GRAND MASTER VOLDUS - IMPERIUM - GREY KNIGHTS

130 PTS

M	T	Sv	W	LD	OC
5"	6	2+	7	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Grand Master Voldus (40mm)

Equipped with: Searing Purity, Storm bolter, Malleus Argyrum

KEYWORDS: Epic Hero, Character, Infantry, Psyker, Imperium, Terminator, Grand Master Voldus, Leader

FACTION KEYWORDS: Grey Knights

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Searing Purity DEVASTATING WOUNDS, PSYCHIC	12"	D3+1	2+	12	-2	2
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Malleus Argyrum PSYCHIC	Melee	5	2+	10	-2	3

ABILITIES

CORE - Leader

Hammer Aflame (Psychic)
Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

Sanctuary (Psychic)
- This unit has Stealth.

- Melee attacks that target this unit have -1 to hit rolls.

Leader
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).*

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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)

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.