

# GREY KNIGHTS TERMINATOR SQUAD

M5"

T6

SV2+

W3

LD6+

OC2

RW4+

175 PTS  
Base 40mm



Assigned Agents Deep Strike

1KOMMANDO

Nartheicum

In your Command phase, you can return 1 destroyed model (excluding CHARACTERS) to the bearer's unit.

2BEWEGUNG

Rites of Teleportation

If one or more INQUISITOR units are attached to this unit during the Declare Battle Formations step, models in those units have the Deep Strike ability.

3BESCHUSS

Incinerator IGNORES COVER TORRENT

|     |    |     |   |    |   |
|-----|----|-----|---|----|---|
| R   | A  | BS  | S | AP | D |
| 12" | D6 | N/A | 6 | -1 | 1 |

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Psilencer PSYCHIC SUSTAINED HITS 1

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 6 | 3+ | 5 | 0  | 1 |

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Psycannon PSYCHIC

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 3 | 3+ | 8 | -1 | 2 |

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Storm bolter RAPID FIRE 2

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 2 | 3+ | 5 | -1 | 1 |

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

4ANGRIFF

Hammerhand (Psychic)

Each time this unit makes a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

5NAHKAMPF

Nemesis force weapon PSYCHIC

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 4 | 3+ | 6 | -2 | 2 |

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

VERTEIDIGUNG

IMMER / EINMALIG

Ancient's Banner

Add 1 to the Objective Control characteristic of models in the bearer's unit.

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S12+

3+S7-11

4+S6

5+S4-5

6+S1-3

RETTUNGSWURF JE DS

DS 02+

DS -13+

DS -24+

DS -34++

DS -44++

REGELN & KEYWORDS KURZ

Assigned Agents If your army Faction is not AGENTS OF THE IMPERIUM, but every model in your army has the IMPERIUM keyword, you can include AGENTS OF THE IMPERIUM units in your army even...

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Terminator Justicar - Equipped with: Storm bolter, Nemesis force weapon

4x Terminator oder Terminator w/ heavy weapon oder Terminator w/ nartheicum oder Terminator w/ Ancient's Banner

Each Terminator w/ heavy weapon can replace its Incinerator with Psilencer or Psycannon.

KEYWORDS Infantry, Psyker, Terminator, Grenades, Imperium, Ordo Malleus, Requisitioned, Grey Knights Terminator Squad · FRAKTION Agents of the Imperium