

VOID PURGE FORCE

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Tactical Haruspexy

Once per battle, when the bearer declares a charge, it can use this Enhancement. If it does, it can select units that are not visible to it as targets of that charge, provided they are within 9" of it.

Sigil of Warding

Once per battle, at the end of your Shooting phase, the bearer can use this Enhancement. If it does, it can make a Normal move of up to 3" and can then attempt to operate a Hatchway. The bearer is then not eligible to declare a charge this turn.

DETACHMENT RULE

You can include up to two of the following units (duplicates are not allowed):

- Brother-Captain
- Brother-Captain Stern
- Brotherhood Champion
- Brotherhood Chaplain
- Brotherhood Librarian
- Brotherhood Techmarine
- Castellan Crowe
- Grand Master
- Grand Master Voldus
- Kaldor Draigo

You can include up to three of the following unit:

- Strike Squad (5 or 10 models)

You can include up to one of each of the following units:

- Interceptor Squad (5 or 10 models)
- Purifier Squad (5 models)

You can include up to one of the following units:

- Brotherhood Terminator Squad (5 models)
- Paladin Squad (5 models)

STRATAGEMS (4/4)

1 CP VOID PURGE FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

TRANSLOCATION

When: Your Movement phase.

Target: One INTERCEPTOR SQUAD or GREY KNIGHTS CHARACTER unit from your army that has not been selected to move this phase.

Effect: The next time your unit is selected to move this phase, models in that unit can move through Walls and closed Hatchways as if they were not there, but when doing so, no model can move more than 6".

Restriction: You can only use this Stratagem once.

1 CP VOID PURGE FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

BREACH-SHOCK

When: Fight phase.

Target: One GREY KNIGHTS unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

1 CP VOID PURGE FORCE – BATTLE TACTIC STRATAGEM

FIGHT

HEXBANE WARDS

When: Fight phase, just after an enemy unit has selected its targets.

Target: One GREY KNIGHTS 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, melee weapons equipped by models in that enemy unit have the [HAZARDOUS] ability.

1 CP VOID PURGE FORCE – BATTLE TACTIC STRATAGEM

FIGHT

SANCTIFIED SLAUGHTER

When: Your Fight phase.

Target: One GREY KNIGHTS unit from your army that charged this turn.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If such a weapon already has that ability, until the end of the phase, each time an attack is made with that weapon, a successful unmodified Hit roll of 5+ scores a Critical Hit.