

NEMESIS CLAW

Dark Pacts Stealth

M6"

T5

SV3+

W2

LD6+

OC1

105–190 PTS
Base 32mm



3 BESCHUSS

Bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

► Missile launcher - krak

HEAVY

R	A	BS	S	AP	D
48"	1	4+	9	-2	D6

VERWUNDET

2+

T1–4

3+

T5–8

4+

T9

5+

T10–17

6+

T18+

Boltgun

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+

Flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Heavy bolter

HEAVY

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Meltagun

MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+

T1–4

3+

T5–8

4+

T9

5+

T10–17

6+

T18+

► Missile launcher - frag

BLAST

HEAVY

R	A	BS	S	AP	D
48"	D6	4+	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

5 NAHKAMPF

Accursed weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Nostraman chainglaive

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	4	3+	8	-2	1

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

Astartes chainsword

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Paired accursed weapons

TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	5	-2	1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Nostraman chainblade

SUSTAINED HITS 1

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

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

GEGEN DIESE EINHEIT

W5 - RW 3+ · 2 LP je Modell
WIRD VERWUNDET MIT

RETTUNGSWURF JE DS
DS 0
3+

3+
S6–9
DS –1
4+

4+
S5
DS –2
5+

5+
S3–4
DS –3
6+

6+
S1–2
DS –4
–

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2</div> <div>BEWEGUNG</div> <div>—</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div><div>VERTEIDIGUNG</div><div>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.</div></div>	<div><div>IMMER / EINMALIG</div><div>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. Voice eater Enemy units (excluding MONSTERS and VEHICLES) cannot be targeted with Stratagems while they are within Engagement Range of the bearer's unit.</div></div>
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REGELN & KEYWORDS KURZ

- 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.
- 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).
- 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 (round down).
- 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...
- 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...
- 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 cover.
- MELTA** This ability always takes the form [MELTA X].
- PISTOL** [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- RAPID FIRE** This ability always takes the form [RAPID FIRE X].
- 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.
- TWIN-LINKED** Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

- 1x Visionary - Equipped with: Accursed weapon, Power fist, Nostraman chainblade, Bolt pistol, ▶ Plasma pistol - standard, ▶ Plasma pistol - supercharge
- 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 chainblade oder Legionary w/ paired accursed weapons oder Legionary w/ voice eater
- Each Visionary can replace its Nostraman chainblade with Accursed weapon or Power fist.
 - Each Visionary can replace its Bolt pistol with Plasma pistol.
 - Each Legionary w/ heavy weapon can replace its Heavy bolter with Missile launcher.
 - Each Legionary w/ special weapon can replace its Flamer with Plasma gun or Melta gun.