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GREY KNIGHTS STRIKE SQUAD





• READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR
• LIES DIES ZUERST • LEGGI PRIMA QUESTO

- **BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY.** A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.
- **AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET.** Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.
- **POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS.** Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.
- **VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN.** Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.
- **PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO.** Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

• EXPLANATION OF SYMBOLS • EXPLICATION DES SYMBOLES • EXPLICACIÓN DE SIMBOLOS
• ERLÄUTERUNG DER SYMBOLE • LEGENDA DEI SIMBOLI



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



- Do not glue the components
- Ne pas coller les éléments
- No pegar los componentes
- Bitte die Teile nicht kleben
- Non incollare i componenti



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



- Stage complete
- Étape terminée
- Paso completado
- Schritt abgeschlossen
- Fase completa



- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



Some weapons work with specific arms. We suggest you plan out the squad you want to assemble before gluing any parts together.

Certaines armes s'adaptent à des bras spécifiques. Nous vous conseillons de prévoir l'escouade que vous voulez assembler avant de coller les figurines.

Algunas armas van con brazos específicos. Te aconsejamos que planifiques la escuadra que vas a montar antes de pegar ninguna pieza.

Einige Waffen erfordern bestimmte Arme. Wir empfehlen daher, die Ausrüstung des Trupps zu planen, bevor du Teile permanent fixierst.

Alcune armi vanno usate con braccia specifiche. Ti suggeriamo di decidere come assemblare la squadra prima di incollare i componenti.

A**B****C****D****E****F****G****H**



Choose to assemble either a Purifier Squad, Grey Knights Strike Squad, Grey Knights Interceptor Squad or a Purgation Squad. For more details please see Codex: Grey Knights.

Vous pouvez choisir d'assembler une escouade Purifier, Strike Squad, Interceptor ou Purgation des Grey Knights. Voir le Codex Grey Knights pour plus de détails.

Elige si quieres montar una Purifier Squad, Strike Squad, Interceptor Squad o una Purgation Squad. Para más información consulta el Codex: Grey Knights.

Entscheide dich für ein Purifier Squad, ein Grey Knight Strike Squad, ein Grey Knight Interceptor Squad oder ein Purgation Squad. Weitere Einzelheiten siehe Codex: Grey Knights.

Entscheide dich für ein Purifier Squad, ein Grey Knight Strike Squad, ein Grey Knight Interceptor Squad oder ein Purgation Squad. Weitere Einzelheiten siehe Codex: Grey Knights.

1 JUSTICAR / KNIGHT OF THE FLAME



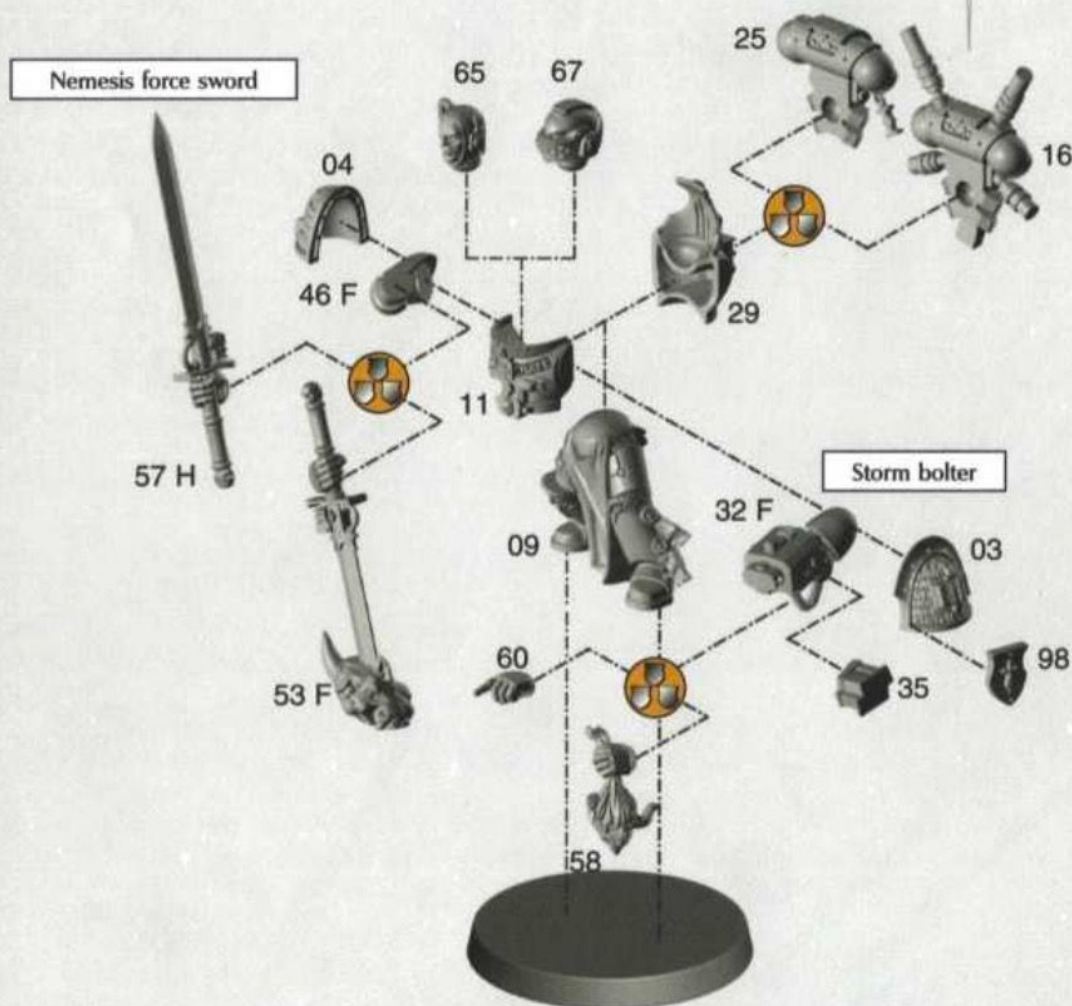
Personal teleporter backpack (option for Interceptor Squad Justicar only)

