

NEMESOR ZAHNDREKH [LEGENDS]

M	T	SV	W	LD	OC	
5"	5	2+	6	7+	1	4+

AUFSTELLUNG

1x Nemesor Zahndrekh [Legends]

Equipped with: Staff of light

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	3+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of light	Melee	4	3+	5	-2	1

ABILITIES

CORE - Leader

RULES - Leader, Reanimation Protocols

Counter-tactics

Once per battle, after your opponent uses a Stratagem, if this model is on the battlefield, it can use this ability. If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.

Transient Madness

While this model is leading a unit, at the start of your Command phase, roll one D6: until the start of your next Command phase, weapons equipped by models in that unit gain the ability below that corresponds with that roll:

- 1-2: [SUSTAINED HITS 1]
- 3-4: [LETHAL HITS]
- 5-6: [DEVASTATING WOUNDS]

Leader

This model can be attached to the following units:
IMMORTALS, LYCHGUARD, NECRON WARRIORS

