

# GREY KNIGHTS TERMINATOR SQUAD

## TERMINATOR JUSTICAR

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

### AUFSTELLUNG

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

### 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<br>IGNORES COVER, TORRENT  | 12"   | D6 | N/A | 6 | -1 | 1 |
| Psilencer<br>PSYCHIC, SUSTAINED HITS 1 | 24"   | 6  | 3+  | 5 | 0  | 1 |
| Pscannon<br>PSYCHIC                    | 24"   | 3  | 3+  | 8 | -1 | 2 |
| Storm bolter<br>RAPID FIRE 2           | 24"   | 2  | 3+  | 4 | 0  | 1 |

## MELEE WEAPONS

| WEAPON                          | RANGE | A | WS | S | AP | D |
|---------------------------------|-------|---|----|---|----|---|
| Nemesis force weapon<br>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.

