

WARPBANE TASK FORCE

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Paragon of Sanctity

10 pts

Grey Knights model only. Once per battle, at the start of any phase, the bearer can select one friendly Grey Knights unit within 18" of and visible to it. If it does, until the end of the phase, that unit is within your army's Hallowed Ground.

Mandulian Reliquary

20 pts

Grey Knights model only. While the bearer's unit is not Battle-shocked, add 3 to the bearer's Objective Control characteristic.

Phial of the Abyss

15 pts

Grey Knights Infantry model only. Models in the bearer's unit have the Stealth ability.

Radiant Champion

15 pts

Grey Knights Infantry model only. The bearer's melee weapons have the [Precision] ability, and while the bearer is wholly within your army's Hallowed Ground, each time a melee attack made by the bearer scores a wound, the target of that attack suffers 1 mortal wound in addition to any normal damage.

DETACHMENT RULE

Certain areas of the battlefield are within your army's Hallowed Ground, as follows:

- Your deployment zone is always within your army's Hallowed Ground.
- The area of the battlefield within 6" of one or more Purifier Squad units from your army is within your army's Hallowed Ground.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Hallowed Ground.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Hallowed Ground.

Each time a model in a Grey Knights unit from your army makes a ranged attack that targets a visible target or makes a melee attack, re roll a Hit roll of 1. If that unit is a Purifier Squad and/or is wholly within your army's Hallowed Ground, you can re roll the Hit roll instead.

STRATAGEMS (12/12)

1 CP WARBANE TASK FORCE – BATTLE TACTIC STRATAGEM

MOVEMENT

As the enemy moves close, these warriors draw

When: Start of your opponent's Movement phase.

Target: One Grey Knights Infantry unit from

Effect: Until the end of the phase, each time an

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SHOOTING

As new ground is seized and consecrated, so are the

When: Your Shooting phase or the Fight phase.

Target: One Grey Knights unit from your army

Effect: Until the end of the phase, each time a

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SHOOTING

Channelling their shared psychic potential, these

When: Your opponent's Shooting phase, just after an

Target: One Grey Knights Infantry unit from your

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1 CP WARBANE TASK FORCE – BATTLE TACTIC STRATAGEM

CHARGE

Chanting a chorus of warding spells, the Grey

When: Start of your opponent's Charge phase.

Target: One Grey Knights Infantry unit from

Effect: Until the end of the phase, each time an

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When: Start of your opponent's Charge phase.

Target: One Grey Knights Infantry unit from

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1 CP WARBANE TASK FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

As the Purifiers battle, their pooled psychic might

When: End of the Fight phase.

Target: One Purifier Squad unit from your army

Effect: Roll one D6 for each enemy unit within 6" of

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1 CP WARBANE TASK FORCE – BATTLE TACTIC STRATAGEM **ANY**

Newly sanctified ground serves as a luminescent

When: Reinforcements step of your

Target: One Grey Knights Infantry unit (excluding

Effect: Set up your unit wholly within your army's

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