Paquetage de téléporteur (option pour le Justicar de l'escouade Interceptor)

Teleportador personal (opción exclusiva para el Justicar de la Interceptor Squad)

Teleportmodul (nur Justicar eines Interceptor Squads)

Zaino con teletrasporto personale (opzione solo per il Justicar della Interceptor Squad)





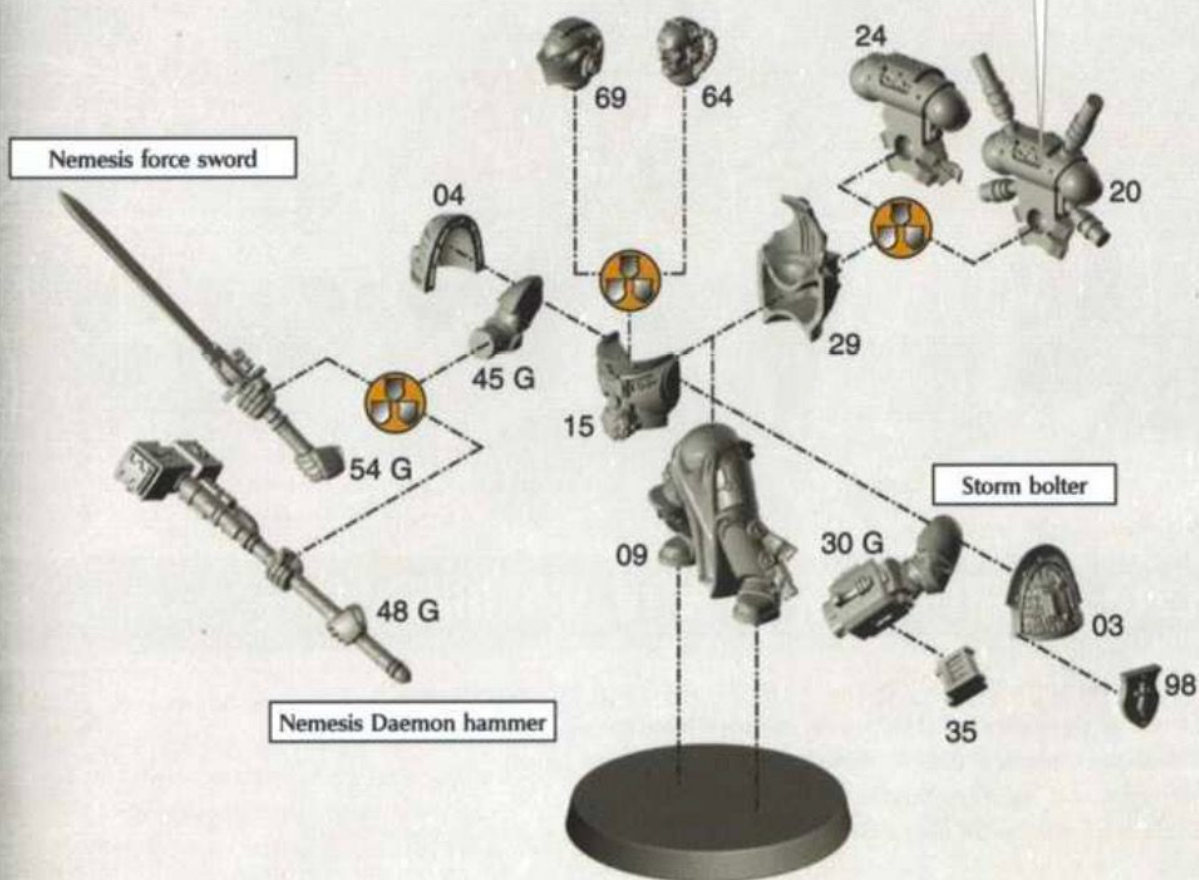
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Teleportmodul (nur Justicar eines Interceptor Squads)

