BROTHERHOOD CHAMPION

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

AUFSTELLUNG

1x Brotherhood Champion (32mm)

Equipped with: Storm bolter, Nemesis force weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PRECISION, PSYCHIC	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Deep Strike, Gate of Infinity, Leader

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.

Inspiring Exemplar
Each time this model destroys a Character model in the Fight phase, you gain 1CP and, until the end of the battle, add 1 to the Attacks characteristic of its Nemesis force weapon.

Leader
This model can be attached to the following units:

- Purgation Squad
- Strike Squad

KEYWORDS: Character, Infantry, Psyker, Imperium, Brotherhood Champion, Leader

FACTION: Grey Knights **75 PTS**

WEAPON RULES

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).*