PURIFIER SQUAD - IMPERIUM - GREY KNIGHTS

145–290 PTS

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

AUFSTELLUNG

4-9x Purifier (32mm)
1x Knight of the Flame (32mm)

Equipped with: Incinerator, Psilencer, Psycannon, Purifying Flame, Storm bolter, Close combat weapon, Nemesis force weapon

Wargear Options:
- Up to 2 models can have their Nemesis force weapon and Storm bolter replaced with 1x Incinerator, 1x Psilencer or 1x Psycannon.

KEYWORDS: Purifier Squad, Psyker, Imperium, Grenades, Infantry

FACTION KEYWORDS: Grey Knights

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION, PSYCHIC, SUSTAINED HITS 1	24"	6	3+	5	0	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Purifying Flame ANTI-INFANTRY 2+, IGNORES COVER, PSYCHIC	18"	1	3+	4	-2	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1
Nemesis force weapon PSYCHIC	Melee	3	3+	6	-2	2

ABILITIES

Sanctity of Purpose
Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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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).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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.