Zaino con teletrasporto personale (opzione solo per il Justicar della Interceptor Squad)



3

GREY KNIGHT / PURIFIER WITH INCINERATOR



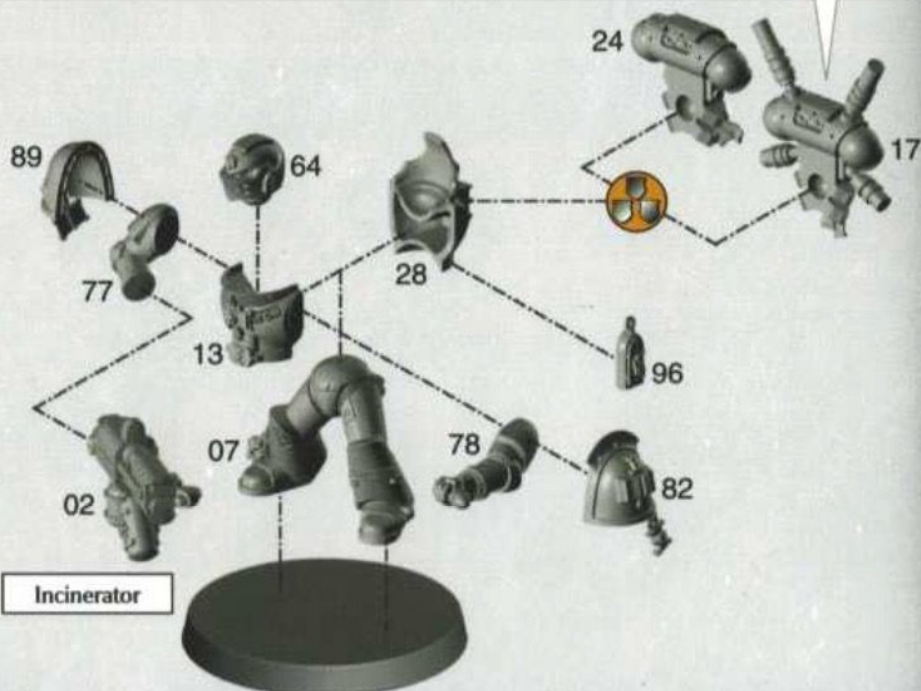
Personal teleporter backpack (option for Interceptor Squad Grey Knights only)

Paquetage de téléporteur (option pour escouade Interceptor)

Teleportador personal (Opción exclusiva para la Interceptor Squad)

Teleportmodul (nur Grey Knights eines Interceptor Squads)

Zaino con teletrasporto personale (opzione solo per il Justicar della Interceptor Squad)



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GREY KNIGHT / PURIFIER WITH PSILENCER



