of almost the full brotherhood, and victory goes to the Imperium.

In the aftermath of the battle, the Inquisition begins a thorough programme of mindwipes and executions of those Guardsmen and hive defenders who had taken part in the war, in order to contain widespread knowledge of both Daemons and of the Grey Knights. However, many thousands of soldiers slip through the tightening noose. This is perhaps because the scale of cull being attempted on Armageddon far surpasses any that had previously taken place, although matters are further complicated by the fact that Logan Grimnar, who vehemently abhors such practices, does everything he can to inhibit the Inquisition's agents. Thus is the Inquisition given cause to pay closer attention to the Space Wolves in the years that follow.

With their hand forced, the Inquisition and the Grey Knights extend the scope of their containment action, with bloody results for worlds that have never even heard of Armageddon. A dozen departing Imperial Guard troopships never reach their destinations as they are intercepted and destroyed by Grey Knights Strike Cruisers, along with a score of Adeptus Mechanicus and Imperial Navy listening stations that have borne witness to the vessels' passage. In the Tremayne sector, three entire worlds are isolated and put to the sword to guarantee the silence of a company of Militarum Tempestus Troopers who had fought alongside the Grey Knights at Helsreach. All told, victory at Armageddon costs several billion lives long after the campaign has officially concluded.

The First Battle for Armageddon is also significant for the heroes it produces. Of the scant few Grey Knights who survive the final confrontation with the Daemon Primarch Angron, many went on to achieve high ranks within the Chapter. Arvann Stern, Caddon Varn and Dhark Tegvar fought as newly ennobled Knights on Armageddon's dusty plains, as did the then Justicar Vorth Mordrak. The battle has a profound effect upon one Knight in particular: upon returning victorious to Titan, Garran Crowe sets aside duty to his Brotherhood and enters the ranks of the Purifiers – where he has served with unblemished honour to this day.

601.M41 Unwelcome Allies

Brother-Captain Ramstorn Fane tracks the fabled Bloodwulf to the world of Crytor, the Khornate Daemon leaving a trail of burning worlds across the sector. In the ghost-filled ruins of the dead planet, Fane and his battle-brothers corner the Daemon before a megalithic tomb

of black glass. As the Bloodwulf and his Flesh Hounds turn to face the Space Marines, the seals on the tomb hiss open and metallic xenos warriors of march forth.

A bitter three-way combat erupts, with the Grey Knights fighting both Necrons and the Daemons of the Blood God. Fane finally manages to land the killing blow against the Bloodwulf as the Daemon tries to tear apart the Necron Lord. As the Daemon collapses in on itself in a cloud of smoke and blood, the Brother-Captain readies himself for attack from the Necrons, only to find their lord lowering his weapon in what appears to be an archaic gesture of parley. Deciding not to risk his remaining brothers against the xenos, Fane warily signals for them to withdraw, satisfied that their true quarry is no more.



THE TIME OF ENDING



799.M41 The Cleansing of Acralem

The notorious Daemon Prince M'kar the Reborn launches an attack on the world of Acralem, seeking to claim it as a throne world from which he can carve an empire. Acting on an Inquisitional request, the Grey Knights spearhead the Imperium's counter-offensive, and in the final battle the young Kaldor Draigo makes his name by banishing the Daemon Prince.

800.M41 The Battle of the Ghost Halls

A dire vision from the Prognosticators results in a Grey Knights strike force being dispatched to a point in space where no worlds were known to exist. On arrival the strike force encounters the massive, bio-acid scorched hulk of Craftworld Malan'tai. Though its inhabitants have all but been destroyed by Tyranids, Malan'tai is not so empty as it first appears. The ancient Keeper of Secrets N'kari and his kind stalk the fallen halls, growing bloated with power on Eldar spirit stones. To fight such a foe would ordinarily be beyond even the Grey Knights, but the Prognosticators dictated more than the location of this new threat, they also bade Brother-Captain Pelenas to take as many Purifiers as he could muster.

As the Grey Knights launch their assault on despoiled Malan'tai, the Purifiers lead the charge, a bow wave of cleansing azure flame preceding their advance. The fire roars through the desolate halls like a hungry spirit, crackling and growing as it consumes the Daemons in its path, scattering those hellspawn that survive and leaving them ripe prey for the advancing Grey Knights. N'kari is finally cornered in the shattered Dome of Crystal Seers. The Daemon fights with fury – in a matter of moments his spear claims the lives of a dozen Purifiers and strikes down Pelenas. Yet, before the Daemon can strike the killing blow on the fallen Brother-Captain, Justicar Thawn throws himself into the Daemon's path and is laid low in his Captain's place. With N'kari's weapon momentarily trapped in the prison of Thawn's flesh, the surviving Purifiers are able to complete the ritual of Twelve Bloody Swords, which drains N'kari of his stolen power and leaves him vulnerable to Pelenas' deathblow.

In the battle's aftermath, the bulk of the strike force return to Titan with the bodies of the fallen. A score of Purifiers remain aboard the craftworld, standing guard over the empty halls until contact can be made with another Eldar craftworld, and the recovery of the remaining spirit stones can begin.

841.M41 The Raxos Civil War

Civil war comes to the hive world of Raxos when the planetary governor – through a series of intermediaries – convinces some of the local military forces to rise up against his own regime. Confusion reigns for the first few days of the coup, and casualties are minimal. However, when the insurrectionists seize control of a Deathstrike missile battery, the resulting bombardment disrupts Raxos' tectonic stability. Millions die in the span of a few days. The governor – later revealed to be Tzeentch's Changeling in disguise – harnesses the concomitant psychic upheaval to summon hundreds of his fellow Daemons.

Alerted to the situation on Raxos four brotherhoods of Grey Knights arrive amidst the ongoing civil war. Taking in the situation at a glance, Grand Master Drystann Cromm splits his Grey Knights into several strike forces – three to strike at the portals from which the Daemons are drawing their power, and a fourth, under Brother-Captain Stern, to reinforce the spaceport's defences and its fleeing refugee shuttles.

Whilst Stern safeguards the spaceport, Cromm casts broken fingerbones of martyred saints at the mouth of each portal to prevent further Daemons manifesting, and then performs the rites of cleansing and exorcism that finally seals the portals and banishes the remaining Daemons. Yet, as the first refugee shuttles lift off, Stern grows uneasy – the Changeling's psychic spoor still lingers.

With grim certainty, Stern realises that the Daemon must have boarded one of the refugee shuttles now heading for outer orbit. Knowing that his forces are too few to have any hope of uncovering the hidden Changeling in time, but all too aware of the anarchy that the Daemon will unleash should it reach another populated world, Stern orders the Battle Barge *Bright Sword* to destroy the shuttles. Hundreds of thousands are slain in the ensuing salvo, their lives sacrificed to preserve millions on distant worlds.

855.M41 The Fall of the Red Talon

Brother-Captain Stern oversees the destruction of the Cult of the Red Talon.

876.M41 The Bloodtide Returns

Chaos comes to the Basilica of St. Mariel on the world of Van Horne. A statue of the Emperor is accidentally damaged during renovation work of the inner sanctum, disrupting the forgotten stasis-reliquary within. As the ancient prison crumbles to dust, the Bloodthirster Ka'jagga'nath, Lord of the Bloodtide, breaks free. At his bellowed command, a tide of gore washes through the vaults, corrupting everything and everyone it touches. It is only when the Grey Knights 4th Brotherhood arrives on Van Horne that the Bloodtide is abated and the Greater Daemon vanquished. Before Ka'jagga'nath's essence can escape his ruined body, the Grey Knights are able to cast the Daemon's dark presence back into the Warp, and the psychic backwash banishes the Bloodtide and the legion of Daemons it drew forth.

888.M41 The Black Planet

Garran Crowe battles Skulltaker, Daemon Champion of Khorne, on the Black Planet and, though he cannot best him in combat, he buys enough time for his brothers to foil the Daemon's plans.

901.M41 The Battle of Kornovin

Supreme Grand Master Geronitan is slain at the hands of the Daemon Primarch Mortarion. Grand Master Kaldor Draigo is elevated to the rank of Supreme Grand Master amidst the din of the battlefield and vows vengeance on Mortarion. Alone and unaided, Draigo smashes his way through Mortarion's corrupted Deathshroud bodyguard and strikes the Primarch to the ground with a blow empowered by his fury at Geronitan's death. He then carves Supreme Grand Master Geronitan's name on the Daemon's vile heart. Though Mortarion ultimately escapes, it is many long years before he can enter the mortal realm once more.

913.M41 The Purging of Jollana

The Invaders Space Marine Chapter and their Astra Militarum allies walk into a trap laid by the Thousand Sons Sorcerer Ahriman in the Librarium of Jollana, and are beset on all sides by Daemons. Brother-Captain Caddon Varn leads a strike force to reclaim the Librarium, and when the Grey Knights arrive only a handful of Invaders still survive in the ruins of the Librarium. The arrival of Brother-Captain Varn heralds a change in the tide of the battle and together the Invaders and Grey Knights cleanse the world of all daemoniac taint.

941.M41 The Plague of Madness

Supreme Grand Master Kaldor Draigo leads three full Grey Knights brotherhoods against Ix'thar'ganix, the Slayer of Destinies, and his unwitting Nurgle pawn, Lurgon, on the doomed world of Decimalus.

959-961.M41 The Pandorax War

A strike force of Dark Angels and Grey Knights arrive at Pythos in the Pandorax System in an attempt to seal the Damnation Cache and put a stop to the daemoniac tide Abaddon has unleashed. The Grey Knights at last reach the Damnation Cache and seal it once more, but Abaddon has already departed Pandorax in pursuit of fresh prey.

997.M41 The Pandemonium of Sondheim V

The world of Sondheim V is overwhelmed by Tyranids of Hive Fleet Kraken just as M'kar the Reborn transforms the world into his own private pandemonium. The Sky Sentinels Chapter are the first to respond, but judge the world irretrievable and make preparations to begin Exterminatus. This is delayed following the arrival of a Grey Knights strike force under the command of Grand Master Vardan Kai. Whilst Kai concurs with the Sky Sentinels' assessment, he orders a stay of execution whilst he and his battle-brothers attempt to capture the Book of Pandegas – the cursed tome with whose power M'kar has wrought the changes to the planet below.

Upon landing, Kai discovers the nightmarish fusion of daemoniac and Tyranid infestations have transformed Sondheim V into a death world. Fortunately, running battles between the Tyranids and M'kar's daemoniac thralls allow the Grey Knights to slip through the twisted landscape relatively unimpeded, if not unnoticed. Unfortunately, when Kai's forces reach the temple in which the Book of Pandegas lies, they discover that the building has been almost completely subsumed by a knot of Tyranid spore chimneys. Unperturbed, the Grey Knights hack their way through the twisted biomatter.

Within seconds of the first blow falling, Kai's forces come under attack by waves of Hormagaunts and Gargoyles. By the time Kai finally carves a path into the lower levels of the temple, larger creatures start to arrive, and the Grey Knights' casualties begin to tell. Yet as Kai finally lays his hand upon the Book of Pandegas, aid arrives from an unexpected quarter. Just as the earlier strike on the biostructures had roused the Hive Mind's ire, so too does the violation of the evil tome now bring forth the Daemons' wrath. The twisted ruins erupt into the anarchy of a three-way battle. The Tyranids bear the brunt of the Daemons' attack. With the Grey Knights surrounded by the Hive Mind's minions, the Daemons can reach them only by carving a path through the Tyranids that lie in the way. Bloodletters

swarm over a Tyrannofex, only to be cut down by volleys of storm bolter fire. Carnifexes smash through knots of Grey Knight Terminators only to be immolated between the sanctified flames of Purifiers and unholy Warpfires cast by the Flamers of Tzeentch.

Amid the chaos, Kai makes contact with the Sky Sentinels fleet, who begin a systematic bombardment of the temple site. Protected by their armour, the Grey Knights weather the storm of barrage bombs that explode amongst the ruins – the Tyranids and Daemons are not so fortunate. When the bombardment ceases, Kai and the surviving Grey Knights evacuate before Daemon and Tyranid reinforcements can arrive. Less than an hour later, Kai's strike force begins the journey home to Titan to cage the Book of Pandegaras in the Chapter's vaults, whilst the Sky Sentinels begin the Exterminatus that will ravage Sondheim V. In the wake of the Exterminatus, the Sky Sentinels surrender themselves for mindwipe.

999.M41 The Return to Acralem

Kaldor Draigo returns alone to Acralem to free it from the clutches of M'kar the Reborn, hoping to end the Chapter's ancient feud with the Daemon Prince.

Meanwhile, dark forces gather in the Warp, and something stirs deep beneath Titan's surface. The Prognosticators are plagued by visions of impending doom, and it seems that the Citadel of Titan itself might face the threat of attack.



