

DREADKNIGHT CHAMPION [CRUCIBLE]

Crucible Deadly Demise D3 Deep Strike Gate of Infinity Scouts 6"

M

8"

T

8

SV

2+

W

13

LD

6+

OC

4

RW

4+

210 PTS
Base —

3

BESCHUSS

Assault cannon

DEVASTATING WOUNDS

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

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

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

Forge bolter

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

Fragstorm grenade launcher

BLAST

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

Gatling psilencer

PSYCHIC

SUSTAINED HITS 1

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

Grav-pistol

ANTI-VEHICLE 2+

PISTOL

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

Heavy flamer

IGNORES COVER

TORRENT

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

Heavy incinerator

IGNORES COVER

TORRENT

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

Heavy pscannon

IGNORES COVER

PSYCHIC

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

Incinerator

IGNORES COVER

TORRENT

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

Psilencer

PRECISION

PSYCHIC

SUSTAINED HITS 1

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

Pscannon

PSYCHIC

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

Purifying Flame

ANTI-INFANTRY 2+

IGNORES COVER

PSYCHIC

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

Storm bolter

RAPID FIRE 2

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

Sublimator

MELTA 4

PSYCHIC

TWIN-LINKED

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

Twin lascannon

TWIN-LINKED

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

Vortex of Doom

BLAST

PSYCHIC

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

> Heavy plasma cannon - standard

BLAST

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

> Heavy plasma cannon - supercharge

BLAST

HAZARDOUS

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

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".

5

NAHKAMPF

Close combat weapon

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

Crozius arcanum

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

Dreadfists

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

Dreadnought combat weapon

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

Nemesis daemon greathammer

PSYCHIC

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

Nemesis flail

PSYCHIC

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

Nemesis force weapon

PSYCHIC

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

Nemesis mace

ANTI-CHARACTER 2+

PRECISION

PSYCHIC

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

Omnissian power axe

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

Servo-arm

EXTRA ATTACKS

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

> Nemesis greatsword - strike

PSYCHIC

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

> Nemesis greatsword - sweep

PSYCHIC

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

Surge of Wrath

Each time this model makes a melee attack that targets a Monster or Vehicle unit, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

GEGEN DIESE EINHEIT

W8 · RW 2+ · 4++ · 13 LP je Modell

WIRD VERWUNDET MIT

2+

S16+

3+

S15

4+

S8

5+

SS-7

6+

S1-4

RETTUNGSWURF JE DS

DS 0

2+

DS -1

3+

DS -2

4+

DS -3

4++

DS -4

4++

Damaged: 1-4 Wounds Remaining

When Damaged, subtract 1 from Hit rolls when it makes attacks.

<div>1KOMMANDO</div> <div>Blessing of the Ommissiah 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.</div> <div>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.</div>	<div>2BEWEGUNG</div> <div>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.</div> <div>Prognosticators' Foresight This model has the Scouts 6" ability.</div>	<div>4ANGRIFF</div> <div>Zealous Path While this model is leading a unit, you can re-roll Charge rolls made for that unit.</div>	<div>VERTEIDIGUNG</div> <div>Sanctic Hood Models in this unit have the Feel No Pain 4+ against Psychic Attacks.</div>	<div>IMMER / EINMALIG</div> <div>Eye of Judgement (Psychic) Each time this model makes an attack, you can re-roll the Wound roll.</div> <div>Hammerhand (Psychic) While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.</div> <div>Order of Purifiers Infantry only. Add the Purifier keyword, and add to the list of units this model can be attached to: Purifiers.</div> <div>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.</div> <div>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.</div> <div>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.</div>
<div>REGELN & KEYWORDS KURZ</div> <div>Crucible A Character created using Crucible rules has the Crucible ability.</div> <div>Deadly Demise D3 This ability always takes the form Deadly Demise X.</div> <div>Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this a...</div> <div>Gate of Infinity If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can...</div> <div>Scouts 6" This ability always takes the form Scouts X".</div>		<div>AUFSTELLUNG</div> <div>1x Dreadknight Champion [Crucible]</div> <div>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 arcnum, Dreadfists, Dreadnought combat weapon, Nemesis daemon greathammer, Nemesis flail, Nemesis force weapon, Nemesis mace, Ommissian power axe, Servo-arm, ➤ Nemesis greatsword - strike, ➤ Nemesis greatsword - sweep</div> <div>• 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 arcnum. • 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 Ommissian power axe. • This model can be equipped with 1x Servo-arm.</div>		