IMPERIUM - GREY KNIGHTS

SERVITORS [LEGENDS]

M	T	SV	W	LD	OC	RW
6"	4	4+	1	8+	0	6+

60 PTS

Base —

1 KOMMANDO

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2 BEWEGUNG

Retinue

While a Brotherhood Techmarine model is leading this unit, models in this unit have the Deep Strike and Teleport Assault abilities

3 BESCHUSS

Heavy bolter HEAVY SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Multi-melta HEAVY MELTA 2

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ Plasma cannon - standard BLAST HEAVY

R	A	BS	S	AP	D
36"	D3	4+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma cannon - supercharge BLAST HAZARDOUS HEAVY

R	A	BS	S	AP	D
36"	D3	4+	8	-3	2

VERWUNDET

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

4 ANGRIFF

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5 NAHKAMPF

Servitor's tools

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Servo-arm

R	A	WS	S	AP	D
Melee	1	5+	6	-2	3

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Mindlock

While a Brotherhood Techmarine model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by Servitor models in this unit by 1.

Servitor Retinue

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Brotherhood Techmarine (a unit cannot have more than one Servitors unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 6++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to…

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen…

MELTA This ability always takes the form [MELTA X].

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

AUFSTELLUNG

4x Servitor with servo-arm oder Servitor with heavy bolter oder Servitor with multi-melta oder Servitor with plasma cannon

Ausrüstung: Heavy bolter, Multi-melta, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Servitor's tools, Servo-arm

KEYWORDS Infantry, Imperium, Servitors, Support · **FRAKTION** Grey Knights