GREY KNIGHTS BROTHERHOODS

The Grey Knights have a long and proud history in the service of the Emperor. They bear the icons and colours of their Chapter with honour, knowing that underneath the shining plate and bold heraldry of their Terminator armour stand millennia of tradition. As favoured warriors of the Emperor they are afforded some of the finest weapons and wargear of any of the Imperium's armies, relics reserved for engaging the most fearsome foes and deadly enemies. When arrayed for battle there are few sights as inspiring as the silver-armoured battle-brothers of a Grey Knight brotherhood.









Resplendent in their silver armour the Grey Knights spill out of their Stormraven Gunship ready to bring death and destruction to the foes of the Imperium.



In the vanguard, Interceptor Squads range ahead while Terminator Squads follow in their wake.



The Nemesis Dreadknight is a fearsome weapon of war, augmenting the strength of a Grey Knight many times over and granting him the use of heavy psycannons, heavy incinerators and the brutal Nemesis Daemon hammer.



Grey Knight Terminators are some of the most capable warriors in the galaxy, armed with deadly Nemesis force halberds and clad in formidable Terminator armour that shields them from all manner of attacks.





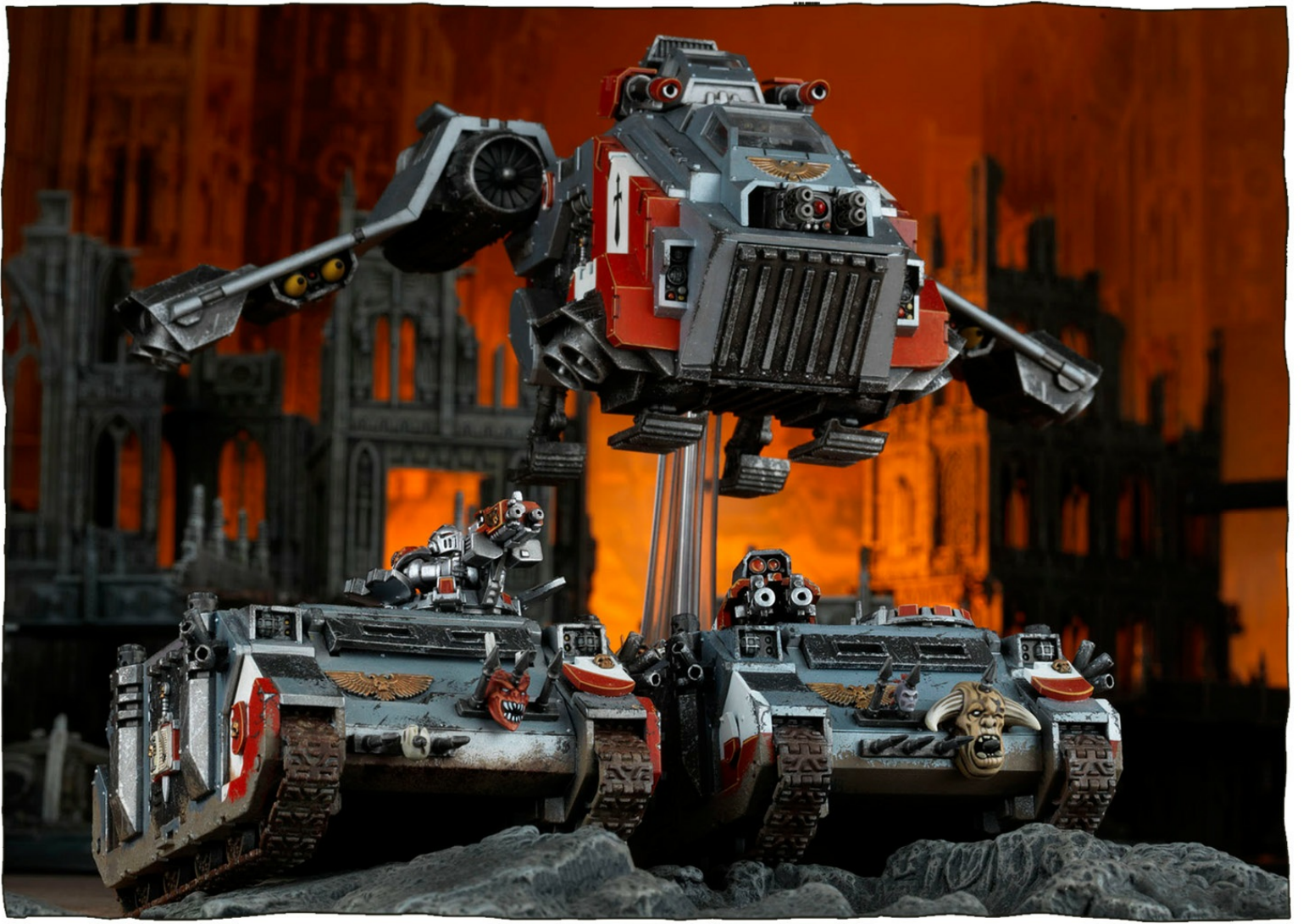




Grey Knight Dreadnoughts provide the Chapter with prodigious amounts of firepower. These Dreadnoughts armed with paired twin-linked autocannons are the bane of infantry and light armour, able to pump out a steady stream of heavy shells into the enemy.



Grey Knight Paladins are the elite of the Chapter, each one a hardened veteran of hundreds of battles and missions. Identified by their elaborate iconography and trophies, the Paladins are an inspiring sight upon the battlefield.











FORCES OF THE GREY KNIGHTS



The following section details background and rules information for the forces used by the Grey Knights – their warriors, their vehicles and the characters that lead them to battle. This section will enable you to forge your collection of Grey Knights miniatures into an army ready to fight battles against the fell foes of the Imperium in your games of Warhammer 40,000.

DATASHEETS

Each Grey Knights unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000. An example datasheet is shown below:



2

1



5

125
POINTS

PURIFIER SQUAD

3

The Purifiers are an order apart from other Grey Knights, distanced from their battle-brothers by their nature and tradition. The Chambers of Purity lie below the fortress monastery, at the entrance to the ancient and shadowy vaults of Mount Anarch, the better to ensure that the Purifiers guard against that slumbers therein. Only the Chapter's Grand Masters are permitted to enter these halls unbidden. This edict has proved something of a challenge to over the centuries. Some return to the chambers above following a brutal beating to reinforce the lesson that the Purifiers trust not even their battle-brothers where some secrets are concerned. Other intruders do not return at all, their fate a mystery to all.

4



Purifier
Knight of the Flame

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+
4	4	4	4	1	4	2	9	3+

6

UNIT TYPE:

7

Purifier is **Infantry**

Knight of the Flame is **Infantry (Character)**

UNIT COMPOSITION:

8

4 Purifiers

1 Knight of the Flame

WARGEAR:

9

- Power armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades

SPECIAL RULES:

10

- The Aegis
- Brotherhood of Psykers (Mastery Level 2)
- Combat Squads
- Fearless
- Preferred Enemy (Daemons)
- Purity of Spirit

Purifying Flame: All close combat attacks made by Purifiers have the Soul Blaze special rule.

PSYKER:

Purifiers know the *Banishment*, *Hammerhand* and *Cleansing Flame* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

11

- May include up to 1 additional Purifiers...25 pts/model
- For every five models in the unit, two Purifiers may take an item from the **Special Weapons** list.
- Any Purifier may take items from the **Melee Weapons** list.
- The Knight of the Flame may take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- The unit may select a Rhino or Razorback as a Dedicated Transport.

PSYKER:

Kaldor Draigo knows the *Banishment*, *Gate of Infinity*, *Hammerhand* and *Purge Soul* psychic powers from the **Daemonology (Sanctic)** discipline.



RELIC OF TITAN

The Titansword: Perhaps the mightiest blade ever carried by a Grey Knight, this sword is anathema to Daemonkind.

Range	S	AP	Type
-	+3	2	Melee, Force, Daemonbane, Master-crafted

ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- 1. Faction:** The unit's Faction is shown here by a symbol. All units that have this symbol, which is all the units described in this book, have the Grey Knights Faction.
- 2. Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support or Lords of War. The symbols for these Battlefield Roles are defined in *Warhammer 40,000: The Rules*.
- 3. Unit Name:** Here you will find the name of the unit.
- 4. Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- 5. Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6. Unit Profile:** This section will show the profiles of any models the unit can include.
- 7. Unit Type:** This refers to the unit type rules in *Warhammer 40,000: The Rules*. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 8. Unit Composition:** This section will show the number and type of models that make up the basic unit, before any upgrades are taken.
- 9. Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Armoury of Titan section of

this book. The cost for all the unit's basic equipment is included in its points cost.

10. Special Rules: Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix of this book or in the Special Rules section of *Warhammer 40,000: The Rules*.

11. Options: This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own Datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of *Warhammer 40,000: The Rules* explains how Dedicated Transports work.

12. Warlord Traits: Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.

13. Relics of Titan: Some entries have unique items of wargear, the description and rules for which will be listed here.

FORMATIONS



Formation datasheets are identified by this symbol. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



GREY KNIGHTS WARGEAR LIST



These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use.

Melee Weapons

A model can replace its Melee weapon with one of the following:

Nemesis force halberd...*2 pts*

Two Nemesis falchions...*4 pts*

Nemesis warding stave...*5 pts*

Nemesis Daemon hammer...*10 pts*

Special Weapons

A model can replace its storm bolter and Melee weapon with one of the following:

Incinerator...*5 pts*

Psilencer...*10 pts*

Psycannon...*15 pts*

Terminator Special Weapons

A model can replace its storm bolter with one of the following:

Incinerator...*10 pts*

Psilencer...*15 pts*

Psycannon...*20 pts*

Special Issue Wargear

A model can take up to one of each of the following:

Melta bombs...*5 pts*

Digital weapons...*10 pts*

Teleport homer...*10 pts*

Upgrade one weapon to have the Master-crafted special rule...*10 pts*

Relics of Titan

Only one of each Relic of Titan may be taken per army.

A model can take one of the following:

Bone Shard of Solor...*10 pts*

The Fury of Deimos ¹...*10 pts*

Cuirass of Sacrifice ²...*15 pts*

The Soul Glaive ³...*20 pts*

Domina Liber Daemonica...*25 pts*

Dreadnought Weapons

A model can replace its multi-melta with one of the following:

Twin-linked autocannon...*5 pts*

Twin-linked heavy bolter...*5 pts*

Twin-linked heavy flamer...*5 pts*

Plasma cannon...*10 pts*

Assault cannon...*20 pts*

Twin-linked lascannon...*25 pts*

Grey Knights Vehicle Equipment

A model can take up to one of each of the following:

Dozer blade ⁴...*5 pts*

Storm bolter...*5 pts*

Extra armour...*10 pts*

Hunter-killer missile...*10 pts*

¹ *Replaces the model's storm bolter.*

² *Replaces the model's terminator armour.*

³ *Replaces the model's Melee weapon.*

⁴ *Cannot be taken by a Land Raider of any type.*





BROTHER-CAPTAIN



Brother-Captains stand amongst the Chapter's foremost warriors, and are second only to the Grand Masters themselves. Each has proven his worth time and again, both as a leader of battle-brothers and as a fearsome fighter in his own right. Brother-Captains are almost exclusively appointed from the ranks of the Chapter's Paladins. Only these most experienced of warriors can be said to display both the martial and strategic skills that a Captain must master. However, exceptions have been made for extraordinarily valorous and capable battle-brothers, for the Grey Knights are nothing if not pragmatic.

From the ranks of the Brother-Captains, new Grand Masters are chosen by the Council of Titan, each one ascending to hold authority over one of the Chapter's brotherhoods, and taking to war to face the direst of the Chapter's challenges. A Grand Master has full responsibility for his brotherhood, with over a hundred Grey Knights at his command ready to strike down the Emperor's foes.



	WS	BS	S	T	W	I	A	Ld	Sv
Brother-Captain	6	5	4	4	3	5	3	10	2+
Grand Master	6	5	4	4	3	5	4	10	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Brother-Captain

WARGEAR:

- **Terminator armour**
- **Storm bolter**
- **Nemesis force sword**
- **Frag grenades**
- **Krak grenades**
- **Psyk-out grenades**
- **Iron halo**

SPECIAL RULES:

- **The Aegis**
- **And They Shall Know No Fear**
- **Independent Character**
- **Preferred Enemy (Daemons)**
- **Psyker (Mastery Level 1)** (Brother-Captain only)
- **Psyker (Mastery Level 2)** (Grand Master only)
- **Purity of Spirit**

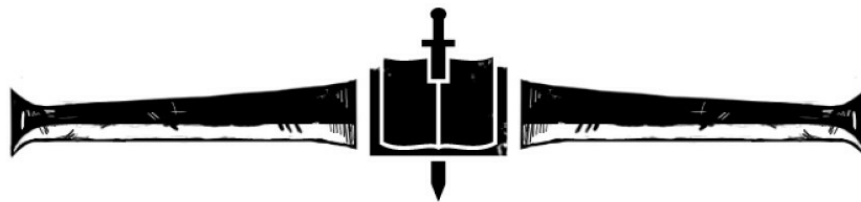
PSYKER:

Brother-Captains and Grand Masters generate their powers from the **Daemonology (Sanctic)**, **Divination**, **Pyromancy**, **Telekinesis** and **Telepathy** disciplines.

