

GREY KNIGHTS TERMINATOR SQUAD

TERMINATOR JUSTICAR

M	T	SV	W	LD	OC	
5"	6	2+	3	6+	2	4+

AUFSTELLUNG

1x Terminator Justicar - Equipped with: Storm bolter, Nemesis force weapon (40mm)
4x Terminator oder Terminator w/ heavy weapon oder Terminator w/ narthecium oder Terminator w/ Ancient's Banner (40mm)

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Incinerator IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Psilencer PSYCHIC, SUSTAINED HITS 1	24"	6	3+	5	0	1
Pscannon PSYCHIC	24"	3	3+	8	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PSYCHIC	Melee	4	3+	6	-2	2

ABILITIES

RULES - Assigned Agents, Deep Strike

Ancient's Banner

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

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.

Narthecium

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

KEYWORDS: Infantry, Psyker, Terminator, Grenades, Imperium, Ordo Malleus, Requisitioned, Grey Knights Terminator Squad



FACTION: Agents of the Imperium 175 PTS

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.



WEAPON RULES

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 model or unit the benefit of cover (e.g. Stealth).

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 roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



Torrent

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