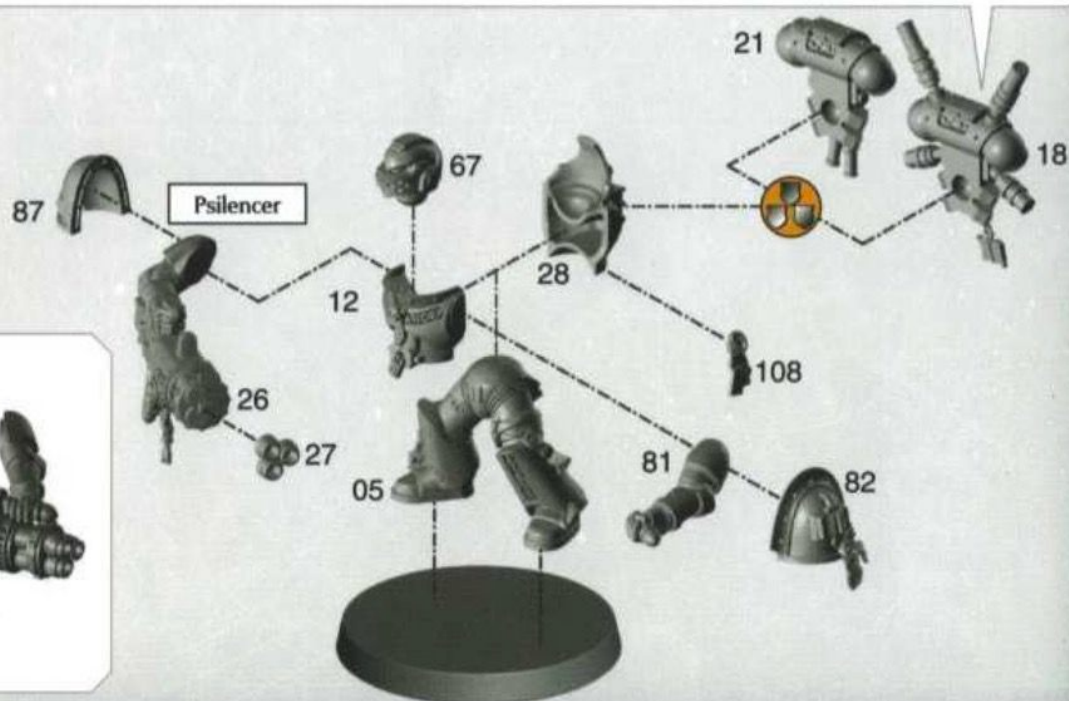
Personal teleporter backpack (option for Interceptor Squad Grey Knights only)

Paquetage de téléporteur (option pour escouade Interceptor)

Teleportador personal (Opción exclusiva para la Interceptor Squad)

Teleportmodul (nur Grey Knights eines Interceptor Squads)

Zaino con teletrasporto personale (opzione solo per il Justicar della Interceptor Squad)



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GREY KNIGHT / PURIFIER WITH PSYCANNON



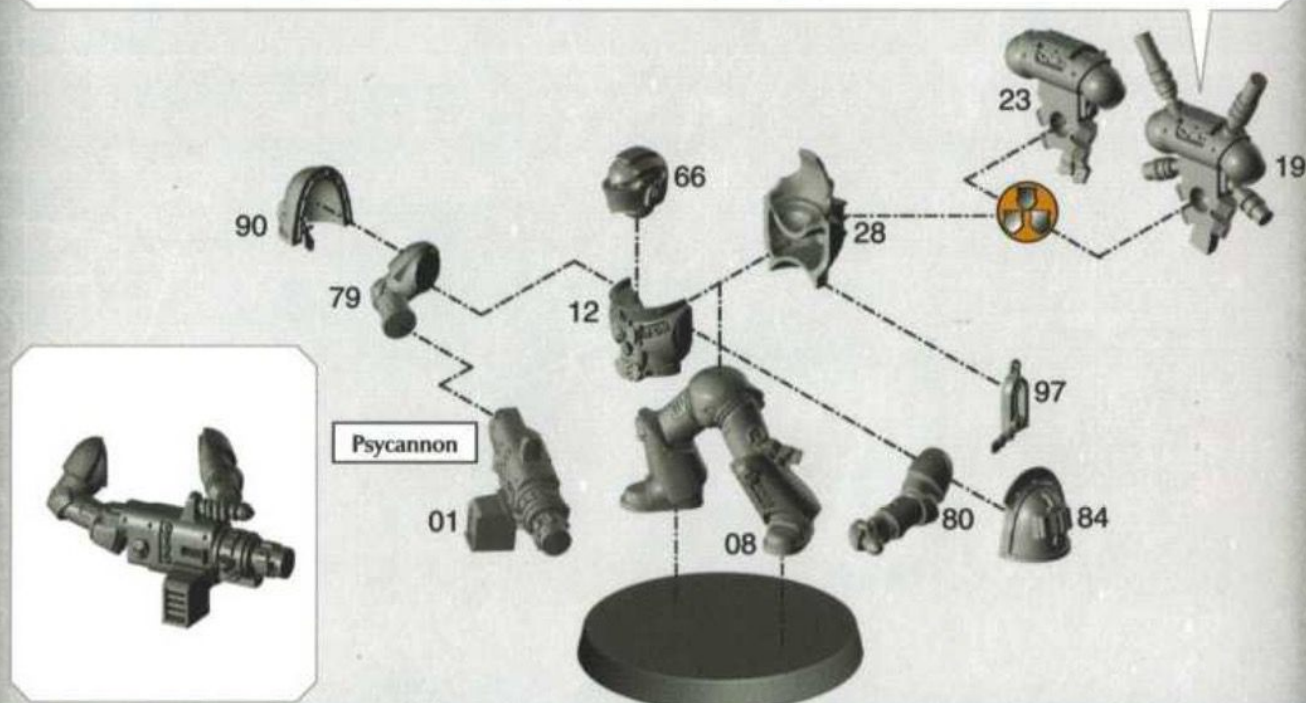
Personal teleporter backpack (option for Interceptor Squad Grey Knights only)

