IMPERIUM - GREY KNIGHTS

STRIKE SQUAD

Deep Strike | Gate of Infinity | Scouts 6"

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

125–250 PTS

Base 32mm

1 KOMMANDO

Sanctifying Ritual (Psychic)

At the end of your Command phase, if this unit is within range of an objective marker that you control, that objective marker remains under you control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

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	3+	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	3+	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	3+	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

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Nemesis force weapon — PSYCHIC

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

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W5 · RW 2+ · 2 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…

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

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 Grey Knight oder Grey Knight with Heavy Weapon
1x Justicar

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

- Each Grey Knight with Heavy Weapon can replace its Incinerator with Psycannon or Psilencer.

KEYWORDS Strike Squad, Psyker, Imperium, Grenades, Battleline, Infantry · **FRAKTION** Grey Knights