OPTIONS:

May upgrade to a Grand Master...*35 pts*

May take items from the **Melee Weapons**, **Terminator Special Weapons**, **Special Issue Wargear** and/or **Relics of Titan** lists.



185
POINTS

BROTHER-CAPTAIN STERN

Hero of the 3rd Brotherhood

Arvann Stern ranks amongst the Grey Knights' longest-serving and most highly-decorated Brother-Captains. When the Cult of the Red Talon arose on Antraxes at the command of their daemoniac master, the Lord of Change M'kachen, it was Stern who led the counter-attack. Striking at the heart of the cult's temple, Stern and his battle-brothers held true to their quest. Though outnumbered, the Grey Knights slaughtered the Cultists to the final damned soul. At the last, the mighty M'kachen was defeated, banished screaming back into the Warp by Stern himself – a formidable feat normally thought beyond the psychic abilities of a lone Brother-Captain. M'kachen vowed to devour Stern's mortal soul in revenge, and they have battled many times since. Each time the Daemon has fled, though not before slaughtering Stern's companions. It is unclear whether the Daemon is toying with Stern or is in truth unable to best him. What is clear is that M'kachen is constantly meddling with Stern's fate – his heroism always accompanied by misfortune.



	WS	BS	S	T	W	I	A	Ld	Sv
Brother-Captain Stern	6	5	4	4	3	5	3	10	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron halo

SPECIAL RULES:

- The Aegis
- And They Shall Know No Fear
- Independent Character
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 2)
- Purity of Spirit

The Strands of Fate: Brother-Captain Stern can use this special rule to re-roll one roll To Hit, To Wound or saving throw each phase. However, for each dice re-rolled using this special rule, your opponent can re-roll one roll To Hit, To Wound or saving throw at any point later in the game.

Zone of Banishment: If Brother-Captain Stern successfully manifests the *Banishment* psychic power from the **Daemonology** discipline, it targets all enemy units with the Daemon special rule that are within 12" of Brother-Captain Stern, instead of a single unit within 24".

WARLORD TRAIT:

Unyielding Anvil.

PSYKER:

Brother-Captain Stern knows the *Banishment*, *Hammerhand* and *Sanctuary* powers from the **Daemonology (Sanctic)** discipline.



BROTHERHOOD CHAMPION

At the forefront of each Grey Knights brotherhood fights a single Champion, a warrior who has forsaken all other martial disciplines to pursue perfection with the blade. Though unmatched in his skill with every weapon in the Grey Knights armoury, a Champion invariably wields a Nemesis force sword. He is a consummate swordsman, his blade as natural in his grasp as the fingers on his hand.

On the battlefield, the Champion's chief duty is to act as bodyguard to his Brother-Captain. The skill and knowledge of such a valued member of the Chapter is not easily replaced, and it is only proper that they receive the foremost protection that the Chapter can provide.

Each Champion therefore stands ready to die in his Captain's stead. That said, such a heroic sacrifice is seldom necessary, for only the deadliest and most skilled of opponents stand any chance of breaking a Brotherhood Champion's guard, let alone surviving his vengeful return strike.



	WS	BS	S	T	W	I	A	Ld	Sv
Brotherhood Champion	6	4	4	4	2	5	2	10	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Brotherhood Champion

WARGEAR:

- **Artificer armour**
- **Storm bolter**
- **Master-crafted Nemesis force sword**
- **Frag grenades**
- **Krak grenades**
- **Psyk-out grenades**
- **Iron halo**

SPECIAL RULES:

- **The Aegis**
- **And They Shall Know No Fear**
- **Independent Character**
- **Preferred Enemy (Daemons)**
- **Psyker (Mastery Level 1)**
- **Purity of Spirit**

Heroic Sacrifice: If this model is slain in close combat, he can immediately make one close combat attack against a model he is in base contact with before being removed as a casualty. Roll To Hit and To Wound as normal.

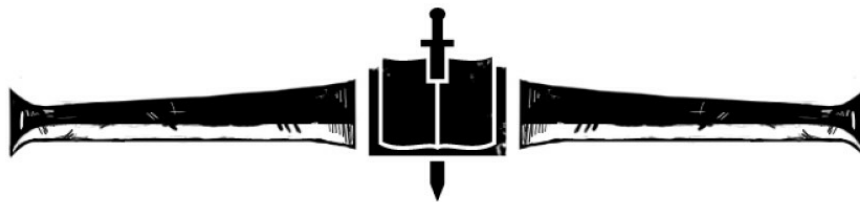
The Perfect Warrior: A model with this special rule must always issue and accept a challenge whenever possible. If you have several models with a special rule with this effect, choose one model to issue or accept the challenge. When fighting in a challenge, this model must choose a stance – either **Sword Strike** or **Blade Shield** – at the start of the Fight sub-phase. The chosen stance lasts until the end of the challenge.

If he chooses **Sword Strike**, this model gains the Smash special rule.

If he chooses **Blade Shield**, this model re-rolls all failed saving throws.

PSYKER:

Brotherhood Champions know the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.



CASTELLAN CROWE

Champion of the Order of Purifiers

Castellan Garran Crowe is both head and Brotherhood Champion of the Purifier order. A nobler exemplar of the Grey Knights would be impossible to find – by the measure of the Grey Knights, Crowe is a flawless soul, not so much resistant to the temptations of Chaos as immune to them. It is well that this is so, for Garran bears a burden greater than any of his brothers: the Black Blade of Antwyr. A cursed relic of unimaginable evil, Crowe alone has the will to contain the blade's terrible power.

Even so, Crowe must be forever on guard, for the sword's sibilant whispers echo endlessly through his mind, offering to add its strength to his own in the pursuit of victory. Many men would embrace such a chance, thinking their will would be strong enough to control the sword. Yet no matter how dark the hour or desperate the battle, Crowe has never succumbed; his thoughts and actions are his own. He is the warden of the blade, incorruptible and inviolable, and will remain so until the day of his death.



Castellan Crowe

WS	BS	S	T	W	I	A	Ld	Sv
8	4	4	4	2	6	3	10	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Artificer armour
- Storm bolter
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron halo

SPECIAL RULES:

- The Aegis
- Fearless
- Heroic Sacrifice
- Independent Character
- The Perfect Warrior
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 2)
- Purity of Spirit

Master Swordsman: Whenever he fights in a challenge, Castellan Crowe uses both of the Sword Strike and Blade Shield stances (see below).

Sword Strike: This model gains the Smash special rule.

Blade Shield: This model re-rolls all failed saving throws.

WARLORD TRAIT:

Hammer of Righteousness.

PSYKER:

Castellan Crowe knows the *Banishment*, *Hammerhand* and *Cleansing Flame* powers from the **Daemonology (Sanctic)** discipline.



RELIC OF TITAN

The Blade of Antwyr: *Although Crowe wields the Blade of Antwyr, he does not draw upon its otherworldly powers lest it destroy his very soul, and instead uses it as he would any blade of sharpened steel.*

Range	S	AP	Type
-	User	-	Melee





LIBRARIAN



All Grey Knights have some measure of psychic talent, but few battle-brothers exercise it with free rein. For most, careful training and supervision allows them to focus their abilities in concert with those of their battle-brothers, and even then along specific lines only – the use of Nemesis force weapons, and of the psychic powers particular to the squad in which they serve. However, those who prove to have a strength of mind far greater than that of their fellows will go on to join the ranks of the Chapter's Librarians.

Grey Knights Librarians have a will of iron. They must, for the sorceries they wield are far more powerful than those of their battle-brothers, and thus shine infinitely brighter in the Warp. To show the slightest wavering, the most momentary of weaknesses, is to offer oneself up to otherworldly predators and to eternal damnation. On the battlefield, Librarians use their incredible powers to support their battle-brothers. This often manifests in a display of raw psychic might, such as a roiling vortex or bolts of eldritch lightning.



	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	4	4	4	2	4	2	10	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Librarian

WARGEAR:

- **Terminator armour**
- **Nemesis warding stave**
- **Frag grenades**
- **Krak grenades**
- **Psyk-out grenades**
- **Psychic hood**

SPECIAL RULES:

- **The Aegis**
- **And They Shall Know No Fear**
- **Independent Character**
- **Preferred Enemy (Daemons)**
- **Psyker (Mastery Level 2)**
- **Purity of Spirit**

PSYKER:

Grey Knights Librarians generate their powers from the **Daemonology (Sanctic)**, **Divination**, **Pyromancy**, **Telekinesis** and **Telepathy** disciplines.

OPTIONS:

- May be upgraded to Psyker (Mastery Level 3)...*25 pts*
- May take one of the following:
 - Storm bolter...*5 pts*
 - Combi-flamer, -melta or -plasma...*10 pts*
- May replace Nemesis warding stave with one of the following:
 - Nemesis force sword, Nemesis force halberd or two Nemesis falchions...*free*
 - Nemesis Daemon hammer...*5 pts*

- May take items from the **Special Issue Wargear** and/or **Relics of Titan** lists.

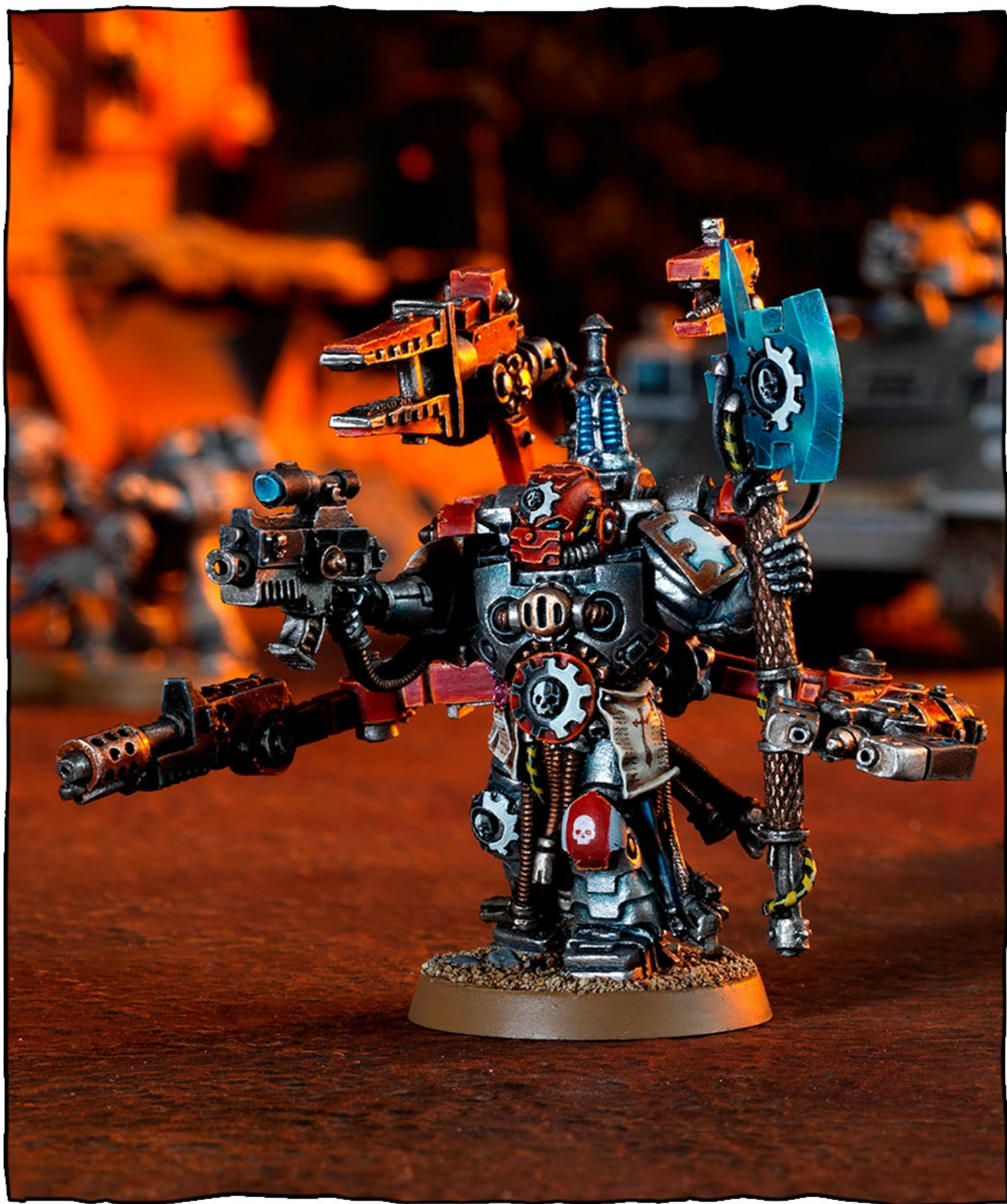


TECHMARINE



Techmarines are warrior-smiths of the highest calibre, responsible for the creation and repair of all the equipment employed by the Grey Knights. By their toil are suits of armour made ready for war, starships girded for interstellar voyages, Dreadnoughts awakened from slumber and Nemesis force weapons painstakingly crafted from silver and iron.