Téléporteur (option pour escouade Interceptor)

Teleportador personal (Opción exclusiva para la Interceptor Squad)

Teleportmodul (nur Interceptor Squad)

Zaino con teletrasporto personale (opzione per la Interceptor Squad)



6

GREY KNIGHT / PURIFIER WITH NEMESIS FORCE HALBERD



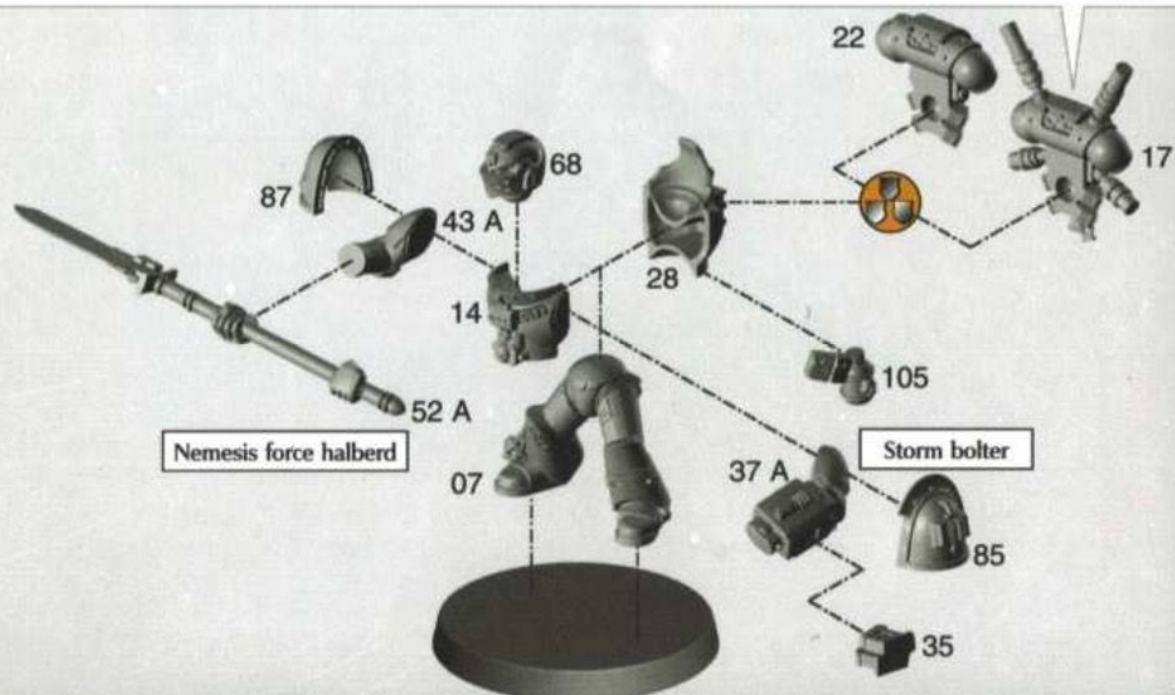
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Téléporteur (option pour escouade Interceptor)

