IMPERIUM - GREY KNIGHTS

PURGATION SQUAD

Deep Strike | Gate of Infinity

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

115–230 PTS
Base 32mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Incinerator — IGNORES COVER | TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Psilencer — PRECISION | PSYCHIC | SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Psycannon — PSYCHIC

R	A	BS	S	AP	D
24"	3	3+	8	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Storm bolter — RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Righteous Persecution

In your Shooting phase, after this unit has shot, select one enemy unit (excluding Monsters or Vehicles) hit by one or more of those attacks; until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it.

4 ANGRIFF

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5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Nemesis force weapon — PSYCHIC

R	A	WS	S	AP	D
Melee	3	3+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W5 · RW 2+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

REGELN & KEYWORDS KURZ

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" horizo…

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 u…

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 mod…

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 m…

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 rol…

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

4-9x Purgator
1x Justicar

Ausrüstung: Incinerator, Psilencer, Psycannon, Storm bolter, Close combat weapon, Nemesis force weapon

- Up to 4 models can have their Nemesis force weapon and Storm bolter replaced with 1x Incinerator, 1x Psilencer or 1x Psycannon.

KEYWORDS Purgation Squad, Psyker, Imperium, Grenades, Infantry · **FRAKTION** Grey Knights