IMPERIUM - GREY KNIGHTS

HALLOWED CONCLAVE

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Eye of the Augurium — 25 pts

GREY KNIGHTS model only. You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.

- That use does not prevent any uses of that stratagem on other units this phase.

Sanctic Reaper — 15 pts

Grey Knights Terminator model only. Add 3 to the Attacks characteristic of the bearer's melee weapons.

Inescapable Judgement (Psychic) — 20 pts

Grey Knights model only. Each time an enemy unit within Engagement Range of the bearer's unit Falls Back, the bearer can use this Enhancement. If it does, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds. These mortal wounds are Psychic Attacks.

Nemesis Rounds — 10 pts

Grey Knights Terminator model only. Each time you target the bearer's unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem.

DETACHMENT RULE

Grey Knights Terminator units from your army are eligible to shoot and declare a charge in a turn in which they Fell Back.

STRATAGEMS (6/6)

1 CP HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM **MOVEMENT**

PRECOGNITIVE STRATEGIES

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Grey Knights Infantry unit from your army that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to D6".

1 CP HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM **SHOOTING**

POINT-BLANK PURGATION

When: Your Shooting phase.
Target: One Grey Knights Infantry unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, storm bolter weapons equipped by models in your unit have the [PISTOL] and [TWIN-LINKED] abilities.

1 CP HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM **SHOOTING**

SHINING RESOLVE

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, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

1 CP HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM **SHOOTING**

UNENDING FIDELITY

When: Your opponent's Shooting phase or the Fight 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, each time a model in your unit is destroyed, if that model has not shot or fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can shoot or fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP HALLOWED CONCLAVE – STRATEGIC PLOY STRATAGEM **CHARGE**

GRIND THEM UNDERFOOT

When: Your Charge phase, just after a Grey Knights Terminator unit from your army ends a Charge move.
Target: That GREY KNIGHTS unit.
Effect: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP HALLOWED CONCLAVE – BATTLE TACTIC STRATAGEM **FIGHT**

GIANTS OF THE BATTLEFIELD

When: Fight phase.
Target: One Grey Knights Terminator unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in your unit.