Teleportador personal (Opción exclusiva para la Interceptor Squad)

Teleportmodul (nur Interceptor Squad)

Zaino con teletrasporto personale (opzione per la Interceptor Squad)



7 GREY KNIGHT / PURIFIER WITH NEMESIS FORCE SWORD



Personal teleporter backpack (option for Interceptor Squad Grey Knights only)

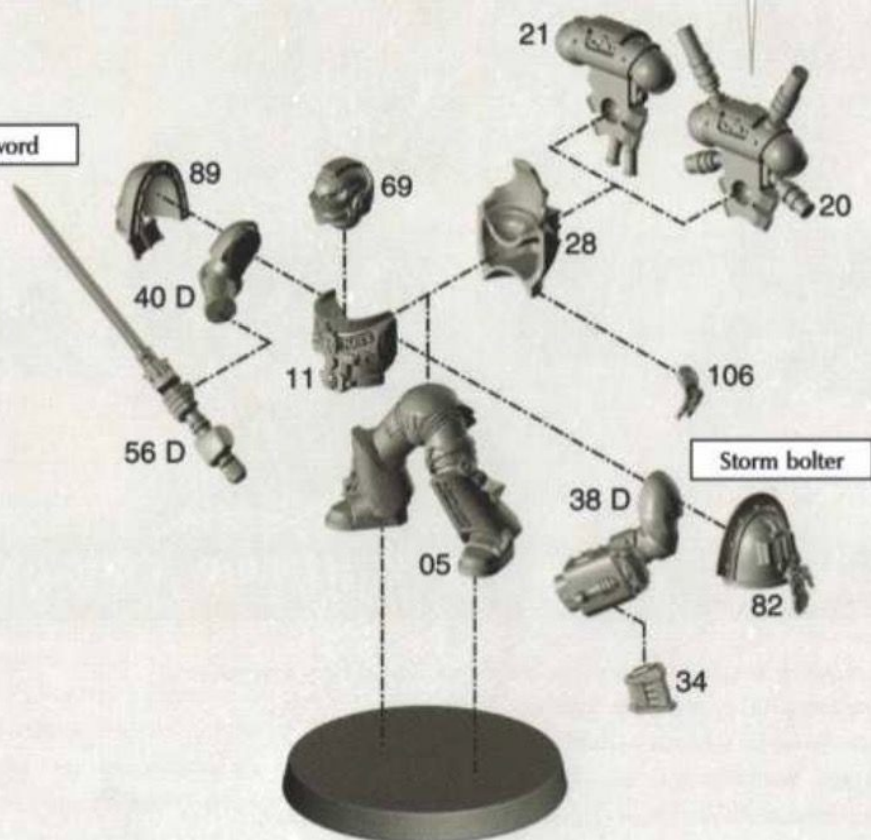
Téléporteur (option pour escouade Interceptor)

Teleportador personal (Opción exclusiva para la Interceptor Squad)

Teleportmodul (nur Interceptor Squad)

Zaino con teletrasporto personale (opzione per la Interceptor Squad)

Nemesis force sword



Storm bolter



! Assemble the lettered sets of arms and weapons first. With the remaining arms, assemble falchions and warding stave.

Assemblez en premier les bras indiqués et les armes. Les bras restants permettent d'assembler les glaives et les sceptres Némésis.

Monta los conjuntos de armas y brazos que tienen letras primero. Con los brazos sobrantes monta el bastón de protección y los sables Némesis.

Bau zuerst die mit Buchstaben gekennzeichneten Arme und Waffen zusammen. Benutze die restlichen Arme für Nemesis-Falchions (Nemesis falchions) und den Nemesis-Wehrstab (Nemesis warding stave).

Prima assembla i gruppi di armi e braccia con la stessa lettera. Con le braccia rimanenti assembla i falchions e il bastone della protezione.