To begin his tutelage, a Techmarine-nominate takes a ship to Mars. Bearing silvered seals of introduction, he passes through the Ring of Iron and deep into the hidden forge cities of the Red Planet. Here he is immersed in the ancient and jealously guarded lore of the Adeptus Mechanicus. He learns to master the tools of the Techmarine, which will allow him to visit miracles upon sundered technology. Crucially, upon his return, he must demonstrate proficiency in the highly advanced psy-tech utilised by the 666th Chapter.



	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	4	4	1	4	1	8	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Techmarine

WARGEAR:

- Artificer armour
- Boltgun
- Power axe
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Servo-harness

SPECIAL RULES:

- The Aegis
- And They Shall Know Know Fear
- Independent Character
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Purity of Spirit

Adepts of the Armoury: For each HQ choice in your Detachment (not including other Techmarines) you can include a Techmarine. These do not use up a slot on a Force Organisation chart.

Blessing of the Omnissiah: In each of your Shooting phases, instead of firing his weapons, a character with this special rule may repair a single friendly vehicle that he is in base contact with or embarked upon. To do this, roll a D6. On a roll of 5+ (or 4+ if the model has a servo-harness), you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

Bolster Defences: After deployment, but before Scout redeployments and Infiltrate deployments, nominate one piece of terrain in your deployment zone (this cannot be one you have purchased as part of your army). The terrain piece's cover save is increased by one for the duration of the game (to a maximum of 3+). Note that a piece of terrain can only be

bolstered once.

PSYKER:

Techmarines know the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May replace servo-harness and boltgun with conversion beamer...*20 pts*
- May replace boltgun with storm bolter...*3 pts*
- May take items from the **Melee Weapons, Special Issue Wargear** and/or **Relics of Titan** lists.



STRIKE SQUAD



Strike Squads often form the vanguard of a Grey Knights strike force. At the onset of battle, a Grey Knights commander will invariably task one or more Strike Squads with the capture of vital locations and key objectives, deploying them via fixed teleporter to ensure a swift seizure of isolated or inaccessible locations. Once in place, a Strike Squad can lay down a punishing stream of storm bolter and psycannon fire in support of the main assault. Strike Squads are, as a result of their battlefield role, used to holding out until reinforcements can be mustered or a beachhead established. Theirs is often the task of clearing the way for heavier troops or full scale landings, slipping past enemy defences when the Grand Masters prefer greater mobility and a lighter touch than the sledgehammer of a Terminator assault.



	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	4	4	4	4	1	4	1	8	3+
Justicar	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Grey Knight is **Infantry**

Justicar is **Infantry (Character)**

UNIT COMPOSITION:

4 Grey Knights

1 Justicar

WARGEAR:

- **Power armour**
- **Storm bolter**
- **Nemesis force sword**
- **Frag grenades**
- **Krak grenades**
- **Psyk-out grenades**

SPECIAL RULES:

- **The Aegis**
- **And They Shall Know No Fear**
- **Brotherhood of Psykers (Mastery Level 1)**
- **Combat Squads**
- **Deep Strike**
- **Preferred Enemy (Daemons)**
- **Purity of Spirit**

PSYKER:

Strike Squads know the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May include up to five additional Grey Knights...*20 pts/model*
- For every five models in the unit, one Grey Knight may take an item from the **Special Weapons** list.
- Any Grey Knight may take items from the **Melee Weapons** list.
- The Justicar may take items from the **Melee Weapons** and/or **Special Issue Wargear**

lists.

- The unit may select a Rhino or Razorback as a Dedicated Transport.



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POINTS

TERMINATOR SQUAD



Nothing speaks so clearly of the Grey Knights' status as an elite amongst elite as the famed Terminator Squads that form the heart of their armies. Most Space Marine Chapters, be they a fresh founding or a fragment of the first Legions, can count themselves lucky to own perhaps a few score suits of Terminator armour with which to outfit their 1st Company. The Grey Knights, on the other hand, can muster enough Tactical Dreadnought armour to outfit almost their entire Chapter. Yet formidable though the armour is, the warrior within is far more remarkable. To pursue the endless war against the Daemons of Chaos takes more than a mere Space Marine. It takes a Grey Knight – a singularly dedicated warrior, who is as far above other Space Marines as the Space Marines are above the common run of Humanity.



	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight Terminator	4	4	4	4	1	4	2	9	2+
Terminator Justicar	4	4	4	4	1	4	2	9	2+

UNIT TYPE:

Grey Knight Terminator is **Infantry**

Terminator Justicar is **Infantry (Character)**

UNIT COMPOSITION:

4 Grey Knight Terminators

1 Terminator Justicar

WARGEAR:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades

SPECIAL RULES:

- The Aegis
- And They Shall Know No Fear
- Brotherhood of Psykers (Mastery Level 1)
- Combat Squads
- Preferred Enemy (Daemons)
- Purity of Spirit

PSYKER:

Grey Knight Terminator Squads know the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May include up to five additional Grey Knight Terminators...*33 pts/model*
- For every five models in the unit, one Grey Knight Terminator may take an item from the **Terminator Special Weapons** list.
- Any Grey Knight Terminator may take items from the **Melee Weapons** list.
- The Terminator Justicar may take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.

- The unit may select a Land Raider, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.



PURIFIER SQUAD



The Purifiers are an order apart from other Grey Knights, distanced from their battle-brothers by their nature and tradition. The Chambers of Purity lie deep below the fortress monastery, at the entrance to the ancient and shadowy vaults of Mount Anarch, the better to ensure that the Purifiers guard against the evil that slumbers therein. Only the Chapter's Grand Masters are permitted to enter these halls unbidden. This edict has proved something of a challenge to neophytes over the centuries. Some return to the chambers above following a brutal beating to reinforce the lesson that the Purifiers trust not even their battle-brothers where some secrets are concerned. Other intruders do not return at all, their fate a mystery to all.



	WS	BS	S	T	W	I	A	Ld	Sv
Purifier	4	4	4	4	1	4	2	9	3+
Knight of the Flame	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Purifier is **Infantry**

Knight of the Flame is **Infantry (Character)**

UNIT COMPOSITION:

4 Purifiers

1 Knight of the Flame

WARGEAR:

- **Power armour**
- **Storm bolter**
- **Nemesis force sword**
- **Frag grenades**
- **Krak grenades**
- **Psyk-out grenades**

SPECIAL RULES:

- **The Aegis**
- **Brotherhood of Psykers (Mastery Level 2)**
- **Combat Squads**
- **Fearless**
- **Preferred Enemy (Daemons)**
- **Purity of Spirit**

Purifying Flame: All close combat attacks made by Purifiers have the Soul Blaze special rule.

PSYKER:

Purifiers know the *Banishment*, *Hammerhand* and *Cleansing Flame* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May include up to five additional Purifiers...*25 pts/model*
- For every five models in the unit, two Purifiers may take an item from the **Special Weapons** list.
- Any Purifier may take items from the **Melee Weapons** list.

- The Knight of the Flame may take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.
- The unit may select a Rhino or Razorback as a Dedicated Transport.



165
POINTS

PALADIN SQUAD



The Grey Knights do not believe that a warrior is forged in battle; rather that war tempers the fighting spirit of a man born to great things. Therefore, if a Grey Knight wishes to prove himself worthy of a place amongst the Paladins, bravery and skill are not enough – he must complete eight quests to establish his character and cause. Only when a battle-brother has proven himself to be inviolate of spirit, unflagging of purpose and utterly untouched by the taint of the Warp will he be accepted into the ranks of the Paladins. These are the greatest of Titan's warriors, each one a paragon of skill and virtue measured only by the exacting standards of the order to which they belong.



	WS	BS	S	T	W	I	A	Ld	Sv
Paladin	5	4	4	4	2	4	2	9	2+
Apothecary	5	4	4	4	2	4	2	9	2+

UNIT TYPE:

Paladin is **Infantry**

Apothecary is **Infantry (Character)**

UNIT COMPOSITION:

3 Paladins

WARGEAR:

- Terminator armour
- Storm bolter
- Nemesis force sword
- Frag grenades
- Krak grenades
- Psyk-out grenades

SPECIAL RULES:

- The Aegis
- And They Shall Know No Fear
- Brotherhood of Psykers (Mastery Level 1)
- Combat Squads
- Preferred Enemy (Daemons)
- Purity of Spirit

PSYKER:

Paladin Squads know the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May include up to seven additional Paladins...*55 pts/model*
- May upgrade one Paladin to an Apothecary, replacing his storm bolter with a narthecium...*20 pts*
- One Paladin may replace his melee weapon with one of the following:
 - Brotherhood banner...*25 pts*
 - The Nemesis Banner (one per army)...*35 pts*

- For every five models in the unit, two Paladins may take items from the **Terminator Special Weapons** list.
- Any model may take items from the **Melee Weapons** and **Special Issue Wargear** lists.
- The unit may select a Land Raider, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.



DREADNOUGHT



In dark times the Master Armourers of the Grey Knights descend to the Chamber of Heroes and awaken the Chapter's Dreadnoughts. There are few more awesome sights than a Dreadnought in full fury. More than twice the height of a man it stands, armed with the most fearsome weaponry the Grey Knights can provide, the ground shaking with its every step. As the Dreadnought advances, enemies scatter before it, their fire ricocheting off its adamantium hide. Dreadnoughts are awoken only in the direst need, as the Grand Masters know that to depend too heavily upon these ancient heroes is to dishonour the gift of their service.



	[Armour]								
	WS	BS	S	F	S	R	I	A	HP
Dreadnought	4	4	6	12	12	10	4	2	3
Venerable Dreadnought	5	5	6	12	12	10	4	2	3

UNIT TYPE:

Vehicle (Walker)

UNIT COMPOSITION:

1 Dreadnought

WARGEAR:

- Multi-melta
- Power fist with built-in storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- The Aegis
- Preferred Enemy (Daemons)
- Psychic Pilot (Mastery Level 1)
- Purity of Spirit

Venerable (Venerable Dreadnought only): If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second roll, even if it is worse than the first.

PSYKER:

Dreadnoughts and Venerable Dreadnoughts know the *Banishment* and *Sanctuary* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May replace storm bolter with heavy flamer...*10 pts*
- May replace power fist and built-in storm bolter with one of the following:
 - Missile launcher...*10 pts*
 - Twin-linked autocannon...*15 pts*
- May take extra armour...*10 pts*

- May upgrade to a Venerable Dreadnought...*25 pts*
- May take items from the **Dreadnought Weapons** list.



RHINO



The Rhino armoured transport is one of the most venerated vehicles in service to the Imperium. Its origins lie in the murky mists of time, from when Man first reached out his hand to the stars and began the long process of colonisation. Little has changed in the Rhino's design since those halcyon days, for its optimal balance of transport capacity, armour plating and battlefield manoeuvrability has been judged unassailably perfect by the Adeptus Mechanicus. It is small surprise therefore that the Grey Knights make extensive use of the vehicle, Strike Squads, Purifier Squads and Purgation Squads all employing the Chapter's Rhinos to enable swift redeployment even under fire, allowing them to strike when and where they are needed.



Rhino

[Armour]				
BS	F	S	R	HP
4	11	11	10	3

UNIT TYPE:

Vehicle (Tank, Transport)

UNIT COMPOSITION:

1 Rhino

WARGEAR:

- Storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

Repair: If a Rhino is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

TRANSPORT:

Transport Capacity: Ten models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: Two models can fire from the Rhino's top hatch.

Access Points: The Rhino has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take items from the **Grey Knights Vehicle Equipment** list.



RAZORBACK



The Razorback is a heavily-armed variant of the Rhino that sacrifices some carrying capacity for a turret-mounted armament – normally a twin-linked lascannon or heavy bolter. Razorbacks serve a double duty as armoured transports and mobile gun emplacements, and are often assigned to escort Rhinos or infantry squads into the thick of battle, taking on the role of light tanks when heavier armoured vehicles are unavailable. As the Grey Knights are often heavily outnumbered, even by the standards of Space Marines, the additional firepower the Razorback supplies is always welcome for thinning out the ranks of the foe or combating armoured targets, augmenting the already considerable threat posed by its passengers.



