IMPERIUM - GREY KNIGHTS

BROTHER-CAPTAIN

Leader | Deep Strike | Gate of Infinity

M	T	SV	W	LD	OC	RW
5"	6	2+	6	6+	1	4+

100 PTS
Base 40mm

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	2+	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	2+	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	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

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5 NAHKAMPF

Nemesis force weapon — PSYCHIC

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

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ 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.

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

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

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…

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.

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

1x Brother-Captain

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

▪ This model can replace its Storm bolter with Incinerator, Psycannon or Psilencer.

Anführer
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

KEYWORDS Brother-Captain, Terminator, Psyker, Infantry, Imperium, Character, Leader · **FRAKTION** Grey Knights