

BANISHERS

6 Stratagems · 4 Enhancements



2 DP · DISRUPTION

ENHANCEMENTS (4)

Pyresoul (Psychic)

20 pts

Grey Knights model only. At the start of your Shooting phase, the bearer can use this Enhancement. If it does, select one enemy unit within 24" of and visible to the bearer; that enemy unit suffers D3 mortal wounds.

Sixty-sixth Seal

25 pts

Grey Knights model only. In your Shooting phase, each time a model in the bearer's unit makes an attack, improve the Armour Penetration characteristic of that attack by 1.

Ephemeral Tome

15 pts

Grey Knights model only. At the start of your Shooting phase, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, the bearer's unit can make a Normal Move of up to D6" and, until the end of the turn, the bearer's unit is not eligible to declare a Charge.

Sigil of the Hunt

10 pts

Grey Knights model only. In your Shooting phase, each time a model in the bearer's unit makes an attack, re-roll a Hit roll of 1.

DETACHMENT RULE

Each time a Grey Knights unit from your army is selected to fight, that unit can take a Leadership test. If that test is passed, select one of the following rules. Until the end of the phase, that unit has that rule.

- Melee weapons equipped by models in this unit with the [Psychic] ability also have the [Sustained Hits 1] ability.
- Melee weapons equipped by models in this unit with the [Psychic] ability also have the [Lethal Hits] ability.

STRATAGEMS (6/6)

1 CP BANISHERS – EPIC DEED STRATAGEM MOVEMENT

CIRCLE OF SANCTUARY

When: Start of your opponent's Movement phase.

Target: One Grey Knights Character model from your army.

Effect: Until the end of the phase, enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of your model.

1 CP BANISHERS – EPIC DEED STRATAGEM MOVEMENT

SHADOW OF ANARCH

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Grey Knights Psyker unit from your army that is within 8" of that enemy unit and is not within Engagement Range of one or more enemy units.

Effect: Your unit can make a Normal move of up to 6" or, if it has the Deep Strike ability, it can be placed into Strategic Reserves.

1 CP BANISHERS – EPIC DEED STRATAGEM SHOOTING

CHAOS BANE

When: Your Shooting phase.

Target: One Grey Knights Psyker unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ANTI-CHAOS 4+] ability.

1 CP BANISHERS – EPIC DEED STRATAGEM SHOOTING

WARDING CHANT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Grey Knights Psyker 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 have the Feel No Pain 5+ ability against attacks with an unmodified Damage characteristic of 1.

1 CP BANISHERS – EPIC DEED STRATAGEM CHARGE

CELERITY

When: Your Charge phase.

Target: One Grey Knights Psyker Infantry unit from your army.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP BANISHERS – EPIC DEED STRATAGEM ANY

HEXWROUGHT REPRISAL

When: End of any phase.

Target: One Grey Knights Psyker unit from your army that is on the battlefield and suffered one or more mortal wounds this phase.

Effect: Select one enemy unit which inflicted one or more mortal wounds on your unit this phase, then roll a number of dice equal to the number of mortal wounds your unit suffered this phase: for each 2+, that enemy unit suffers one mortal wound (to a maximum of 6 mortal wounds). These mortal wounds are Psychic Attacks.