

IMPERIUM - GREY KNIGHTS

PURIFIER SQUAD

Deep Strike Gate of Infinity

M6"

T5

SV2+

W2

LD6+

OC1

145–290 PTS

Base 32mm



3 BESCHUSS

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	3+	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	3+	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"	1	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	3+	5	-1	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

GEGEN DIESE EINHEIT

W5 · RW 2+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+S10+

3+S6–9

4+S5

5+S3–4

6+S1–2

RETTUNGSWURF JE DS

DS 02+

DS –13+

DS –24+

DS –35+

DS –46+

KEYWORDS Purifier Squad, Psyker, Imperium, Grenades, Infantry · FRAKTION Grey Knights

1
KOMMANDO

2
BEWEGUNG

4
ANGRIFF

◆
VERTEIDIGUNG

∞ IMMER / EINMALIG

Sanctity of Purpose
Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

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...

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

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

4-9x Purifier
1x Knight of the Flame

Ausrüstung: Incinerator, Psilencer, Psycannon, Purifying Flame, Storm bolter, Close combat weapon, Nemesis force weapon

- Up to 2 models can have their Nemesis force weapon and Storm bolter replaced with 1x Incinerator, 1x Psilencer or 1x Psycannon.