IMPERIUM - GREY KNIGHTS

VENERABLE DAEMON SLAYER [CRUCIBLE]

Crucible | Deadly Demise 1 | Deep Strike | Gate of Infinity | Scouts 6"

M	T	SV	W	LD	OC
8"	9	2+	8	6+	3

175 PTS

Base —

1 KOMMANDO

Blessing of the Omnissiah
Infantry only. In your Command phase, you can select one friendly Grey Knights Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Litanies of Sanctity
Once per battle, at the start of any phase, you can select one friendly Grey Knights unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

2 BEWEGUNG

Clarion of Haste (Psychic)
While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Prognosticars' Foresight
This model has the Scouts 6" ability.

3 BESCHUSS

Assault cannon — DEVASTATING WOUNDS

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

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

Combi-weapon — ANTI-INFANTRY 4+ | DEVASTATING WOUNDS | RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Forge bolter

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

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Fragstorm grenade launcher — BLAST

R	A	BS	S	AP	D
18"	D6	3+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Gatling psilencer — PSYCHIC | SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	12	3+	6	0	1

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

Grav-pistol — ANTI-VEHICLE 2+ | PISTOL

R	A	BS	S	AP	D
12"	1	2+	4	-1	2

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Heavy flamer — IGNORES COVER | TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Heavy incinerator — IGNORES COVER | TORRENT

R	A	BS	S	AP	D
18"	2D6	N/A	6	-1	1

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

Heavy psycannon — IGNORES COVER | PSYCHIC

R	A	BS	S	AP	D
24"	6	3+	10	-2	3

VERWUNDET: 2+ T1–5 | 3+ T6–9 | 4+ T10 | 5+ T11–19 | 6+ T20+

Incinerator — IGNORES COVER | TORRENT

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

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

Psilencer — PRECISION | PSYCHIC | SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	2+	5	0	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Psycannon — PSYCHIC

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

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

Purifying Flame — ANTI-INFANTRY 2+ | IGNORES COVER | PSYCHIC

R	A	BS	S	AP	D
18"	3	3+	4	-2	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Storm bolter — RAPID FIRE 2

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

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Sublimator — MELTA 4 | PSYCHIC | TWIN-LINKED

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

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

Twin lascannon — TWIN-LINKED

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET: 2+ T1–6 | 3+ T7–11 | 4+ T12 | 5+ T13–23 | 6+ T24+

Vortex of Doom — BLAST | PSYCHIC

R	A	BS	S	AP	D
18"	D6+3	3+	8	-2	2

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

➤ Heavy plasma cannon - standard — BLAST

R	A	BS	S	AP	D
36"	D3	3+	7	-2	2

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

➤ Heavy plasma cannon - supercharge — BLAST | HAZARDOUS

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

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

Guidance of the Ancients
In your Shooting phase, after this unit has shot, select one unit hit by one or more of those attacks. Until the end of the phase, each time a Grey Knights model from your army makes an attack that targets that unit, add 1 to the Hit roll.

Haloed in Soulfire (Psychic)
While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attack model is within 18".

4 ANGRIFF

Zealous Path
While this model is leading a unit, you can re-roll Charge rolls made for that unit.

5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	5	3+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Crozius arcanum

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

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

Dreadfists

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

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

Dreadnought combat weapon

R	A	WS	S	AP	D
Melee	5	3+	12	-2	3

VERWUNDET: 2+ T1–6 | 3+ T7–11 | 4+ T12 | 5+ T13–23 | 6+ T24+

Nemesis daemon greathammer — PSYCHIC

R	A	WS	S	AP	D
Melee	5	3+	14	-3	D6+1

VERWUNDET: 2+ T1–7 | 3+ T8–13 | 4+ T14 | 5+ T15–27 | 6+ T28+

Nemesis flail — PSYCHIC

R	A	WS	S	AP	D
Melee	10	2+	5	-1	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Nemesis force weapon — PSYCHIC

