IMPERIUM - GREY KNIGHTS · DETACHMENT

WARPBANE TASK FORCE

3 DP · TAKE AND HOLD

ENHANCEMENTS

Paragon of Sanctity — **10 pts**

Grey Knights model only. Once per battle, at the start of any phase, the bearer can select one friendly Grey Knights unit within 18" of and visible to it. If it does, until the end of the phase, that unit is within your army's Hallowed Ground.

Phial of the Abyss — **15 pts**

Grey Knights Infantry model only. Models in the bearer's unit have the Stealth ability.

Mandulian Reliquary — **20 pts**

Grey Knights model only. While the bearer's unit is not Battle-shocked, add 3 to the bearer's Objective Control characteristic.

Radiant Champion — **15 pts**

Grey Knights Infantry model only. The bearer's melee weapons have the [Precision] ability, and while the bearer is wholly within your army's Hallowed Ground, each time a melee attack made by the bearer scores a wound, the target of that attack suffers 1 mortal wound in addition to any normal damage.

DETACHMENT-REGEL

Certain areas of the battlefield are within your army's Hallowed Ground, as follows:

- Your deployment zone is always within your army's Hallowed Ground.

- The area of the battlefield within 6" of one or more Purifier Squad units from your army is within your army's Hallowed Ground.

- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Hallowed Ground.

- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Hallowed Ground.

Each time a model in a Grey Knights unit from your army makes a ranged attack that targets a visible target or makes a melee attack, re roll a Hit roll of 1. If that unit is a Purifier Squad and/or is wholly within your army's Hallowed Ground, you can re roll the Hit roll instead.

STRATAGEMS

1 CP — WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

FIRES OF COVENANT

When: Start of your opponent's Movement phase.
Target: One Grey Knights Infantry unit from your army.
Effect: Until the end of the phase, each time an enemy unit is set up or ends a Normal, Advance or Fall Back move within 6" of your unit, roll one D6, adding 2 to the result if your unit is wholly within your army's Hallowed Ground: on a 4+, that enemy unit suffers D3 mortal wounds.

1 CP — WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

SANCTIFIED KILL ZONE

When: Your Shooting phase or the Fight phase.
Target: One GREY KNIGHTS unit from your army that has not been selected to shoot or fight this phase and that is wholly within your army's Hallowed Ground.
Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1, or, re-roll the Wound roll instead if your unit is a Purifier Squad.

1 CP — WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

HALLOWED BEACON

When: Reinforcements step of your Movement phase.
Target: One Grey Knights Infantry unit (excluding Terminator units) that is arriving using the Deep Strike ability this phase.
Effect: Set up your unit wholly within your army's Hallowed Ground and more than 6" horizontally away from all enemy units.

1 CP — WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — CHARGE

REPELLING SPHERE

When: Start of your opponent's Charge phase.
Target: One Grey Knights Infantry unit from your army.
Effect: Until the end of the phase, each time an enemy unit declares a charge and your unit is one of the targets of that charge, subtract 1 from the Charge roll, or subtract 2 instead if your unit is wholly within your army's Hallowed Ground.

1 CP — WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

AEGIS ETERNAL

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Grey Knights Infantry unit 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, models in your unit that are wholly within your Hallowed Ground have a 4+ invulnerable save.

1 CP — WARPBANE TASK FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — FIGHT

FLAMES OF SANCTITY

When: End of the Fight phase.
Target: One Purifier Squad unit from your army that was eligible to fight this phase.
Effect: Roll one D6 for each enemy unit within 6" of your unit, adding 1 to the result if your unit includes Castellan Crowe: on a 4+, that enemy unit suffers D3 mortal wounds.