

NEMESIS CLAW

M

6"

T

4

SV

3+

W

2

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Bolt pistol [PISTOL]

12"

1

3+

4

0

1

Boltgun

24"

2

3+

4

0

1

Flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

4

0

1

Heavy bolter [HEAVY, SUSTAINED HITS 1]

36"

3

4+

5

-1

2

Meltagun [MELTA 2]

12"

1

3+

9

-4

D6



Missile launcher – frag [BLAST, HEAVY]

48"

D6

4+

4

0

1



Missile launcher – krak [HEAVY]

48"

1

4+

9

-2

D6



Plasma gun – standard [RAPID FIRE 1]

24"

1

3+

7

-2

1



Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]

24"

1

3+

8

-3

2



Plasma pistol – standard [PISTOL]

12"

1

3+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Accursed weapon

Melee

4

3+

5

-2

1

Astartes chainsword

Melee

4

3+

4

-1

1

Close combat weapon

Melee

3

3+

4

0

1

Nostraman chainblade [SUSTAINED HITS 1]

Melee

5

3+

4

-1

1

Nostraman chainglaive [SUSTAINED HITS 1]

Melee

4

3+

8

-2

1

Paired accursed weapons [TWIN-LINKED]

Melee

4

3+

5

-2

1

Power fist

Melee

3

3+

8

-2

2



Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, PSYKER, CHAOS, GRENADES, NEMESIS CLAW



FACTION KEYWORDS:
HERETIC ASTARTES

ABILITIES

CORE: Stealth

FACTION: Dark Pacts

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.

WARGEAR ABILITIES

Voice Eater: Enemy units (excluding **MONSTERS** and **VEHICLES**) cannot be targeted with Stratagems while they are within Engagement Range of the bearer's unit.

NEMESIS CLAW

Nemesis Claws are squads of Night Lords consumed by murderlust and sadism that are employed as terror troops by Chaos warlords the galaxy over. These psychopathic killers use an array of dread weaponry and ghoulish equipment to inflict fear, misery and violent death upon their foes.



WARGEAR OPTIONS

- The Visionary's bolt pistol can be replaced with 1 plasma pistol.
- The Visionary's Nostraman chainblade can be replaced with one of the following:
 - 1 accursed weapon
 - 1 power fist
- Any number of Legionaries can each have their boltgun replaced with 1 Astartes chainsword.
- If this unit contains 10 models, one Legionary's boltgun can be replaced with one of the following:
 - 1 heavy bolter
 - 1 missile launcher
- One Legionary's boltgun can be replaced with one of the following:
 - 1 flamer
 - 1 meltagun
 - 1 plasma gun
- Up to four Legionaries can each have their boltgun replaced with one of the following (duplicates are not allowed):
 - 1 accursed weapon
 - 1 Nostraman chainglaive
 - 1 paired accursed weapons
 - 1 voice eater and 1 Astartes chainsword

Nemesis Claw

5 models..... 110 pts

10 models..... 190 pts

KEYWORDS: INFANTRY, PSYKER, CHAOS, GRENADES, NEMESIS CLAW

UNIT COMPOSITION

- 1 Visionary
- 4-9 Legionaries

The Visionary is equipped with: bolt pistol; Nostraman chainblade.

Each Legionary is equipped with: bolt pistol; boltgun; close combat weapon.

ATTACHED UNIT

If a CHARACTER 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.



FACTION KEYWORDS:
HERETIC ASTARTES