IMPERIUM - GREY KNIGHTS

NEMESIS DREADKNIGHT

205 PTS

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

4+

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
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

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.

ABILITIES

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.

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.

CORE RULES

◈ Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ 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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◈ 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 units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)