STRIKE SQUAD

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

AUFSTELLUNG

4-9x Grey Knight oder Grey Knight with Heavy Weapon (32mm)
1x Justicar (32mm)

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

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Psilencer PRECISION, PSYCHIC, SUSTAINED HITS 1	24"	6	3+	5	0	1
Psycannon PSYCHIC	24"	3	3+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1

ABILITIES

RULES - Deep Strike, Gate of Infinity, Scouts 6"

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.

KEYWORDS: Strike Squad, Psyker, Imperium, Grenades, Battleline, Infantry

Nemesis force weapon PSYCHIC	Melee	3	3+	6	-2	2

WEAPON RULES

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).

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.