



# WARPBANE TASK FORCE

When daemonic entities corrupt the worlds of the Imperium, Grey Knights forces strike to cleanse unhallowed ground and restore the sanctity of the Emperor's domain. Such formations are raised when only the most obscure and esoteric rituals of purgation will drive the taint of Chaos back into the depths of the Warp. Striding fearlessly into malignant hellscape, the warriors of the Order of Purifiers lead the assault. The combined psychic might of these anointed champions manifests in an azure fire that ignites the bodies and souls of unclean foes and scours away the taint of witchcraft and infernal corruption. In place of this excised perversion, an ensorcelled zone of consecration is created, within which the Grey Knights are emboldened and empowered.

## DETACHMENT RULE



### HALLOWED GROUND

*Purging corrupted nodes of Warp energy, the Grey Knights establish an ever-expanding area of hallowed ground within which their psychic powers and indomitable resolve are greatly enhanced.*

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 an attack that targets a visible target, 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.

## ENHANCEMENTS



### MANDULIAN RELIQUARY ..... 20 PTS

*This reliquary contains a single finger bone taken from the body of the feted former Grand Master, Mandulis. It serves as a symbol of unity and duty.*

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

### RADIANT CHAMPION ..... 15 PTS

*This warrior is a master slayer whose blade has found the cursed hearts of countless corrupted foes. When fighting within realms cleansed by eldritch power, his psychic might manifests in a nimbus of searing light, and his strikes inflict terrible wounds upon flesh and soul.*

**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.

### PHIAL OF THE ABYSS ..... 25 PTS

*Gifted by the Prognosticators of the Augurium, this ampoule contains cosmic energies syphoned from the event horizon of a Warp singularity. At the prophesied hour, the vial shatters, its contents swirling around the bearer and wreathing them in a localised field of time and light distortion.*

**GREY KNIGHTS INFANTRY** model only. Models in the bearer's unit have the Stealth ability.

### PARAGON OF SANCTITY ..... 10 PTS

*This warrior sorcerer lends their spiritual strength to allies fighting amidst unholy corruption, bolstering their spiritual resolve.*

**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.





### SANCTIFIED KILL ZONE

WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM

*As new ground is seized and consecrated, so are the Grey Knights lent greater ferocity and resolve.*

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One **GREY KNIGHTS** unit from your army that has not been selected to shoot or fight this phase and that is wholly within your army's Hallowed Ground.

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1, or, re-roll the Wound roll instead if your unit is a **PURIFIER SQUAD**.

1CP

### FLAMES OF SANCTITY

WARPBANE TASK FORCE – STRATEGIC PLOY STRATAGEM

*As the Purifiers battle, their pooled psychic might manifests in a corona of flame that is anathema to the unclean.*

**WHEN:** End of the Fight phase.

**TARGET:** One **PURIFIER SQUAD** unit from your army that was eligible to fight this phase.

**EFFECT:** Roll one D6 for each enemy unit within 6" of your unit, adding 1 to the result if your unit includes **CASTELLAN CROWE**: on a 4+, that enemy unit suffers D3 mortal wounds.

1CP

### HALLOWED BEACON

WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM

*Newly sanctified ground serves as a luminescent beacon to guide warded battle-brothers stepping through glowing empyric gateways.*

**WHEN:** Reinforcements step of your Movement phase.

**TARGET:** One **GREY KNIGHTS INFANTRY** unit (excluding **TERMINATOR** units) that is arriving using the Deep Strike or Teleport Assault abilities this phase.

**EFFECT:** Set up your unit wholly within your army's Hallowed Ground and more than 6" horizontally away from all enemy units.

1CP

### FIRES OF COVENANT

WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM

*As the enemy moves close, these warriors draw upon their pledges of duty and the bonds of their brotherhood to unleash a fiery conflagration of arcane death.*

**WHEN:** Start of your opponent's Movement phase.

**TARGET:** One **GREY KNIGHTS INFANTRY** unit from your army.

**EFFECT:** Until the end of the phase, each time an enemy unit is set up or ends a Normal, Advance or Fall Back move within 6" of your unit, roll one D6, adding 2 to the result if your unit is wholly within your army's Hallowed Ground: on a 4+, that enemy unit suffers D3 mortal wounds.

1CP

### AEGIS ETERNAL

WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM

*Channelling their shared psychic potential, these warriors form a coruscating aurora that courses through the warding sigils of their armour, causing them to flare with protective power.*

**WHEN:** Your opponent's Shooting phase, just after an enemy unit has selected its targets.

**TARGET:** One **GREY KNIGHTS INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, models in your unit that are wholly within your Hallowed Ground have a 4+ invulnerable save.

1CP

### REPELLING SPHERE

WARPBANE TASK FORCE – BATTLE TACTIC STRATAGEM

*Chanting a chorus of warding spells, the Grey Knights project a shimmering field of empyric forces that repels their foes.*

**WHEN:** Start of your opponent's Charge phase.

**TARGET:** One **GREY KNIGHTS INFANTRY** unit from your army.

**EFFECT:** Until the end of the phase, each time an enemy unit declares a charge and your unit is one of the targets of that charge, subtract 1 from the Charge roll, or subtract 2 instead if your unit is wholly within your army's Hallowed Ground.

1CP