BROTHER-CAPTAIN STERN [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force sword PSYCHIC	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Exemplar of the Silvered Host
While this model is leading a unit, each time a model in that unit makes a melee attack, on a Critical Wound, the target suffers 1 mortal wound in addition to any normal damage.

Strands of Fate (Psychic)
The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Leader
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON ABILITIES

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Gate of Infinity
If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

AUFSTELLUNG

1x Brother-Captain Stern [Legends]

Equipped with: Storm bolter, Nemesis force sword

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Psyker, Terminator, Brother-Captain Stern, Leader
FACTION KEYWORDS: Grey Knights

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CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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FACTION KEYWORDS: Grey Knights