	┌ Armour ┐				
	BS	F	S	R	HP
Razorback	4	11	11	10	3

UNIT TYPE:

Vehicle (Tank, Transport)

UNIT COMPOSITION:

1 Razorback

WARGEAR:

- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

TRANSPORT:

Transport Capacity: Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: None.

Access Points: The Razorback has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May replace twin-linked heavy bolter with one of the following:
 - Twin-linked heavy flamer...*free*
 - Twin-linked assault cannon...*20 pts*
 - Twin-linked lascannon...*20 pts*
 - Lascannon and twin-linked plasma gun...*20 pts*
- May take items from the **Grey Knights Vehicle Equipment** list.



INTERCEPTOR SQUAD



Interceptor Squads carry personal teleporters – backpack-sized devices that allow the squad to teleport site-to-site without the massive arrays employed by conventional machinery. Grey Knights equipped with these devices can react to battlefield circumstances rapidly and cover huge straight-line distances by ‘shunting’ themselves through Warp space. Of all the warriors in service to the Imperium, only Grey Knights could hope to utilise such technology. The wearer must possess great fortitude of mind and body to traverse Warp space without the protection of a Geller field or Terminator armour; Interceptor Squads must, first and foremost, look to their own psychic fortitude for protection.



	WS	BS	S	T	W	I	A	Ld	Sv
Interceptor	4	4	4	4	1	4	1	8	3+
Interceptor Justicar	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Interceptor is **Jump Infantry**

Interceptor Justicar is **Jump Infantry (Character)**

UNIT COMPOSITION:

4 Interceptors

1 Interceptor Justicar

WARGEAR:

- **Power armour**
- **Storm bolter**
- **Nemesis force sword**
- **Personal teleporter**
- **Frag grenades**
- **Krak grenades**
- **Psyk-out grenades**

SPECIAL RULES:

- **The Aegis**
- **And They Shall Know No Fear**
- **Brotherhood of Psykers (Mastery Level 1)**
- **Combat Squads**
- **Preferred Enemy (Daemons)**
- **Purity of Spirit**

PSYKER:

Interceptor Squads know the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May include up to five additional Interceptors...*24 pts/model*
- For every five models in the unit, one Interceptor may take items from the **Special Weapons** list.
- Any Interceptor may take items from the **Melee Weapons** list.
- The Interceptor Justicar may take items from the **Melee Weapons** and/or **Special Issue**

Wargear lists.



STORMRAVEN GUNSHIP



The Stormraven Gunship is a close-support strike aircraft and transport, and the Grey Knights' deployment method of choice when teleportation cannot be employed. As a transport craft it is able to deliver a squad of Grey Knight Terminators into the thick of combat, with a Dreadnought held in its rear grapples. Swifter and somewhat more agile than the Chapter's Thunderhawk Gunships, the Stormraven allows for a more reliable battlefield insertion – particularly when the skies are screaming with daemonic turbulence.

The Stormraven Gunship has been in the Grey Knights' service for millennia. It is perhaps the most versatile weapon in their armoury, able to perform fire support, interdiction or armoured assault missions according to the needs of combat. It is often likened to a flying Land Raider, for the two craft have many similarities, not least of which is a sophisticated machine spirit capable of operating the craft's weapon systems independent of the crew. However, the Stormraven can outgun even the Land Raider – it is nothing less than a flying fortress.



[Armour]					
BS	F	S	R	HP	
4	12	12	12	3	

Stormraven Gunship

UNIT TYPE:

Vehicle (Flyer, Hover, Transport)

UNIT COMPOSITION:

1 Stormraven Gunship

WARGEAR:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Four stormstrike missiles
- Ceramite plating

SPECIAL RULES:

- **Assault Vehicle**
- **Power of the Machine Spirit**

Skies of Fury: If the Stormraven Gunship has moved more than 6", passengers can still disembark, but they must do so as follows:

Nominate any point over which the Grey Knights Stormraven moved that turn and deploy the squad as if it were Deep Striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.

TRANSPORT:

Transport Capacity: The Stormraven Gunship can carry two separate units: one unit of up to 12 models in its cabin, plus a single Dreadnought (or Venerable Dreadnought) in its rear grapples. If a Zooming Stormraven Gunship is wrecked or suffers an Explodes! result, the embarked Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven Gunship is Hovering, the hit is Strength 4 instead. The Stormraven Gunship can carry Jump Infantry.

Fire Points: None.

Access Points: A Stormraven Gunship has one Access Point at the front of its hull, one on either side and one at the rear.

OPTIONS:

- May replace twin-linked assault cannon with one of the following:
 - Twin-linked plasma cannon...*free*
 - Twin-linked lascannon...*free*
- May replace twin-linked heavy bolter with one of the following:
 - Twin-linked multi-melta...*free*
 - Typhoon missile launcher...*25 pts*
- May replace its two side Access Points with side sponsons, each with hurricane bolters...*30 pts*
- May take any of the following:
 - Searchlight...*1 pt*
 - Extra armour...*5 pts*
 - Locator beacon...*10 pts*



'We are the warriors of the Grey Knights, armoured in faith, shielded by devotion and armed with purity of purpose. But greater even than these, we carry the light of the divine Emperor of Man into the dark places to purge the Daemonic wherever it may be found.'

- Brother-Captain Arvann Stern



PURGATION SQUAD



A Purgation Squad appears little different to the Devastator Squads employed by other Space Marine Chapters. In doctrine, however, the two are markedly different. The weaponry wielded by a Purgation Squad is twice as deadly, a hundred times rarer and ten thousand times more valuable than the more commonplace armaments carried by Space Marine Devastators. Therefore the members of a Purgation Squad must have displayed an ability and resolve beyond that of their peers. Furthermore, whilst Devastators must rely upon signums and augurs to guide their aim, Purgation squads can make use of their psychic sense to pinpoint their foes. This power comes into its own during the chaos and confusion of night fighting where their witchsight pierces the deepest shadows.



	WS	BS	S	T	W	I	A	Ld	Sv
Purgator	4	4	4	4	1	4	1	8	3+
Purgator Justicar	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Purgator is **Infantry**

Purgator Justicar is **Infantry (Character)**

UNIT COMPOSITION:

4 Purgators

1 Purgator Justicar

WARGEAR:

- **Power armour**
- **Storm bolter**
- **Nemesis force sword**
- **Frag grenades**
- **Krak grenades**
- **Psyk-out grenades**

SPECIAL RULES:

- **The Aegis**
- **And They Shall Know No Fear**
- **Brotherhood of Psykers (Mastery Level 1)**
- **Combat Squads**
- **Night Vision**
- **Preferred Enemy (Daemons)**
- **Purity of Spirit**

PSYKER:

Purgation Squads know the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May include up to five additional Purgators...*20 pts/model*
- Up to four Purgators may take items from the **Special Weapons** list.
- Any Purgator may take items from the **Melee Weapons** list.
- The Purgator Justicar may take items from the **Melee Weapons** and/or **Special Issue Wargear** lists.

- The unit may select a Rhino or Razorback as a Dedicated Transport.



NEMESIS DREADKNIGHT



A Nemesis Dreadknight is a marvel of technology. At its indomitable heart is an adamantium-alloy skeleton, whose great limbs are given life by a compact but powerful plasma reactor. Over this are layered a series of bonded ceramite plates and armoured control linkages. Once a Grey Knight is strapped into the command harness on the Dreadknight's front, synaptic implants give him complete control of the machine's limbs and weapon systems – essentially transforming him into a metal giant. When a Grey Knight is linked with the Nemesis Dreadknight's devastating weapon systems and protected by its formidable force field, it serves to elevate the battle-brother's combat abilities to a point where he can withstand the blows of even the mightiest Greater Daemon, and unleash a fearsome counter-attack in reply.



	WS	BS	S	T	W	I	A	Ld	Sv
Nemesis Dreadknight	5	4	6	6	4	4	3	10	2+

UNIT TYPE:

Monstrous Creature (Character)

UNIT COMPOSITION:

1 Nemesis Dreadknight

WARGEAR:

- Two power fists

SPECIAL RULES:

- The Aegis
- And They Shall Know No Fear
- Deep Strike
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Purity of Spirit

Force Shielding: Nemesis Dreadknights have a 5+ invulnerable save.

PSYKER:

Nemesis Dreadknights know the *Banishment* and *Sanctuary* powers from the **Daemonology (Sanctic)** discipline.

OPTIONS:

- May take a personal teleporter...*30 pts*
- May take up to two weapons from the following list (each weapon can be taken only once):
 - Heavy incinerator...*20 pts*
 - Gatling psilencer...*30 pts*
 - Heavy psycannon...*35 pts*
- May replace one power fist with one of the following:
 - Nemesis Daemon hammer...*5 pts*
 - Nemesis greatsword...*10 pts*



LAND RAIDER



Grey Knight Land Raiders are often used to spearhead assaults or give punishing fire support for a brotherhood. Incorporating a bonded ceramite and adamantium hull, sealed-environment transport chamber and forbidding twin-linked lascannon sponsons, it is one of the most formidable weapons in the Imperium's arsenal. Even among the Adeptus Astartes the Land Raider is a rarity, reserved for command formations and Terminator assault squads. That the Grey Knights can call upon great numbers of these mighty tanks, and replace their losses from the forges of Deimos, is a measure of the resources entrusted to them by the Emperor. In ten thousand years of war and conflict the Land Raider has served the Chapter well and, the Emperor willing, will continue to do so for millennia to come.



┌ Armour ┐

BS	F	S	R	HP
4	14	14	14	4

Land Raider

UNIT TYPE:

Vehicle (Tank, Transport)

UNIT COMPOSITION:

1 Land Raider

WARGEAR:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

Transport Capacity: Ten models.

Fire Points: None.

Access Points: The Land Raider has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta...*10 pts*
- May take items from the **Grey Knights Vehicle Equipment** list.



LAND RAIDER CRUSADER



The Land Raider Crusader is a variant of the standard pattern Land Raider often used by the Grey Knights. Banks of hurricane bolters replace lascannons, making it ideal for clearing out lightly armoured troops. As an assault vehicle the Grey Knights will use the Land Raider when other means of attack are either denied to them or the tactical situation favours a ground advance. Though the Grey Knights make extensive use of teleportation and Stormraven transports, atmospheric disturbances, imbalances in the Warp or death world environments can render these means of attack suboptimal. This is where the Land Raider comes into its own, its armoured hull proof against the most caustic wind and its adamantium tracks able to cross almost all kinds of terrain.



[Armour]				
BS	F	S	R	HP
4	14	14	14	4

Land Raider Crusader

UNIT TYPE:

Vehicle (Tank, Transport)

UNIT COMPOSITION:

1 Land Raider Crusader

WARGEAR:

- Twin-linked assault cannon
- Two hurricane bolters
- Frag assault launchers
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

Transport Capacity: Sixteen models.

Fire Points: None.

Access Points: The Land Raider Crusader has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta...*10 pts*
- May take items from the **Grey Knights Vehicle Equipment** list.



LAND RAIDER REDEEMER



Land Raider Redeemers are another variant of the Land Raider favoured by the Grey Knights, their twin flamestorm cannons capable of inflicting horrendous carnage at close range. The Redeemer is ideal for urban warzones or overgrown environments where the fighting is always close and deadly. The thick hull of the tank protects its passengers against surprise attack, while the flamestorm cannons clear out nests of foes. Against these horrific weapons there is no place to hide, as they spew burning fuel into bunkers and ruins, jungle undergrowth and barricades. As the survivors of these attack stumble out of their trenches or cover, choking and coughing, the Land Raider's assault ramp will crash down, releasing the Terminator armoured battle-brothers within.



	[Armour]				
	BS	F	S	R	HP
Land Raider Redeemer	4	14	14	14	4

UNIT TYPE:

Vehicle (Tank, Transport)

UNIT COMPOSITION:

1 Land Raider Redeemer

WARGEAR:

- Twin-linked assault cannon
- Two flamestorm cannons
- Frag assault launchers
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

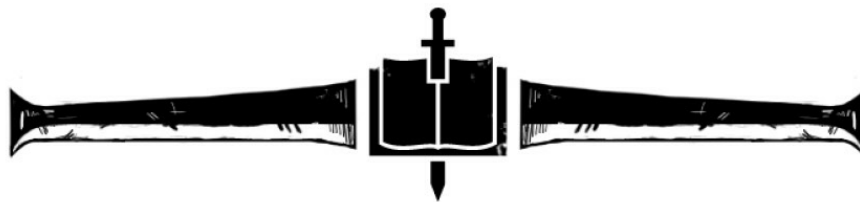
Transport Capacity: Twelve models.

Fire Points: None.

Access Points: The Land Raider Redeemer has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta...*10 pts*
- May take items from the **Grey Knights Vehicle Equipment** list.



