NEMESIS DREADKNIGHT

M	T	SV	W	LD	OC	
8"	9	2+	13	6+	4	4+

AUFSTELLUNG

1x Nemesis Dreadknight (120x92mm Oval Base)

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

Wargear Options:

- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gatling psilencer PSYCHIC, SUSTAINED HITS 1	24"	12	3+	6	0	1
Heavy incinerator IGNORES COVER, TORRENT	18"	2D6	N/A	6	-1	1
Heavy psycannon IGNORES COVER, PSYCHIC	24"	6	3+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadfists	Melee	6	2+	6	-1	1

ABILITIES

RULES - Deadly Demise D3, Deep Strike, Gate of Infinity

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.

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

KEYWORDS: Nemesis Dreadknight, Vehicle, Walker, Psyker, Imperium

FACTION: Grey Knights **205 PTS**

Nemesis daemon greathammer PSYCHIC	Melee	5	3+	14	-3	D6+1
➤ Nemesis greatsword - strike PSYCHIC	Melee	5	2+	10	-2	D6
➤ Nemesis greatsword - sweep PSYCHIC	Melee	10	2+	5	-1	1

WEAPON RULES

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).

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.