IMPERIUM - GREY KNIGHTS · DETACHMENT

BROTHERHOOD STRIKE

2 DP · PURGE THE FOE

ENHANCEMENTS

Blinding Aura — 10 pts

Grey Knights model only. Each time the bearer's unit is set up using the Deep Strike ability, until the end of the turn, enemy units cannot use the Fire Overwatch ability to shoot at the bearer's unit.

Tome of Forbidden Ways — 25 pts

Grey Knights model only. While the bearer is on the battlefield or in Strategic Reserves, add 1 to the number of units from your army that you can select for the Gate of Infinity rule.

Banishing Wave (Psychic) — 20 pts

Grey Knights model only. Each time the bearer's unit is set up using the Deep Strike ability, roll one D6 for each enemy unit within 12" of the bearer: on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds.

Purity of Purpose — 15 pts

Grey Knights model only. Each time the bearer's unit is set up using the Deep Strike ability, until the end of the turn, you can re-roll Charge rolls made for the bearer's unit.

DETACHMENT-REGEL

Each time a unit from your army is set up using the Deep Strike rule, until the end of the turn, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

STRATAGEMS

1 CP — BROTHERHOOD STRIKE – EPIC DEED STRATAGEM · WAHAPEDIA — MOVEMENT

COMBAT MANIFESTATION

When: Your Movement phase.
Target: One Grey Knights unit from your army that is arriving using the Deep Strike ability this phase.
Effect: Set your unit up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

1 CP — BROTHERHOOD STRIKE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

PURGATION PATTERN

When: Your Shooting phase.
Target: One Grey Knights unit from your army that was set up using the Deep Strike ability this turn and has not been selected to shoot this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability.

1 CP — BROTHERHOOD STRIKE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

DUTY UNENDING

When: Your opponent’s Movement phase, just after an enemy unit within Engagement Range of one or more Grey Knights units from your army Falls Back.
Target: One of those GREY KNIGHTS units that is not within Engagement Range of one or more enemy units.
Effect: If your unit has the Deep Strike ability, it can be placed into Strategic Reserves.

1 CP — BROTHERHOOD STRIKE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

SHINING VEIL

When: Your opponent’s Shooting phase, just after an enemy unit has selected its targets.
Target: One Grey Knights unit that was selected as the target of one or more of the attacking unit’s attacks.
Effect: Until the end of the phase, your unit has the Stealth ability.

2 CP

BROTHERHOOD STRIKE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

EXPEDITIOUS EXIT

When: End of your opponent's Fight phase.
Target: One Grey Knights Psyker Infantry unit from your army.
Effect: If every model in your unit has the Deep Strike ability, remove your unit from the battlefield and place it into Strategic Reserves. Designer's Note: This Stratagem allows you to remove a unit in addition to those removed using the Gate of Infinity rule, and it allows you to remove a unit within Engagement Range of one or more enemy units.

2 CP

BROTHERHOOD STRIKE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

TRUESILVER CHANNELLING

When: Fight phase.
Target: One Grey Knights Infantry unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, Psychic weapons equipped by models in your unit have the [DEVASTATING WOUNDS] ability.