KALDOR DRAIGO

Supreme Grand Master of the Grey Knights

Kaldor Draigo stands as the Supreme Grand Master in the closing century of the 41st Millennium. Draigo's deeds have become legend within the Chapter, and under his leadership the Grey Knights have won many great victories against the Dark Gods. However, this glory has singled the Supreme Grand Master out for the attentions of the Ruinous Powers. Daemon lords circle like sharks eager to feast upon Kaldor Draigo's soul.

This grudge was to come to dark fruition in the final year of the 41st Millennium when the Daemon Prince M'kar dragged him into the Warp. Though Draigo vanquished M'kar he found himself trapped within the Warp, unable to return to his Chapter. Since that day the Supreme Grand Master has wandered the tides of Immaterium, no Daemon or god strong enough to defeat him. From time to time the ebb and flow of the Warp will return him to a point in time where the veil between the two realms wears thin. In these moments he fights again beside his brothers, before the Warp claims him once more.



Kaldor Draigo

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	4	5	4	10	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Terminator armour
- Storm bolter
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron halo
- Storm shield

SPECIAL RULES:

- The Aegis
- Eternal Warrior
- Fearless
- Independent Character
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 2)
- Purity of Spirit

WARLORD TRAIT:

Daemon-slayer.

PSYKER:

Kaldor Draigo knows the *Banishment*, *Gate of Infinity*, *Hammerhand* and *Purge Soul* psychic powers from the **Daemonology (Sanctic)** discipline.



RELIC OF TITAN

The Titansword: *Perhaps the mightiest blade ever carried by a Grey Knight, this sword is anathema to Daemonkind.*

Range	S	AP	Type
-	+3	2	Melee, Force, Daemonbane, Master-crafted



Daemonbane: If the *Force* psychic power is successfully manifested and targets a unit with one or more weapons with this special rule then, in addition to the usual effects, all weapons with this special rule re-roll failed To Wound and armour penetration rolls against models with the Daemon special rule whilst the blessing is in effect.



GREY KNIGHTS BROTHERHOOD

A Grey Knights brotherhood is one of the most formidable fighting formations in the galaxy. Under the command of its Grand Master and Brother-Captain it comprises a over a hundred elite warriors of the Emperor, each one armed and armoured with the finest wargear available to the Imperium. Even more impressive than the firepower an assembled brotherhood can muster is its prodigious psychic might, each and every Grey Knight a powerful psyker able to merge his will with that of his brothers to crush anything that stands in their way.

It is rare that the Grey Knights will assemble an entire brotherhood, and only in times of direst need does the Grand Master call upon the combined strength of his warriors. However, when the brotherhood gathers it is a fearsome and glorious sight to behold. The air practically hums with barely contained energy as the combined wills of a hundred Grey Knights gather in one place, the very Warp responding to their presence. Just as a squad of Grey Knights battle-brothers have a strength of will greater than the sum of its psykers, so too does a brotherhood outstrip a squad by a magnitude of mental power. The results are nothing less than catastrophic for their foes, the blistering energies conjured by the collective Grey Knights able to banish Daemons in the blink of an eye and push back the tides of the Warp by force of will alone. For this reason brotherhoods are gathered when a single squad or strike force would not suffice, such as when a world has been enveloped by the Immaterium or a vast and terrible Greater Daemon has torn its way into reality.

Grey Knights brotherhoods also excel at conventional warfare, carrying all the weapons they require to deal with a myriad of foes. Terminator Squads form the mailed fist of the brotherhood, their Nemesis force halberds and storm bolters more than capable of shredding most foes. Strike and Interceptor Squads provide a rapid response force for the brotherhood, appearing swiftly to exploit their enemies' weak points or prepare the way for the Grey Knight assault. Purgators provide heavy fire support in the form of incinerator, psilencer and psycannon barrages. Deployed in the right place, a Purgation Squad can clear the battlefield of foes. To deal with larger enemies, brotherhoods can call upon Dreadnoughts and Dreadknights, their servo-assisted fists and blades the equal of any Warp-birthed monster. Finally, the brotherhood has the peerless leadership of a Grand Master to guide it in battle.



FORMATION:

- 1 Grand Master
- 1 Brother-Captain
- 1 Brotherhood Champion
- 3 Strike Squads
- 3 Terminator Squads

- 2 *Interceptor Squads*
- 2 *Purgation Squads*
- 1 *Dreadnought*
- 1 *Nemesis Dreadknight*

RESTRICTIONS:

None.

SPECIAL RULES:

Brotherhood Commander: If this Formation is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Grey Knights*.

Psychic Brotherhood: As long as this Formation's Grand Master is alive, all units in this Formation successfully harness Warp Charge on D6 results of 3+ when taking Psychic tests.

Rites of Teleportation: Instead of making Reserve Rolls from the start of your turn two, you can make Reserve Rolls for any unit in this Formation that is placed in Deep Strike Reserve from the start of your turn one. These units will arrive from Deep Strike Reserve on turn one on the roll of 3+. In addition, all units from this Formation can both Run and Shoot, in any order, in the same turn that they arrive from Deep Strike Reserve.



'Victory is yours this day mortal, but know that if ever you set foot upon this world again, you and all who follow you shall walk with damnation for ten millennia.'

- M'kar the Reborn to Kaldor Draigo



APPENDIX



This section of the book details many of the rules for using a Grey Knights army in your games of Warhammer 40,000, including their unique special rules, Warlord Traits, wargear, Tactical Objectives and the Nemesis Strike Force.

ARMY SPECIAL RULES

A Grey Knights army uses a number of special rules that are common to several of its units. These are collected and explained here for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other rules are simply listed by name – these are described in *Warhammer 40,000: The Rules*.

COMBAT SQUADS

Grey Knights squads can break down into smaller, tactically flexible formations known as combat squads.

A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Grey Knight Terminator Squad can split into two five-man Terminator Squads using the Combat Squads special rule. You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in Reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

THE AEGIS

The armour worn by the Grey Knights is inscribed with hexagrammic wards. In conjunction with the psychic might of the wearer, they can resist otherworldly magicks.

A unit that contains at least one model with this special rule re-rolls results of 1 when making Deny the Witch tests.

PURITY OF SPIRIT

Daemonology is the hardest psychic discipline of all to master, and only those who are pure of soul can hope to wield it without damning themselves.

Grey Knights Psykers can generate psychic powers from the **Daemonology** discipline (see *Warhammer 40,000: The Rules*). Grey Knights Psykers can only generate Sanctic powers from the **Daemonology** discipline – they cannot manifest Malefic psychic powers from this

discipline. In addition, unless otherwise stated, when attempting to manifest psychic powers from the **Daemonology** discipline, Grey Knights Psykers only suffer Perils of the Warp if two or more 6s are rolled when taking a psychic test.

WARLORD TRAITS

When generating Warlord Traits, a Grey Knights Warlord may either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules* or roll on the following table:



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

1 Daemon-Slayer: *The Warlord is a master of the rituals of banishing and unbinding, able to sever his daemoniac foes' connection to the Warp.*

The Warlord has the Hatred (Daemons) special rule. In addition, if the Warlord attempts to manifest the *Banishment* psychic power (see the **Daemonology** discipline), he will successfully harness Warp Charge points on D6 rolls of 2+.

2 Hammer of Righteousness: *Fortified by the unflagging will of his battle-brothers, the Warlord charges into the foe like the hammer of the Emperor.*

The Warlord, and his unit, have the Hammer of Wrath special rule.

3 Unyielding Anvil: *The inspiring presence of the Warlord reminds the Grey Knights that there can be no retreat, no matter the odds arrayed against them.*

The Warlord, and all friendly units with the Grey Knights Faction within 12" of him, have the Stubborn special rule.

4 First to the Fray: *Teleportation assaults are a favoured tactic of the Grey Knights, many of its commanders mastering this ancient means of warfare and the almost forgotten technologies it relies upon.*

If placed in Deep Strike Reserve, the Warlord, and his unit, automatically arrive in your first turn and can re-roll the scatter dice when Deep Striking.

5 Perfect Timing: *The Warlord is a skilled commander and can judge his enemy's battle plan with blinding speed, allowing him to lead a counter-charge just as his foe is about to strike.*

The Warlord, and his unit, have the Counter-attack special rule.

6 Lore Master: *The Warlord is a psyker of prodigious strength, a master of his craft who has spent a lifetime learning the forbidden lore of the Warp.*

The Warlord knows one more psychic power than is normal for his Psyker Mastery Level, which must be generated from the **Daemonology (Sanctic)** Discipline.

THE ARMOURY OF TITAN



This section of *Codex: Grey Knights* lists the weapons and equipment used by the Grey Knights, along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named characters is detailed in the appropriate entry in the datasheets, while weapons and equipment used by all the other types of units are detailed here.

MELEE WEAPONS



Rules for the following Melee weapons can be found in *Warhammer 40,000: The Rules*: power axe, power fist.

NEMESIS FORCE WEAPONS

Nemesis force weapons exemplify the mix of science and the arcane utilised by the Grey Knights. Their blades are inset with runes of Daemon-slaying whilst their hilts contain advanced power field generators that are psychically attuned to the wielder.

	Range	S	AP	Type
Nemesis force sword	-	User	3	Melee, Force, Daemonbane
Nemesis force halberd	-	+1	3	Melee, Force, Daemonbane, Two-handed
Nemesis Daemon hammer	-	x2	2	Melee, Force, Concussive, Daemonbane, Unwieldy, Specialist Weapon
Nemesis warding stave	-	+2	4	Melee, Force, Concussive, Daemonbane, Ward
Nemesis falchion	-	User	3	Melee, Force, Daemonbane, Specialist Weapon
Nemesis greatsword	-	x2	2	Melee, Force, Daemonbane, Master-crafted, Specialist Weapon

Daemonbane: If the *Force* psychic power is successfully manifested and targets a unit with one or more weapons with this special rule then, in addition to the usual effects, all weapons with this special rule re-roll failed To Wound and armour penetration rolls against models with the Daemon special rule whilst the blessing is in effect.

Ward: A model equipped with this weapon has the Adamantium Will special rule.

SERVO-ARM

Techmarines are equipped with powerful servo-arms that can be used for battlefield repairs, or put to use as weapons that are capable of crushing even the most durable armour.

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy

RANGED WEAPONS



Rules for the following ranged weapons can be found in *Warhammer 40,000: The Rules*: assault cannon, autocannon, boltgun, combi-weapons, heavy bolter, lascannon, missile launcher, multi-melta, plasma cannon, plasma gun, storm bolter.

CONVERSION BEAMER

Incredibly rare pre-Heresy artefacts, conversion beam projectors fire an energy burst that induces a controlled subatomic reaction in the target, converting its mass into energy. The further away the target, the more deadly the blast, as the beam has time to grow in penetrating power and explosive potential.

A shot from a conversion beamer has a different profile depending on how far the target is from the firer. When firing the conversion beamer, place the blast marker over a target within 72" and then roll for scatter. Once the final location of the blast marker has been determined, measure the distance from the firer to the centre of the blast marker and consult the chart below to determine the effect. If this distance is greater than 72", the shot misses.

Range	S	AP	Type
up to 18"	6	-	Heavy 1, Blast
18"- 42"	8	4	Heavy 1, Blast
42"- 72"	10	1	Heavy 1, Blast

HURRICANE BOLTER

Hurricane bolters combine the punishing firepower of multiple twin-linked boltguns to produce a withering storm of shells.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

PSYCANNON WEAPONS

Psycannons are extremely rare weapons found only in the hands of those who possess sufficient strength of will to activate their psychically-charged payloads.

	Range	S	AP	Type
Psycannon	24"	7	4	Salvo 2/4, Rending
Heavy psycannon (focussed fire)	24"	7	4	Salvo 3/6, Rending
Heavy psycannon (area saturation)	24"	7	4	Heavy 1, Large Blast, Rending

PSILENCER WEAPONS

A psilencer fires nothing less than the focused and amplified psychic might of its wielder. Psilencers do not have triggering mechanisms; they are activated when the Grey Knight sends a bolt of psychic force into the weapon's containment core. This pulse is then fired as several energy beams that destroy both flesh and soul.

	Range	S	AP	Type
Psilencer	24"	4	-	Heavy 6, Force
Gatling psilencer	24"	4	-	Heavy 12, Force

STORMSTRIKE MISSILES

Stormstrike missiles detonate with a thunderous boom that leaves those caught in the blast radius reeling and disoriented.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One Use Only

TYPHOON MISSILE LAUNCHER

The typhoon missile launcher is a fearsome and versatile weapon, able to launch volleys of frag and krak missiles.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2



FLAMER WEAPONS

All the following weapons are Flamer weapons for the purposes of any special rules that interact with Flamer weapons as described in *Warhammer 40,000: The Rules*. Profiles for the weapons in this section are also listed in the reference section. The full rules for the following Flamer weapons can be found in *Warhammer 40,000: The Rules*: flamer,flamestorm cannon, heavy

flamer.