8 GREY KNIGHT / PURIFIER WITH NEMESIS WARDING STAVE

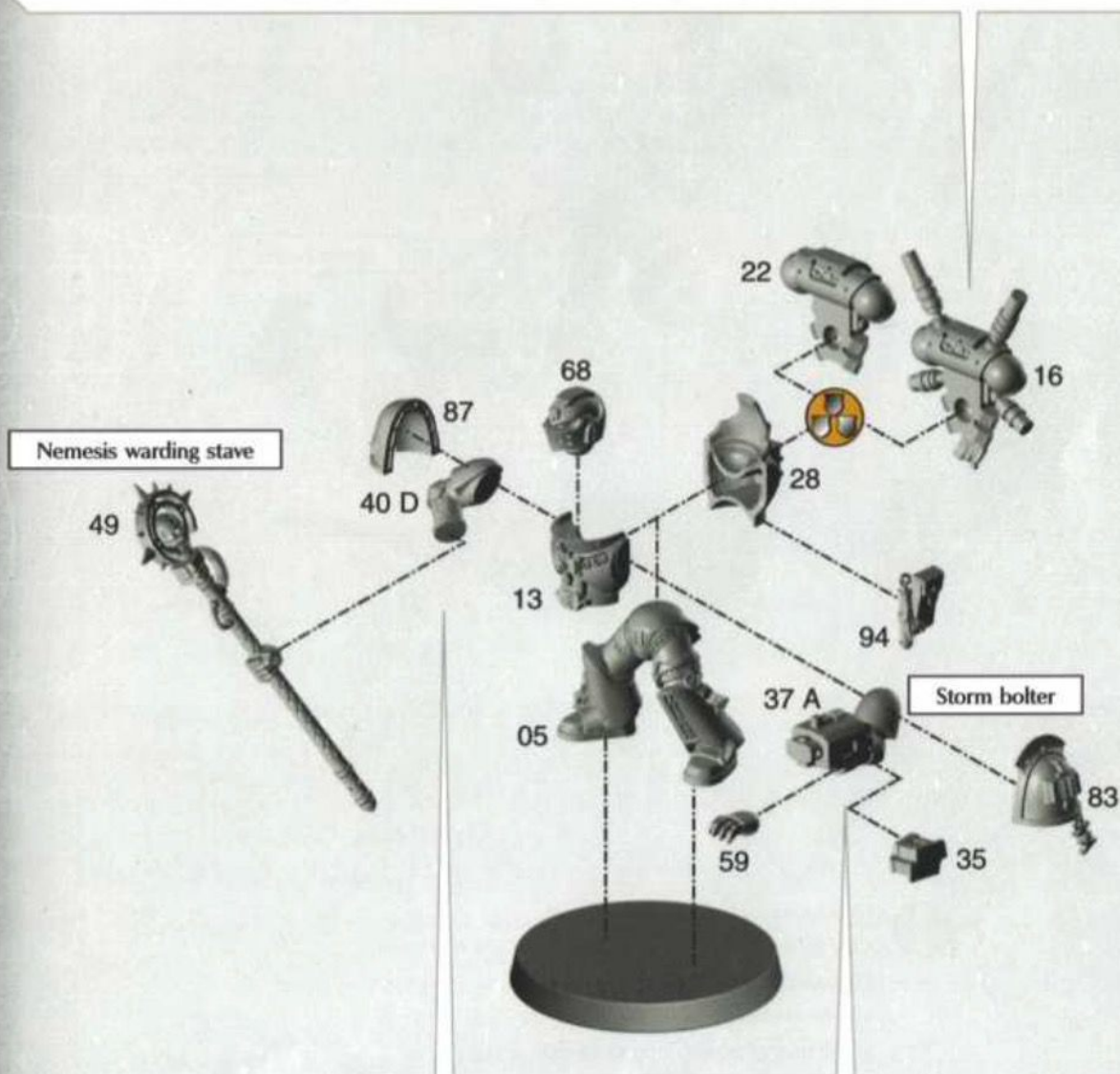
! Personal teleporter backpack (option for Interceptor Squad Grey Knights only)

Téléporteur (option pour escouade Interceptor)

Teleportador personal (Opción exclusiva para la Interceptor Squad)

Teleportmodul (nur Interceptor Squad)

Zaino con teletrasporto personale (opzione per la Interceptor Squad)



Choose any combination of arms

Choisissez n'importe quelle combinaison de bras

Elige cualquier combinación de brazos

Wähle ein beliebiges Paar Arme

Scegli una combinazione di braccia qualsiasi



Personal teleporter backpack (option for Interceptor Squad Grey Knights only)

