IMPERIUM - GREY KNIGHTS · DETACHMENT

AUGURIUM TASK FORCE

2 DP · RECONNAISSANCE

ENHANCEMENTS

One Foot in the Future — **15 pts**

GREY KNIGHTS model only. When this unit ends an ingress move, you can use this ability. If you do:

- This unit can make a normal move of up to D6".

- Until the end of the turn, this unit is <ins>not</ins> eligible to declare a charge.

Doomseer's Amulet — **25 pts**

Grey Knights model only. Each time the bearer's unit is set up in your Reinforcements step, the bearer can use this Enhancement. If it does, select one enemy unit within 12" of and visible to the bearer. That enemy unit must take a Battle-shock test, subtracting one from that test.

Grimoire of Conjunctions — **10 pts**

Grey Knights model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 4 to the Strength characteristic of melee weapons equipped by the bearer.

Shield of Prophecy — **20 pts**

Grey Knights model only. Once per battle, at the start of the battle round, the bearer can use this Enhancement. If it does, until the end of the battle round, add 2 to the Toughness characteristic of models in the bearer's unit.

DETACHMENT-REGEL

From the second battle round onwards, at the start of your Movement phase, if you did not select the maximum number of Grey Knights units from your army using the Gate of Infinity ability at the end of your opponent's previous turn, you can select one Grey Knights unit from your army that is on the battlefield that could have been selected using the Gate of Infinity ability. Remove that unit from the battlefield and place it into Strategic Reserves.

Designer's Note: *This means that your unit can retain its position on the battlefield at the end of your Command phase, and then be placed into Strategic Reserves at the start of your Movement phase, to set it up again in your Reinforcements step in another position.

STRATAGEMS

1 CP — AUGURIUM TASK FORCE – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

REDIRECTED STRIKE

When: End of your Command phase.
Target: One Grey Knights Psyker unit from your army that is not within Engagement Range of one or more enemy units.
Effect: If your unit has the Deep Strike ability, it can be placed into Strategic Reserves. Designer's Note: This Stratagem lets players utilise abilities that retain control of objective markers and react to their missions and objectives with this unit.

1 CP — AUGURIUM TASK FORCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

MIRAGE OF ECHOES

When: The Reinforcements step of your opponent's Movement phase, just after an enemy unit is set up.
Target: One Grey Knights Psyker unit from your army that is within 12" of that enemy unit and is not within Engagement Range of one or more enemy units.
Effect: If your unit has the Deep Strike ability, it can be placed into Strategic Reserves.

1 CP

AUGURIUM TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

AGGRESSIVE ANTICIPATION

When: Your Shooting phase or the Fight phase.
Target: One GREY KNIGHTS PSYKER unit from your army that has not been selected to shoot or fight this phase.
Effect: Your unit's attacks can re-roll hit rolls.

1 CP

AUGURIUM TASK FORCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

APPOINTED HOUR

When: Your Shooting phase or the Fight phase.
Target: One Grey Knights Psyker 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, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP

AUGURIUM TASK FORCE – EPIC DEED STRATAGEM · WAHAPEDIA

SHOOTING

FOREWARNED EVASION

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Grey Knights Walker 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, subtract 1 from the Hit roll.

1 CP

AUGURIUM TASK FORCE – EPIC DEED STRATAGEM · WAHAPEDIA

FIGHT

NECESSARY END

When: 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 fought this phase, roll one D6. If the result is greater than the current battle round number, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.