Incinerator Weapons

An incinerator is a heavily modified variant of a flamer, its igniter and containment vessels significantly altered in order to accommodate psychically impregnated promethium fuel. When triggered, the weapon projects an incandescent stream of azure flame that burns far hotter than any normal combustion ever could – a fire that burns not just the body, but the very soul.

	Range	S	AP	Type
Incinerator	Template	6	4	Assault 1, Soul Blaze
Heavy incinerator	Template	6	4	Heavy 1, Soul Blaze, Torrent

GREY KNIGHTS VEHICLE EQUIPMENT



Rules for the following vehicle upgrades can be found in *Warhammer 40,000: The Rules*: dozer blade, extra armour, hunter-killer missile, searchlight, smoke launchers, storm bolter.

CERAMITE PLATING

The Stormraven’s hull plates are designed to protect it from the extreme conditions of orbital re-entry, but they also serve to thwart the fury of certain weapons.

Weapons with the Melta special rule do not roll an extra D6 armour penetration at half range or less when shooting at a vehicle with ceramite plating.

FRAG ASSAULT LAUNCHERS

The hulls of Land Raider Crusaders and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out.

Any unit charging into close combat on the same turn as it disembarks from a Land Raider Crusader or Land Raider Redeemer counts as having frag grenades.

LOCATOR BEACON

When activated, locator beacons upload detailed information to the tactical grid, allowing precision reinforcements by reserve forces.

Friendly units do not scatter when they Deep Strike, so long as the first model placed is

within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

SPECIAL ISSUE WARGEAR



Rules for the following items can be found in *Warhammer 40,000: The Rules*: frag grenades (see assault grenades), krak grenades, melta bombs, psychic hood.

BROTHERHOOD BANNER

Many are the banners of the Grey Knights brotherhoods, and each commemorates a great victory from the Chapter's arduous and secretive past. To fight beneath a brotherhood banner is to fight in the full gaze of one's legendary forebears, and to redouble one's efforts because of it.

Friendly units with the Grey Knights Faction within 12" of the bearer re-roll failed Morale checks and Pinning tests. All models with the Grey Knights Faction in the same unit as the bearer have +1 Attack whilst the bearer is alive.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a glove. They lack range, but can be used in melee to take advantage of an enemy's exposed weakness.

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault Phase.

NARTHECIUM

The narthecium is used by Apothecaries to dispense medical aid, including complex battlefield surgery, to the wounded. The device also houses a reductor – the mechanism with which the gene-seed of the fallen is recovered, ensuring the Chapter's future.

As long as the bearer is alive, all models in his unit have the Feel No Pain special rule.

IRON HALO

An iron halo is a symbol of high office amongst the Grey Knights; not merely a token or treasure, but a powerful defence in its own right. Beneath the halo's shining metal lies a powerful energy field generator that can thwart even the most cataclysmic blow.

An iron halo confers a 4+ invulnerable save.

PERSONAL TELEPORTER

Each of these arcane teleport arrays can shunt a Grey Knight through Warp space, allowing him to traverse the battlefield in the blink of an eye.

Models with a personal teleporter add the Jump type to their unit type. For example, an

Infantry model with a personal teleporter becomes Jump Infantry, whilst a Monstrous Creature with a personal teleporter becomes Jump Monstrous Creature. In addition, once per game, a unit composed entirely of models with personal teleporters can make a teleport shunt instead of moving in the Movement phase. A unit making a teleport shunt moves up to 30" in the Movement phase. This move cannot end up on another unit or impassable terrain, but ignores intervening units, terrain etc. A unit cannot charge in the same turn that it makes a teleport shunt.

PSYK-OUT GRENADES

Psyk-out grenades are produced using an extremely rare substance thought to be a by-product of the esoteric processes that sustain the Astronomican. Upon detonation, each grenade scatters a dense cloud of psi-refractive particles across the target area.

Shooting

When a unit armed with psyk-out grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8"	2	-	Assault 1, Blast, Psi-shock

Psi-shock: If a unit containing at least one Psyker (i.e. a model with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rule) is hit by a weapon with the Psi-shock special rule, one randomly determined Psyker model in that unit suffers Perils of the Warp in addition to any other damage.

Assault

Models with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal.

SERVO-HARNESS

This backpack-mounted contraption incorporates many tools, mechanical limbs and weapons.

A servo-harness gives the bearer two servo-arms, a plasma cutter and a flamer. In the Shooting phase, the bearer can fire both harness-mounted weapons, or one harness-mounted weapon and another weapon.

	Range	S	AP	Type
Plasma cutter	12"	7	2	Assault 1, Gets Hot, Twin-linked

TELEPORT HOMER

Teleport homers emit a powerful signal enabling orbiting Strike Cruisers to lock onto them with their teleportation equipment. By matching the exact coordinates of this signal, the risk of missing the intended target is greatly reduced.

Friendly units composed entirely of models in Terminator armour (including the Cuirass of Sacrifice) and/or models with a personal teleporter do not scatter when arriving from Deep Strike Reserve, so long as the first model is placed within 6" of the teleport homer's bearer. For this to work, the bearer must have been on the battlefield at the start of the turn.

STORM SHIELD

A storm shield is a large, solid shield that has an energy field generator built into it. Though the bulk of the shield offers physical protection, the energy field is capable of deflecting even the most powerful attacks.

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack gained for being armed with two Melee weapons in an assault.

ARMOUR



ARTIFICER ARMOUR

Embellished by the finest artificers, these lavish suits are less bulky and ponderous than Terminator armour, but offer more protection than the power armour commonly employed by Space Marines. Artificer armour's construction enables the wearer to shrug off strikes from anti-tank rockets and even direct hits from battle cannons, without sacrificing mobility.

Artificer armour confers a 2+ Armour Save.

POWER ARMOUR

Power armour is the standard protection for Space Marines and its distinctive outline casts fear into the enemies of Mankind. Made from thick ceramite plates that can shrug off small arms fire with impunity and host to a suite of autosenses and life-support functions, power armour interfaces directly with a Space Marine's thoughts to enhance the movements of the wearer on the battlefield.

Power armour confers a 3+ Armour Save.

TERMINATOR ARMOUR

Terminator armour is the heaviest and most durable form of personal protection available to the warriors of the Imperium. Designed for close-quarters fighting aboard space hulks and other confined areas, Terminator armour is capable of withstanding almost any attack. The ceramite plates can deflect most conventional assaults, whilst the Crux Terminatus on every Terminator's shoulder plate serves as a ward capable of turning aside even attacks from power weapons or melta fire. It is said that Terminator armour can withstand the titanic energies at a plasma generator's core, and that this was in fact the armour's original purpose. Little wonder then that Terminator armour is also known as Tactical Dreadnought armour, for only the adamantium and ceramite hull of an actual Dreadnought walker is more enduring.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and cannot make Sweeping Advances.



RELICS OF TITAN

Relics of Titan are items of incredible power with names and histories that are spoken of in the same reverent tones used to describe the Chapter's greatest heroes. Only one of each of the following artefacts may be chosen per army – there is only one of each of these items in the galaxy!

BONE SHARD OF SOLOR

This bleached relic was carved from the thighbone of Brother-Captain Solor. Used as a stake to slay the Bloodthirster Ka'Bandha, the shard has ever since been the bane of beasts, especially those dedicated to the Blood God Khorne, which recoil from its presence. When the veil between the Warp and reality grows thin, the bone begins to vibrate, the ancient essence of Solor reacting to the taint of Daemons and protecting the bearer from their otherworldly claws and blades.

The bearer of the Bone Shard of Solor has a 3+ invulnerable save whilst within 12" of at least one model with the Daemon special rule. This is increased to a 2+ invulnerable save whilst the bearer is within 12" of at least one model with the Daemon of Khorne special rule. In addition, the bearer has the Hatred (Daemons of Khorne) special rule.

CUIRASS OF SACRIFICE

The Cuirass of Sacrifice is a master-forged suit of armour whose interior is etched with the names of the many regiments, orders and Chapters that have fought alongside the

Grey Knights. None but the Grey Knights can be trusted to fight the creatures of the Warp and remain uncorrupted, and the fate of many other warriors that fight Daemons and survive is mindwipe or death. The Cuirass is a reminder to the Grey Knights that such sacrifice must not be forgotten, and the wearer swears a solemn vow not to dishonour the names of those who have suffered such a fate whilst even an ounce of strength remains in his body.

The Cuirass of Sacrifice is a suit of Terminator armour that confers a 2+ Armour Save and a 5+ invulnerable save. The wearer has the Bulky, Deep Strike, It Will Not Die, Feel No Pain and Relentless special rules, and cannot make Sweeping Advances.

DOMINA LIBER DAEMONICA

Many Grey Knight battle-brothers carry with them a copy of the Liber Daemonica, a tool that can be as vital to vanquishing Daemons as blade or bolter. The Domina Liber Daemonica is a relic of Supreme Grand Master Janus, the only Grey Knight to ever master all 666 words of banishment, each one painstakingly recorded on its pages. In times of need a hero of the Chapter will carry the book into battle, its bindings crackling with arcane energy as the words fill the air and lend the battle-brothers' blows the power to send Daemons howling back into the Warp.

The bearer of the Domina Liber Daemonica knows one more psychic power than is normal for his Mastery Level. This additional psychic power must be generated from the **Daemonology (Sanctic)** discipline. In addition, the bearer, and any friendly units with the Grey Knights Faction within 6" of the bearer, re-roll dice rolls of 1 when taking psychic tests when attempting to manifest psychic powers from the **Daemonology** discipline.

THE FURY OF DEIMOS

When the moon of Deimos was gifted to Titan by the Adeptus Mechanicus, it carried with it a ship loaded with some of the finest weapons the Imperium has ever created. Among them was the storm bolter Fury of Deimos, a weapon crafted by the first Fabricator General. Superior in range, accuracy, rate of fire and reliability than a normal storm bolter, it is a relic whose secrets have long been forgotten.

Range	S	AP	Type
36"	4	5	Assault 3, Master-crafted, Precision Shot

THE NEMESIS BANNER

Anointed in the blood of a dozen Grand Masters, the Nemesis Banner is one of the Chapter's most potent relics. The banner is abhorrent to creatures of the Warp, its psychic light burning so bright that Daemons cannot look upon it, their very essence

burning away the closer they come to its presence.

Friendly units with the Grey Knights Faction within 12" of the bearer have the Fearless special rule. In addition, all models with the Grey Knights Faction in the same unit as the bearer have +1 Attack whilst the bearer is alive. Furthermore, all models with the Daemon special rule (friend or foe) treat all terrain, even open ground, within 12" of the bearer as dangerous terrain.

THE SOUL GLAIVE

Over centuries of war, a fraction of a Grey Knight's essence may imprint itself upon his weapon, literally becoming an extension of his being. In rare cases, this imprint is so strong that it persists after death, and another can wield the blade in battle to combine their own psychic might with that of a fallen hero. The Soul Glaive is such a weapon, a halberd that in generations past that was carried into battle by the 13th Supreme Grand Master of the Grey Knights, Lord Syllas Kalthorn, who defeated the Daemon Prince Ka'laedzar in single combat.

Range	S	AP	Type
-	+1	3	Melee, Force, Daemonbane, Soul Imprint, Two-handed

Daemonbane: If the *Force* psychic power is successfully manifested and targets a unit with one or more weapons with this special rule then, in addition to the usual effects, all weapons with this special rule re-roll failed To Wound and armour penetration rolls against models with the Daemon special rule whilst the blessing is in effect.

Soul Imprint: A character wielding the Soul Glaive re-rolls failed psychic tests when attempting to manifest the *Force* psychic power. Furthermore, if the *Force* psychic power is successfully manifested and targets the character wielding this weapon, or his unit, then in addition to the usual effects, the Soul Glaive re-rolls all failed To Hit, To Wound and armour penetration rolls whilst the blessing is in effect.

Nemesis force weapons are ancient relics of a forgotten age, their creation blending the sacred science of the Adeptus Mechanicus with the mystical energies of the Warp. Once a Grey Knight has been attuned to his blade, he can use it as a conduit for his will, channelling raw psychic power down its length and into his foes. Though it takes years of training to perfect, a skilled swordsman need only nick his foe with such a weapon to slay him, using a surge of psychic power to extinguish his soul upon contact.



