

NEMESIS DREADKNIGHT

M8"

T9

SV2+

W13

LD6+

OC4

RW4+

205 PTS

Base 120x92mm Oval Base



- Deadly Demise D3
- Deep Strike
- Gate of Infinity

1KOMMANDO

2BEWEGUNG

Indomitable Spirit (Psychic)
This model is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

3BESCHUSS

Gatling psilencer

PSYCHIC

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	12	3+	6	0	1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Heavy incinerator

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
18"	2D6	N/A	6	-1	1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Heavy psycannon

IGNORES COVER

PSYCHIC

R	A	BS	S	AP	D
24"	6	3+	10	-2	3

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

4ANGRIFF

5NAHKAMPF

Dreadfists

R	A	WS	S	AP	D
Melee	6	2+	6	-1	1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Nemesis daemon greathammer

PSYCHIC

R	A	WS	S	AP	D
Melee	5	3+	14	-3	D6+1

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

➤ Nemesis greatsword - strike

PSYCHIC

R	A	WS	S	AP	D
Melee	5	2+	10	-2	D6

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

➤ Nemesis greatsword - sweep

PSYCHIC

R	A	WS	S	AP	D
Melee	10	2+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 2+ · 4++ · 13 LP je Modell

WIRD VERWUNDET MIT

2+S18+

3+S10-17

4+S9

5+S5-8

6+S1-4

RETTUNGSWURF JE DS

DS 02+

DS -13+

DS -24+

DS -34++

DS -44++

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.

REGELN & KEYWORDS KURZ

Deadly Demise D3

This ability always takes the form Deadly Demise X.

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" horizo...

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 u...

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 mod...

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 rol...

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Nemesis Dreadknight

Ausrüstung:

Gatling psilencer, Heavy incinerator, Heavy psycannon, Dreadfists, Nemesis daemon greathammer, ➤ Nemesis greatsword - strike, ➤ Nemesis greatsword - sweep

• This model can replace its Dreadfists with Nemesis greatsword or Nemesis daemon greathammer.

• This model can be equipped with up to 2 of: Gatling psilencer, Heavy psycannon, Heavy incinerator.