

SANCTIC SPEARHEAD

6 Stratagems · 4 Enhancements



2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Sigil of Exigence

30 pts

Grey Knights model only. Once per battle, in your opponent's Shooting phase, when the bearer's unit is selected as the target of a ranged attack, you can remove the bearer's unit from the battlefield and then set it back up again anywhere on the battlefield that is more than 8" horizontally away from all enemy units. If the bearer's unit is no longer an eligible target, your opponent can then select new targets for any attacks that had targeted the bearer's unit.

Quickening Foci

15 pts

Grey Knights Infantry model only. In your Movement phase, each time the bearer's unit disembarks from a Transport, until the end of the turn, you can re-roll Charge rolls made for that unit.

Driven by Duty

10 pts

Grey Knights Walker model only. Each time the bearer's unit Piles In or Consolidates, the bearer can move up to 6" instead of 3".

Spiritus Machina

25 pts

Grey Knights Infantry model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if the bearer's unit disembarked from a Transport this turn, until the end of the phase, each time a model in the bearer's unit makes an attack, you can re-roll the Wound roll.

DETACHMENT RULE

Each time a Grey Knights Vehicle unit from your army Advances, do not make an Advance roll for it; until the end of the phase, add 6" to the Move characteristic of models in that unit and, until the end of the turn, ranged weapons equipped by models in that unit have the [Assault] ability.

STRATAGEMS (6/6)

1 CP SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM

COMMAND

ARMoured AEGIS

When: Your Command phase.

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

Effect: One model in your unit regains up to 3 lost wounds.

1 CP SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM

MOVEMENT

REDOUBLED ASSAULT

When: Your Movement phase, just after a Grey Knights Vehicle unit from your army Falls Back.

Target: That GREY KNIGHTS VEHICLE unit.

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

1 CP SANCTIC SPEARHEAD – BATTLE TACTIC STRATAGEM

SHOOTING

ABOMINUS-CLASS TARGETS

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.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Wound roll.

1 CP SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM

CHARGE

ARGENT WRATH

When: Your Charge phase, just after a Grey Knights Vehicle unit from your army ends a Charge move.

Target: That GREY KNIGHTS VEHICLE unit.

Effect: Each enemy unit within 3" of your unit must take a Battle-shock test, subtracting 1 from that test.

1 CP SANCTIC SPEARHEAD – STRATEGIC PLOY STRATAGEM

CHARGE

FORCE WAVE

When: Your Movement phase or your Charge phase.

Target: One Grey Knights Vehicle unit from your army that has not been selected to move or charge this phase.

Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

1 CP SANCTIC SPEARHEAD – EPIC DEED STRATAGEM

ANY

TRUESILVER WILL

When: Any phase, just after a Grey Knights Psyker Vehicle unit from your army suffers a mortal wound.

Target: That GREY KNIGHTS PSYKER VEHICLE unit.

Effect: Until the end of the phase, models in your unit have the Feel No Pain 4+ ability against mortal wounds.