

DAEMONHUNTERS: GREY KNIGHTS IN BATTLEFLEET GOTHIC

Continuing our Eye of Terror coverage, and tying in with the new Grey Knights strike cruiser from Forge World, we bring you rules for using members of the Inquisition and their attendant Chambers Militant in Battlefleet Gothic...

THE CHAMBERS MILITANT: GREY KNIGHTS

Like the ground-based armies of the Imperial Guard and Adeptus Astartes, elements of the Imperial Navy may from time to time be inducted by the Ordo Malleus and placed under the command of an Inquisitor Lord. Such forces maintain their own admirals and officers, since the marshalling of an entire fleet is a life-long skill and one that even the greatest of Inquisitor Lords is unlikely to be capable of. Instead, an Inquisitor will act in concert with the fleet's own commander, determining matters of strategy and dictating priority while allowing the admiral to govern the running of the vessels themselves.

Inquisitors are served, as need demands, by all manner of henchmen, aides, bodyguards and other attendants. Most importantly they can call upon the Chambers Militant – highly trained and equipped fighting forces attached to each of the Ordos of the Inquisition. The Daemonhunting Inquisitors of the Ordo Malleus, for example, can call upon the Chamber Militant known as the Grey Knights Space Marines when required.

The Grey Knights are a very secretive Space Marine Chapter, founded amidst much secrecy and answerable only to the Ordo Malleus itself. On the battlefield an Inquisitor may be accompanied by squads of these legendary fighters and likewise, if called to undertake his duty in space itself, may be accompanied by bodyguards composed of Grey Knights. If the mission is especially crucial, the Inquisitor may well station Grey Knight Boarding Parties on other vessels in the fleet, or even go so far as to call in the support of a Grey Knights strike cruiser or Battlebarge.

INQUISITORS & GREY KNIGHT SPACE MARINES IN BATTLEFLEET GOTHIC

The following fleet entries provide you with a number of ways of incorporating the Chambers Militant into Battlefleet Gothic fleets. A fleet may only ever include representatives of a single Chamber Militant, never more. The entries described here represent the Grey Knights Space Marines, Chamber Militant of Ordo Malleus.

0-1 Inquisitor Lord

If you wish, any Imperial Navy or Space Marine fleet may include an Inquisitor Lord (in addition to any fleet commander which may be required by the appropriate fleet list). You cannot choose an Inquisitor in place of a fleet commander if one is required.

Inquisitor Lord 75 pts

An Inquisitor Lord must be placed aboard your fleet commander's flagship. Inquisitor Lords have no leadership of their own, and are simply treated as part of the vessel they are aboard.

Special Jurisdiction: Inquisitor Lords possess some of the greatest authority held by any within the Imperium of man. While an Inquisitor Lord will not hesitate to announce his wishes, he will rarely explain his reasons. While an Inquisitor will remain alongside a fleet's admiral, apparently sharing command of the fleet, there is every chance that delegates and subordinates of his move amongst other vessels in the fleet, doing the Inquisitor's bidding and putting into action plans kept hidden from even the other members of the fleet. If a ship or squadron in the Inquisitor's fleet fails the command check for making a special order, the Inquisitor puts into motion some special plan of his own, allowing a single vessel in the fleet to attempt a special order. Regardless of whether or not this extra order attempt is successful, no further orders may be made after this in the same turn.

Grey Knight Terminators

An Imperial Navy vessel carrying an Inquisitor may be equipped with Grey Knight Terminator Boarding parties at a cost of +50 points.

Grey Knight Terminators use the same special rules as Terminator Boarding parties in the main Space Marine fleet list, and in addition gain the Daemonhunters special rule below.

Grey Knight Boarding Parties

While the immensely powerful Grey Knight Terminators will only ever serve as the personal bodyguard of an Inquisitor Lord, boarding parties composed of power armoured Grey Knight Space Marines may sometimes be placed aboard other vessels within a fleet inducted to Ordo Malleus.

Any Imperial Navy capital ship in a fleet which includes an Inquisitor may be supplied with Grey Knight boarding parties at a cost of +20 points per vessel.

If stationed aboard an Imperial Navy vessel, Grey Knight boarding parties add +1 to the dice roll for any hit-and-run attacks made from their parent vessel. Grey Knights contribute no bonus in boarding actions, since they are too few in number to sway an entire boarding action so heavily. Grey Knights also benefit from the Daemonhunters special rule below.

GREY KNIGHT VESSELS IN IMPERIAL NAVY FLEETS

More rarely than boarding parties, an Inquisitor may deem a mission to be of such vital importance that the Grey Knights own vessels are called into action. An Imperial Navy fleet may include up the following number of Grey Knight vessels, depending on the total size of the fleet.

Fleet Size (points)	Permitted Number of Grey Knight Vessels
0-500	None
501-1,000	Up to one Strike Cruiser
1,001-1,500	Up to one Battlebarge <i>or</i> up to two Strike Cruisers
1,501+	Up to one Battlebarge <i>and</i> up to two Strike Cruisers

Any vessels taken must be paid for at the cost shown in the Space Marine fleet list, plus an extra +20 points per vessel because they are Grey Knights. The vessels cannot have a fleet commander, and cannot buy any optional extras (Terminators, etc) – they are simply used as the basic version of the appropriate vessel. Grey Knights strike cruisers and battlebarges follow all the normal rules for Space Marine vessels, and are also subject to the Daemonhunters special rules below.



GREY KNIGHTS FLEETS

You may, if you wish, select a fleet using the normal Space Marine fleet list then purchase an Inquisitor and nominate the fleet as a completely Grey Knights fleet! If you do choose to do this, you must take the Terminator Boarding Parties option for the Master of the Fleet's ship (which will be Grey Knights Terminators, obviously). Grey Knights' vessels use the normal Space Marine special rules and in addition gain the Daemonhunters special rule below.

If you choose to play with a Grey Knights fleet, your fleet must be composed of appropriate models painted in appropriate Grey Knights colours (i.e. you can't just choose for your Space Marines to be Grey Knights just because you are fighting against Chaos).

Special Rules: Daemonhunters

Grey Knights Space Marines and Grey Knight Terminators are Daemonhunters, trained by the Ordo Malleus for the specific purpose of hunting down and rooting out Daemons wherever they may lie. Against any vessel bearing a Mark of Chaos, hit-and-run attacks carried out by Grey Knights roll 2D6 on the critical hits table, instead of the normal 1D6 for hit-and-run attacks. If you need to, make a separate roll to hit first, then roll 2D6 on the critical table (though in most cases, Space Marines will automatically hit due to their +1 bonus in hit-and-run attacks, so the to hit roll will not be necessary).

Grey Knight vessels (not vessels with Grey Knight or Grey Knight Terminator Boarding Parties) ignore the penalties associated with the Marks of Slaanesh and Nurgle (so no -2 Leadership for being within 15cm of Slaaneshi vessel, and they may board vessels marked by Nurgle).

However, since these advantages are distinctly more powerful against Chaos fleets, Chaos players gain some additional benefits when faced by Grey Knights to represent the increased Daemonic activity that the Inquisitor and his Grey Knights are inevitably hunting. A Chaos player counts all ships carrying Grey Knights Boarding Parties as 10% more expensive than they really are when calculating victory points and counts all Grey Knight vessels as 25% more expensive in the same manner.