Nemesis Falchions



Incinerator



Psycannon



Nemesis Daemon Hammer



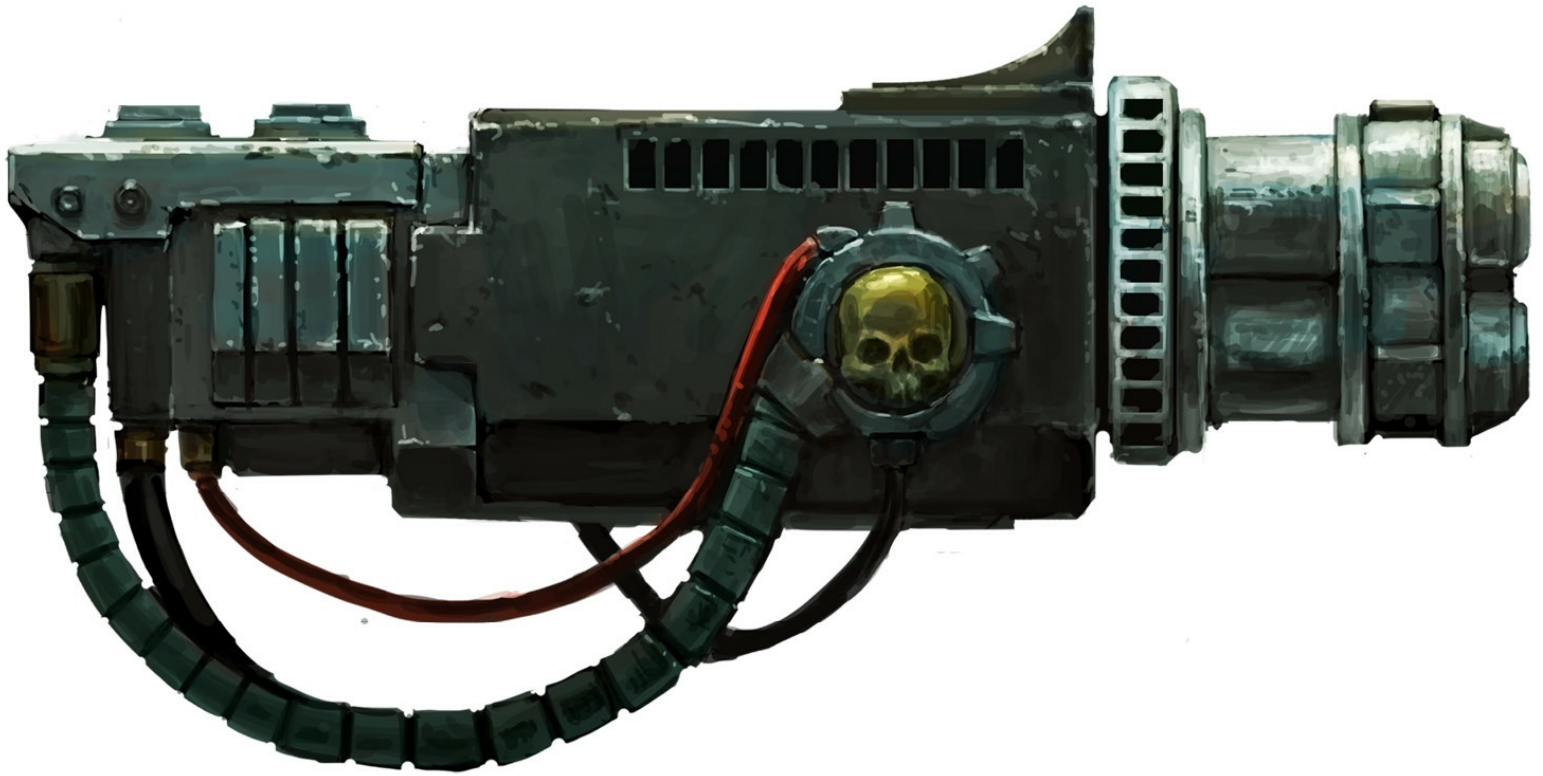
Nemesis Force Halberd



Nemesis Warding Stave



Nemesis Force Sword



Psilencer



Bone Shard of Solor



Domina Liber Daemonica



Psyk-out Grenade



Frag Grenade

DAEMONOLOGY (SANCTIC)

Each Grey Knight is an accomplished psyker, trained to channel his mental energies into protective wards and an array of battle-sorceries. The mightiest Grey Knights of all can banish Daemons with but a touch, conjure psychic defences to protect their allies and unleash the destructive power of the Warp itself upon their foes.

PRIMARIS POWER

BANISHMENT...WARP CHARGE 1

The psyker bends his will to dissolving the bonds that tether the daemonic to the mortal plane, casting them back into the Warp.

Banishment is a **malediction** that targets a single unit with the Daemon special rule within 24". Whilst this power is in effect, all models in the target unit suffer a -1 penalty to their invulnerable save (normally reducing it to 6+). This is cumulative with any other modifiers to a Daemon's invulnerable save, but cannot make it worse than 6+.

1. GATE OF INFINITY...WARP CHARGE 1

The psyker punches a corridor through the roiling Immaterium, allowing him to cross great distances in the blink of an eye.

Gate of Infinity is a **blessing** that targets the Psyker. Unless the target is Zooming or Swooping, remove the target and his unit from the board. It then immediately arrives anywhere on the board using the rules for Deep Strike.

2. HAMMERHAND...WARP CHARGE 1

Focusing the raging power of his mind, the psyker augments the strength of his comrades to the point where they can crush flesh and bone with a single blow.

Hammerhand is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit have +2 Strength.

3. SANCTUARY...WARP CHARGE 1

Chanting words of warding, the psyker creates a zone of light around him that can both protect him from harm and repel daemonic creatures.

Sanctuary is a **blessing** that targets the Psyker. Whilst the power is in effect the Psyker and all models in his unit receive a +1 bonus to their invulnerable save (models that do not have an invulnerable save gain a 6+ invulnerable save whilst this power is in effect instead). In addition, all units with the Daemon special rule (friend or foe) treat all terrain, including open ground, within 12" of the Psyker as dangerous terrain.

4. PURGE SOUL...WARP CHARGE 1

The psyker draws upon every ounce of willpower he possesses to purge the evil of his foes' souls, scouring every trace of corruption even if it destroys them in the process.

Purge Soul is a **focussed witchfire** power with a range of 24". Both the Psyker and the target model roll a D6 and add their respective Leadership values. If the target's total is greater than the Psyker's total, nothing happens. If the Psyker's total is greater than or equal to the target's total, the target model suffers an automatic Wound with no armour or cover saves allowed. *Purge Soul* has no effect on vehicles.

5. CLEANSING FLAME...WARP CHARGE 2

The psyker harnesses the very fire in his soul, creating a wall of white-hot psychic flame that blasts forth and purges his foes from the battlefield.

Cleansing Flame is a **nova** power with the following profile:

	Range	S	AP	Type
Cleansing Flame	9"	5	4	Assault 2D6, Ignores Cover, Soul Blaze

6. VORTEX OF DOOM...WARP CHARGE 3

The psyker rends the material realm asunder, tearing a rift between realspace and the howling madness of the Warp, condemning his foes to total oblivion.

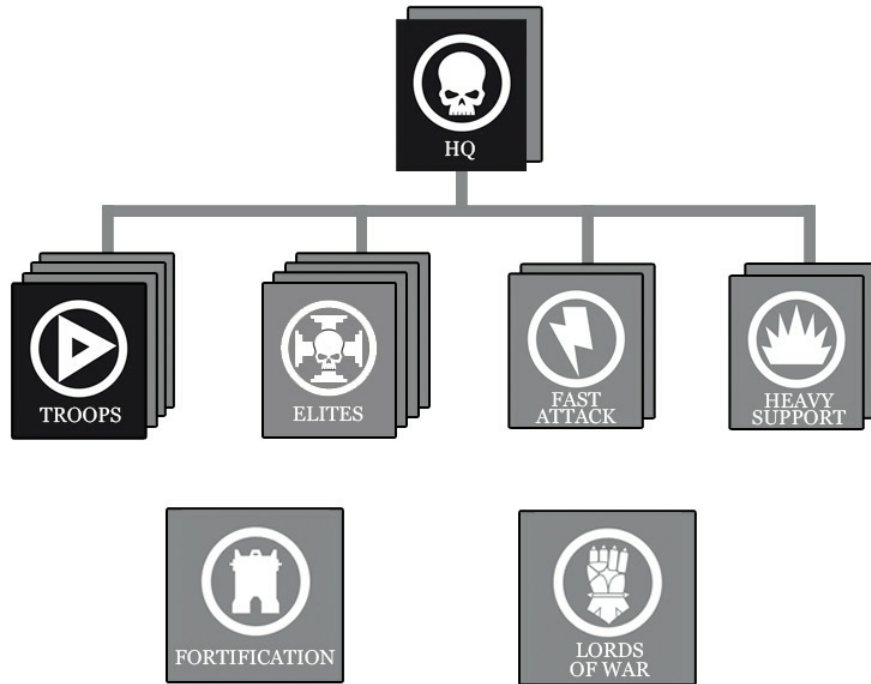
Vortex of Doom is a **witchfire** power with the profile below. If, when using this power, the Psyker fails his Psychic test, he automatically suffers Perils of the Warp.

	Range	S	AP	Type
Vortex of Doom	12"	D	1	Assault 1, Blast, Vortex

NEMESIS STRIKE FORCE



Codex: Grey Knights details a unique Detachment – the Nemesis Strike Force – that reflects a Grey Knight vanguard assault formation dispatched to quell a daemonic incursion or as a final sanction upon a world. This follows all the Detachment rules presented in *Warhammer 40,000: The Rules*.



COMPULSORY

1 HQ
1 Troops

OPTIONAL

1 HQ
3 Troops
4 Elites
2 Fast Attack
2 Heavy Support
1 Lord of War
1 Fortification

RESTRICTIONS

All units in this Detachment must have the Grey Knights Faction (or have no Faction).

COMMAND BENEFITS

Brotherhood Commander: If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Grey Knights*.

Rites of Teleportation: Instead of making Reserve Rolls from the start of your turn two, you can make Reserve Rolls for any unit in this Detachment that is placed in Deep Strike Reserve from the start of your turn one. These units will arrive from Deep Strike Reserve on turn one on the roll of 3+. In addition, all units from this Detachment can both Run and Shoot, in any order, in the same turn that they arrive from Deep Strike Reserve.



TACTICAL OBJECTIVES



Codex: Grey Knights describes six Tactical Objectives to use in your games that are exclusive to Grey Knights players and reflect their endless war against Daemonkind and those corrupted by the Dark Gods.

If your Warlord has the Grey Knights Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*.

If a mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives (see *Warhammer 40,000: The Rules*) with the following exception: when a Grey Knights player generates a Capture & Control objective (numbers 11-16), the Grey Knights player instead generates the corresponding Grey Knights Tactical Objective, as shown in the table (below). Other Tactical Objectives (numbers 21-66) are generated normally, as described in *Warhammer 40,000: The Rules*.

D66 Result

- 11 Destroy the Daemon
- 12 Psychic Communion
- 13 No Witnesses!
- 14 Deeds of Legend
- 15 Teleport Attack
- 16 Rites of Exorcism

11 DESTROY THE DAEMON

TYPE: GREY KNIGHTS

The daemonic must be destroyed, no matter the cost.

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Daemon special rule has been destroyed by you. If between 2 and 5 enemy units with the Daemon special rule have been destroyed by you, score D3 Victory Points instead. If 6 or more enemy units with the Daemon special rule have been destroyed by you, score D3+3 Victory Points instead.

12 PSYCHIC COMMUNION

TYPE: GREY KNIGHTS

Utilise the psychic potential of your warriors to defeat your foes.

Score 1 Victory Point if your Grey Knights units successfully manifested at least 3 psychic powers during your turn. If your Grey Knights units successfully manifested 6 or more psychic powers during your turn, score D3 Victory Points instead.

13 NO WITNESSES!

TYPE: GREY KNIGHTS

Our existence must be kept a secret; the enemy's leaders cannot be permitted to survive lest they report what they have seen.

Score 1 Victory Point at the end of your turn if every one of your opponent's models with the Independent Character special rule have been removed as casualties.

14 DEEDS OF LEGEND

TYPE: GREY KNIGHTS

Though none outside Titan will ever know of it, your deeds and the foes you have slain will not be forgotten.

Score 1 Victory Point if a Grey Knights character killed his opponent in a challenge during your turn. If, during your turn, a Grey Knights character killed an opponent in a challenge that was a Monstrous Creature or had the Independent Character special rule, score D3 Victory Points instead.

15 TELEPORT ATTACK

TYPE: GREY KNIGHTS

Teleport into the heart of the battle and annihilate your foe before he can react.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed by a Grey Knights unit that arrived from Deep Strike Reserve, made a teleport shunt, or was the target of the Gate of Infinity psychic power, during the same turn.

16 RITES OF EXORCISM

TYPE: GREY KNIGHTS

Signs of a Warp breach have been detected. Investigate at once and perform the rites to seal it before it can open.

When this Tactical Objective is generated, your opponent must select an Objective Marker. If you control that Objective Marker at the end of your turn, score 1 Victory Point. If you control that Objective Marker at the end of the player turn in which this Tactical Objective was generated, score D3 Victory Points instead.

Designer's Note – Tactical Objectives Card Deck: *If you own a deck of Grey Knights Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.*





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