IMPERIUM - GREY KNIGHTS · DETACHMENT

IMMATERIAL INTERDICTION

1 DP · RECONNAISSANCE

ENHANCEMENTS

Predestined Coordinates — **10 pts**

INTERCEPTOR SQUAD unit only. In your first Movement phase, this unit can make an ingress move.

Astral Overlap — **10 pts**

INTERCEPTOR SQUAD unit only. This unit has Stealth.

DETACHMENT-REGEL

In your Shooting phase, when a friendly INTERCEPTOR SQUAD unit has shot, you can use this ability. If you do:

- That unit <ins>cannot</ins> use its Personal Teleporters ability.

- That unit can make a surge move of up to D6+1".

STRATAGEMS

1 CP — IMMATERIAL INTERDICTION STRATAGEM · WAHAPEDIA — MOVEMENT

RESPONSIVE DISPLACEMENT

When: Your opponent's Movement phase, when an enemy unit that was engaged with a friendly INTERCEPTOR SQUAD unit ends a fall-back move, if that INTERCEPTOR SQUAD unit is unengaged.
Target: That INTERCEPTOR SQUAD unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — IMMATERIAL INTERDICTION STRATAGEM · WAHAPEDIA — SHOOTING

BY THOUGHT ALONE

When: Your Shooting phase, when a friendly INTERCEPTOR SQUAD unit starts an action.
Target: That INTERCEPTOR SQUAD unit.
Effect: That action does not prevent your unit from being eligible to shoot.

1 CP — IMMATERIAL INTERDICTION STRATAGEM · WAHAPEDIA — CHARGE

BLADES FROM THE BEYOND

When: Fight phase, when a friendly INTERCEPTOR SQUAD unit that made a charge move this turn is selected to fight.
Target: That INTERCEPTOR SQUAD unit.
Effect: Your unit's melee attacks have [LANCE].