

IMPERIUM - GREY KNIGHTS

VENERABLE DREADNOUGHT

Deadly Demise 1 Deep Strike Gate of Infinity

M8"

T9

SV2+

W8

LD6+

OC3

130 PTS

Base 60mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Assault cannon

DEVASTATING WOUNDS

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

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Heavy flamer

IGNORES COVER TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Twin lascannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

► Heavy plasma cannon - standard

BLAST

R	A	BS	S	AP	D
36"	D3	3+	7	-2	2

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

► Heavy plasma cannon - supercharge

BLAST HAZARDOUS

R	A	BS	S	AP	D
36"	D3	3+	8	-3	3

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Guidance of the Ancients (Psychic)

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a Grey Knights model from your army makes an attack which targets that unit, add 1 to the Hit roll.

4ANGRIFF

5NAHKAMPF

Dreadnought combat weapon

R	A	WS	S	AP	D
Melee	5	3+	12	-2	3

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 2+ · 8 LP je Modell				
WIRD VERWUNDET MIT				
2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
RETTUNGSWURF JE DS				
DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 6+

REGELN & KEYWORDS KURZ

Deadly Demise 1 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...

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 (roun...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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...

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...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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.

AUFSTELLUNG

1x Venerable Dreadnought

Ausrüstung: Assault cannon, Heavy flamer, Storm bolter, Twin lascannon, ► Heavy plasma cannon - standard, ► Heavy plasma cannon - supercharge, Dreadnought combat weapon

- This model can replace its Assault cannon with Heavy plasma cannon or Twin lascannon.
- This model can replace its Storm bolter and Dreadnought combat weapon with Heavy flamer and Dreadnought combat weapon.