NEMESIS CLAW

105–190 PTS

VISIONARY

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

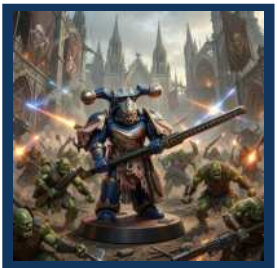
RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	5	-1	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Missile launcher - frag BLAST HEAVY	48"	D6	4+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	4+	9	-2	D6
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Nostraman chainblade SUSTAINED HITS 1	Melee	5	3+	5	-1	1
Nostraman chainglaive SUSTAINED HITS 1	Melee	4	3+	8	-2	1
Paired accursed weapons TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES



AUFSTELLUNG

1x Visionary - Equipped with: Accursed weapon, Power fist, Nostraman chainblade, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge (32mm)

4x Legionary w/ boltgun oder Legionary w/ chainsword oder Legionary w/ heavy weapon oder Legionary w/ special weapon oder Legionary w/ accursed weapon oder Legionary w/ Nostraman chainglaive oder [illegible]

KEYWORDS: Infantry, Psyker, Grenades, Nemesis Claw, Chaos
FACTION KEYWORDS: Heretic Astartes

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Attached Unit
If a CHARACTER UNIT unit from your army with the Leader ability (excluding EPIC HEROES) can be attached to a LEGIONARIES unit, it can be attached to this unit instead.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Visions of Suffering (Psychic)
Each time a model in this unit makes an attack that targets an enemy unit that is below its Starting Strength, add 1 to the Hit roll. If that enemy unit is Below Half-strength, add 1 to the Wound roll as well.

Voice eater
Enemy units (excluding MONSTERS and VEHICLES) cannot be targeted with Stratagems while they are within Engagement Range of the bearer's unit.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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).*

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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.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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FACTION KEYWORDS: Heretic Astartes