IMPERIUM - GREY KNIGHTS

BROTHERHOOD TECHMARINE

Leader | Deep Strike | Gate of Infinity

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

75 PTS
Base 32mm

1 KOMMANDO

Blessing of the Omnissiah
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 Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

2 BEWEGUNG

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3 BESCHUSS

Forge bolter

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Grav-pistol ANTI-VEHICLE 2+ PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4 ANGRIFF

Guardians of the Machine
Each time an enemy unit ends a charge move engaged with one or more friendly GREY KNIGHTS VEHICLE units and within 6" of this unit, you can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:
- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

5 NAHKAMPF

Omnissian power axe

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

VERWUNDET

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

Servo-arm EXTRA ATTACKS

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

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Techmarine
While this model is within 3" of one or more friendly Grey Knights Vehicle units, this model has the Lone Operative ability.

GEGEN DIESE EINHEIT

W5 · RW 2+ · 4 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…

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.

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

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.

AUFSTELLUNG

1x Brotherhood Techmarine

Ausrüstung: Forge bolter, Grav-pistol, Omnissian power axe, Servo-arm

Anführer
This model can be attached to the following units:

- Strike Squad
- Purgation Squad
- Purifier Squad

KEYWORDS Character, Infantry, Psyker, Imperium, Brotherhood Techmarine, Leader · **FRAKTION** Grey Knights