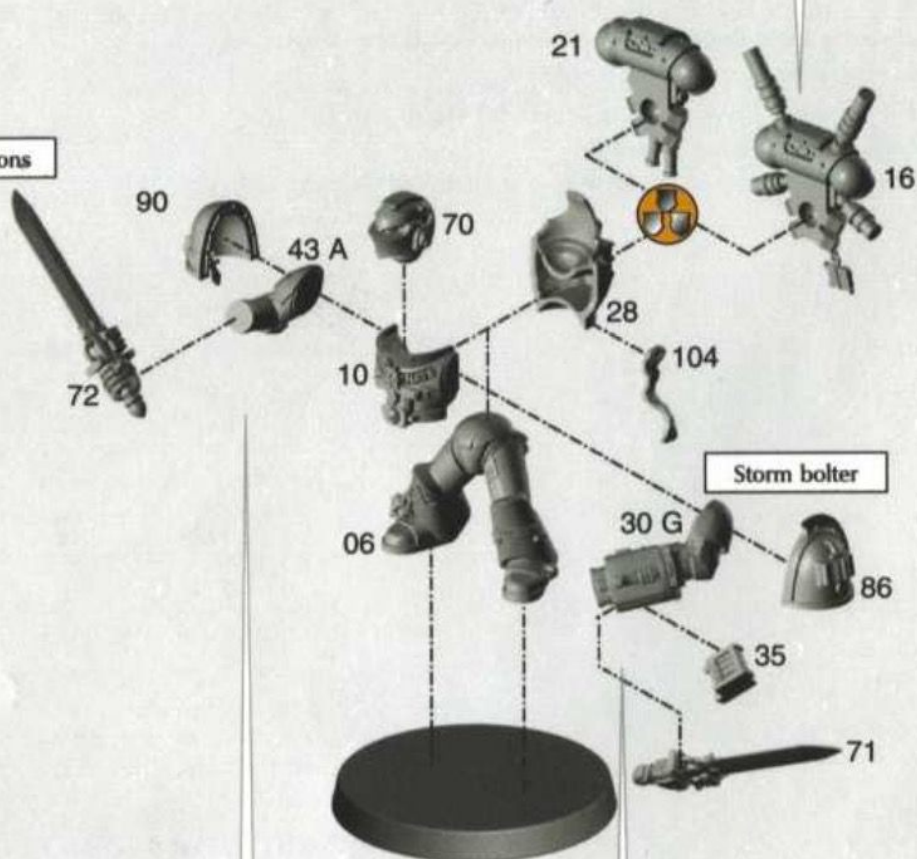
Téléporteur (option pour escouade Interceptor)

Teleportador personal (Opción exclusiva para la Interceptor Squad)

Teleportmodul (nur Interceptor Squad)

Zaino con teletrasporto personale (opzione per la Interceptor Squad)

Nemesis falchions



Storm bolter



Choose any combination of arms

Choisissez n'importe quelle combinaison de bras

Elige cualquier combinación de brazos

Wähle ein beliebiges Paar Arme

Scegli una combinazione di braccia qualsiasi

These essential rules will get your new unit on the battlefield – for the full rules for this unit, see the Codex or Index book relevant to your army.

STRIKE SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Knight	6"	3+	3+	4	4	1	1	7	3+
Justicar	6"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Justicar and 4 Grey Knights. It can include up to 5 additional Grey Knights (**Power Rating +7**). Each model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.

WARGEAR OPTIONS

- Any model may replace his Nemesis force sword with an item from the *Melee Weapons* list.
- For every five models in the unit, one Grey Knight may replace his Nemesis force sword and storm bolter with an item from the *Special Weapons* list.

ABILITIES

And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike

Combat Squads: Before any models are deployed at the start of the game, a Strike Squad containing 10 models may be split into two units, each containing 5 models.

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctic discipline.

PSYKER

When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, etc. from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

KEYWORDS

INFANTRY, PSYKER, STRIKE SQUAD

MELEE WEAPONS LIST

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Nemesis Daemon hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Nemesis falchion	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.
Nemesis force halberd	Melee	Melee	+1	-2	D3	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Nemesis warding stave	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.

SPECIAL WEAPONS LIST

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Incinerator	8"	Assault D6	6	-1	1	This weapon automatically hits its target.
Psilencer	24"	Heavy 6	4	0	D3	-
Psycannon	24"	Heavy 4	7	-1	1	-