# GRAND MASTER IN NEMESIS DREADKNIGHT - IMPERIUM - GREY KNIGHTS

**210 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 9 | 2+ | 13 | 6+ | 4 |

**INVULNERABLE SAVE** 4+

**AUFSTELLUNG**

1x Grand Master in Nemesis Dreadknight (120x92mm Oval Base)

**Equipped with:** Fragstorm grenade launcher, Gatling psilencer, Heavy incinerator, Heavy psycannon, Sublimator, Dreadfists, Nemesis daemon greathammer, Nemesis flail, Nemesis mace, ➤ Nemesis greatsword - strike, ➤ Nemesis greatsword - sweep

**Wargear Options:**

- This model can be equipped with 1x Fragstorm grenade launcher.
- This model can replace its Dreadfists with Nemesis mace, Nemesis flail, Nemesis daemon greathammer or Nemesis greatsword.
- This model can be equipped with up to 2 of: Sublimator, Gatling psilencer, Heavy incinerator, Heavy psycannon.

**KEYWORDS:** Character, Vehicle, Walker, Psyker, Imperium, Grand Master in Nemesis Dreadknight

**FACTION KEYWORDS:** Grey Knights

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Fragstorm grenade launcher<br>BLAST | 18" | D6 | 3+ | 4 | 0 | 1 |
| Gatling psilencer<br>PSYCHIC, SUSTAINED HITS 1 | 24" | 12 | 3+ | 6 | 0 | 1 |
| Heavy incinerator<br>IGNORES COVER, TORRENT | 18" | 2D6 | N/A | 6 | -1 | 1 |
| Heavy psycannon<br>IGNORES COVER, PSYCHIC | 24" | 6 | 3+ | 10 | -2 | 3 |
| Sublimator<br>MELTA 4, PSYCHIC, TWIN-LINKED | 18" | 2 | 3+ | 9 | -4 | D6 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Dreadfists | Melee | 6 | 2+ | 6 | -1 | 1 |
| Nemesis daemon greathammer<br>PSYCHIC | Melee | 5 | 3+ | 14 | -3 | D6+1 |
| Nemesis flail<br>PSYCHIC | Melee | 10 | 2+ | 5 | -1 | 2 |
| Nemesis mace<br>ANTI-CHARACTER 2+, PRECISION, PSYCHIC | Melee | 5 | 2+ | 6 | -3 | 3 |
| ➤ Nemesis greatsword - strike<br>PSYCHIC | Melee | 5 | 2+ | 10 | -2 | D6 |
| ➤ Nemesis greatsword - sweep<br>PSYCHIC | Melee | 10 | 2+ | 5 | -1 | 1 |

## ABILITIES

**Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**Surge of Wrath (Psychic)**
Each time this model makes a melee attack that targets a Monster or Vehicle unit, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

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### Warrior Strategist

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

## WEAPON ABILITIES

### Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### 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).*

### 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.*

### 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).

### 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.

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

## FACTION RULES

**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)

## CORE RULES

**Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**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.