IMPERIUM - GREY KNIGHTS · DETACHMENT

BANESLAYER STRIKE

ENHANCEMENTS

Close and Sanction

In your opponent's Shooting phase, each time an enemy unit is selected to shoot, after that unit has shot, if the bearer was hit by one or more of those attacks, the bearer can make a Dash move. To do so, roll one D6: the bearer can be moved a distance in inches up to the result, but it must finish that move as close as possible to the closest visible enemy unit. When doing so, it can be moved within Engagement Range of that enemy unit. The bearer can only make one Dash move per phase.

Shield of Admonishment

Each time a melee attack targets the bearer, subtract 1 from the Hit roll.

DETACHMENT-REGEL

You can include up to two of the following units (duplicates are not allowed):

- Brother-Captain
- Brother-Captain Stern
- Brotherhood Chaplain
- Brotherhood Librarian
- Grand Master
- Grand Master Voldus
- Kaldor Draigo

You can include up to two of each of the following units:

- Brotherhood Terminator Squad (5 or 10 models)
- Paladin Squad (5 or 10 models)

STRATAGEMS

2 CP — BANESLAYER STRIKE – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

SANCTIC CIRCLE

When: Your Command phase.
Target: One GREY KNIGHTS CHARAcTER or PALADIN SqUAD unit from your army.
Effect: Select one objective marker within 9” of and visible to your unit. If that objective marker does not have any enemy models within range of it (excluding Battle-shocked models), your unit must take a Leadership test, subtracting 1 from the result if that objective marker is Secured by your opponent’s army. If that test is passed, that objective marker is no longer considered Secured by your opponent’s army and is Secured by your army.

1 CP — BANESLAYER STRIKE – EPIC DEED STRATAGEM · WAHAPEDIA — SHOOTING

ARMOURED AEGIS

When: Your opponent’s Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One GREY KNIGHTS CHARAcTER model from your army that was selected as the target of one or more of the attacking unit’s attacks.
Effect: Until the end of the phase, your model has the Feel No Pain 4+ ability.

1 CP — BANESLAYER STRIKE – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

PSYBOLT AMMUNITION

When: Your Shooting phase.
Target: One GREY KNIGHTS unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, improve the Armour Penetration characteristic of storm bolters equipped by models in your unit by 1.

1 CP — BANESLAYER STRIKE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

RELENTLESS BOARDERS

When: Your Charge phase.
Target: One GREY KNIGHTS unit from your army that has not been selected to charge this phase.
Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Fell Back.