

IMPERIUM - GREY KNIGHTS

GRAND MASTER IN
NEMESIS
DREADKNIGHT

M

8"

T

9

SV

2+

W

13

LD

6+

OC

4

RW

4+

210 PTS

Base 120x92mm Oval Base



- Deadly Demise D3
- Deep Strike
- Gate of Infinity

3 BESCHUSS

Fragstorm grenade launcher

BLAST

R	A	BS	S	AP	D
18"	D6	3+	4	0	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

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+

Sublimator

MELTA 4

PSYCHIC

TWIN-LINKED

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

VERWUNDET

2+ T1-4

3+ T5-8

4+ T9

5+ T10-17

6+ T18+

5 NAHKAMPF

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 flail

PSYCHIC

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

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Nemesis mace

ANTI-CHARACTER 2+

PRECISION

PSYCHIC

R	A	WS	S	AP	D
Melee	5	2+	6	-3	3

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

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+

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.

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 0 2+

DS -1 3+

DS -2 4+

DS -3 4++

DS -4 4++

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.

1

KOMMANDO

—

2

BEWEGUNG

—

4

ANGRIFF

—

◆

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

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.

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...
- ANTI** This ability always takes the form [ANTI-X Y+].
- 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...
- 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...
- MELTA** This ability always takes the form [MELTA X].
- 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 m...
- 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.
- TWIN-LINKED** Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

- 1x Grand Master in Nemesis Dreadknight
- Ausrüstung:** Fragstorm grenade launcher, Gatling psilencer, Heavy incinerator, Heavy psycannon, Sublimator, Dreadfists, Nemesis daemon greathammer, Nemesis flail, Nemesis mace, ► Nemesis greatsword - strike, ► Nemesis greatsword - sweep
- 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.