DREADKNIGHT CHAMPION [CRUCIBLE]

210 PTS

M	T	SV	W	LD	OC
8"	8	2+	13	6+	4

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	3+	4	0	1
Forge bolter	24"	3	2+	5	-1	2
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Gatling psilencer PSYCHIC, SUSTAINED HITS 1	24"	12	3+	6	0	1
Grav-pistol ANTI-VEHICLE 2+, PISTOL	12"	1	2+	4	-1	2
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Heavy incinerator IGNORES COVER, TORRENT	18"	2D6	N/A	6	-1	1
Heavy psycannon IGNORES COVER, PSYCHIC	24"	6	3+	10	-2	3
Incinerator IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1

ABILITIES

Blessing of the Omnissiah
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.

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.

Damaged: 1-4 Wounds Remaining
When Damaged, subtract 1 from Hit rolls when it makes attacks.

Eye of Judgement (Psychic)
Each time this model makes an attack, you can re-roll the Wound roll.

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".

Hammerhand (Psychic)
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

KEYWORDS: Character, Crucible, Psyker, Imperium, Vehicle, Walker, Dreadknight Champion

FACTION: Grey Knights

Psilencer PRECISION, PSYCHIC, SUSTAINED HITS 1	24"	6	2+	5	0	1
Psycannon PSYCHIC	24"	3	2+	8	-1	2
Purifying Flame ANTI-INFANTRY 2+, IGNORES COVER, PSYCHIC	18"	3	3+	4	-2	1
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Sublimator MELTA 4, PSYCHIC, TWIN-LINKED	18"	2	3+	9	-4	D6
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Vortex of Doom BLAST, PSYCHIC	18"	D6+3	3+	8	-2	2
➤ Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2
➤ Heavy plasma cannon - supercharge BLAST, HAZARDOUS	36"	D3	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1
Crozius arcanum	Melee	5	2+	6	-1	2
Dreadfists	Melee	6	2+	6	-1	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Nemesis daemon greathammer PSYCHIC	Melee	5	3+	14	-3	D6+1
Nemesis flail PSYCHIC	Melee	10	2+	5	-1	2

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.

Order of Purifiers
Infantry only. Add the Purifier keyword, and add to the list of units this model can be attached to: Purifiers.

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.

Prognosticars' Foresight
This model has the Scouts 6" ability.

Sanctic Hood
Models in this unit have the Feel No Pain 4+ against **Psychic** Attacks.

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.

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.

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.

Zealous Path
While this model is leading a unit, you can re-roll Charge rolls made for that unit.

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Nemesis force weapon PSYCHIC	Melee	5	2+	6	-2	2
Nemesis mace ANTI-CHARACTER 2+, PRECISION, PSYCHIC	Melee	5	2+	6	-3	3
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
➤ Nemesis greatsword - strike PSYCHIC	Melee	5	2+	10	-2	D6
➤ Nemesis greatsword - sweep PSYCHIC	Melee	10	2+	5	-1	1

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Dreadknight Champion [Crucible]

Equipped with: 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 arcanum, Dreadfists, Dreadnought combat weapon, Nemesis daemon greathammer, Nemesis flail, Nemesis force weapon, Nemesis mace, Omnissian power axe, Servo-arm, ➤ Nemesis greatsword - strike, ➤ Nemesis greatsword - sweep

Wargear Options:

- 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 arcanum.
- 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 Omnissian power axe.
- This model can be equipped with 1x Servo-arm.

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

RULES

Crucible
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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 units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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