

IMPERIUM - GREY KNIGHTS

BROTHERHOOD
CHAMPION

70 PTS

M

6"

T

4

SV

2+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nemesis force weapon PRECISION PSYCHIC	Melee	5	2+	6	-2	2

AUFSTELLUNG

1x Brotherhood Champion

Equipped with: Storm bolter, Nemesis force weapon

ABILITIES

CORE - Leader

- Clarion of Haste (Psychic)

While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.
- Inspiring Exemplar

Each time this model destroys a Character model in the Fight phase, you gain 1CP and, until the end of the battle, add 1 to the Attacks characteristic of its Nemesis force weapon.
- Leader

This model can be attached to the following units:
 - Purgation Squad
 - Strike Squad

WEAPON RULES

- PRECISION

While resolving attacks made with one or more **PRECISION** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- 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).

CORE RULES

◆ 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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Gate of Infinity

If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

