GRAND MASTER VOLDUS

M	T	SV	W	LD	OC	
5"	6	2+	7	6+	1	4+

AUFSTELLUNG

1x Grand Master Voldus (40mm)

Equipped with: Searing Purity, Storm bolter, Malleus Argyrum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Searing Purity DEVASTATING WOUNDS, PSYCHIC	12"	D3+1	2+	12	-2	2
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Malleus Argyrum PSYCHIC	Melee	5	2+	10	-2	3

ABILITIES

CORE - Leader

RULES - Deep Strike, Gate of Infinity, Leader

Hammer Aflame (Psychic)
Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

Sanctuary (Psychic)
- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.

Leader
This model can be attached to the following units:
- Brotherhood Terminator Squad
- Paladin Squad

KEYWORDS: Epic Hero, Character, Infantry, Psyker, Imperium, Terminator, Grand Master Voldus, Leader

FACTION: Grey Knights **130 PTS**

WEAPON RULES

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.*

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).*