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

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

Nemesis mace — ANTI-CHARACTER 2+ | PRECISION | PSYCHIC

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

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

Omnissian power axe

R	A	WS	S	AP	D
Melee	4	3+	6	-2	2

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

Servo-arm — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	3+	8	-2	3

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

➤ Nemesis greatsword - strike — PSYCHIC

R	A	WS	S	AP	D
Melee	5	2+	10	-2	D6

VERWUNDET: 2+ T1–5 | 3+ T6–9 | 4+ T10 | 5+ T11–19 | 6+ T20+

➤ Nemesis greatsword - sweep — PSYCHIC

R	A	WS	S	AP	D
Melee	10	2+	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

◆ VERTEIDIGUNG

Sanctic Hood
Models in this unit have the Feel No Pain 4+ against Psychic Attacks.

∞ IMMER / EINMALIG

Eye of Judgement (Psychic)
Each time this model makes an attack, you can re-roll the Wound roll.

Hammerhand (Psychic)
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Order of Purifiers
Infantry only. Add the Purifier keyword, and add to the list of units this model can be attached to: Purifiers.

Personal Teleporter
Infantry only. Change this model's Move characteristic to 12", and add the Fly keyword. Replace the list of units this model can be attached to: Interceptor Squad.

Terminator Armour
Infantry only. Change this model's Move characteristic to 5", its Toughness and Wounds characteristics to 5, and add the Terminator keyword. Replace the list of units this model can be attached to: Brotherhood Terminator Squad, Paladin Squad.

Warrior Strategist
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

GEGEN DIESE EINHEIT

W9 · RW 2+ · 8 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Crucible A Character created using Crucible rules has the Crucible ability.

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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…

Scouts 6" This ability always takes the form Scouts X".

ANTI This ability always takes the form [ANTI-X Y+].

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…

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…

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

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…

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…

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

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 roll…

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.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Venerable Daemon Slayer [Crucible]

Ausrüstung: Assault cannon, Combi-weapon, Forge bolter, Fragstorm grenade launcher, Gatling psilencer, Grav-pistol, Heavy flamer, Heavy incinerator, Heavy psycannon, Incinerator, Psilencer, Psycannon, Purifying Flame, Storm bolter, Sublimator, Twin lascannon, Vortex of Doom, ➤ Heavy plasma cannon - standard, ➤ Heavy plasma cannon - supercharge, Close combat weapon, Crozius arcanum, Dreadfists, Dreadnought combat weapon, Nemesis daemon greathammer, Nemesis flail, Nemesis force weapon, Nemesis mace, Omnissian power axe, Servo-arm, ➤ Nemesis greatsword - strike, ➤ Nemesis greatsword - sweep

- This model can be equipped with one of: Combi-weapon, Heavy plasma cannon, Purifying Flame, Assault cannon, Forge bolter, Fragstorm grenade launcher, Twin lascannon, Incinerator, Psilencer, Psycannon, Storm bolter, Heavy flamer, Vortex of Doom, Gatling psilencer, Heavy incinerator, Heavy psycannon, Sublimator.
- This model can be equipped with up to 2x Grav-pistol.
- This model can be equipped with 1x Crozius arcanum.
- This model can be equipped with 1x Dreadfists.
- This model can be equipped with 1x Dreadnought combat weapon.
- This model can be equipped with 1x Nemesis daemon greathammer.
- This model can be equipped with 1x Nemesis flail.
- This model can be equipped with 1x Nemesis force weapon.
- This model can be equipped with 1x Nemesis greatsword.
- This model can be equipped with 1x Nemesis mace.
- This model can be equipped with 1x Omnissian power axe.
- This model can be equipped with 1x Servo-arm.

KEYWORDS Character, Crucible, Psyker, Imperium, Vehicle, Walker, Smoke, Venerable Daemon Slayer · **FRAKTION** Grey Knights