



GREY KNIGHTS DREADNOUGHT

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
▶ Heavy plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	2
▶ Heavy plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Heavy psycannon [PSYCHIC]	24"	6	3+	10	-1	3
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
▶ Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
▶ Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Nemesis doomglaive [PSYCHIC]	Melee	5	3+	14	-3	3

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

KEYWORDS: VEHICLE, WALKER, PSYKER, SMOKE, IMPERIUM, DREADNOUGHT

ABILITIES

CORE: **Deadly Demise 1**

Wisdom of the Ancients (Aura): While a friendly **GREY KNIGHTS INFANTRY** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.



FACTION KEYWORDS:
GREY KNIGHTS

WARGEAR OPTIONS

- This model's assault cannon, storm bolter and Dreadnought combat weapon can be replaced with one of the following:
 - 1 heavy psycannon, 1 storm bolter and 1 Nemesis doomglaive
 - 1 heavy psycannon, 1 incinerator and 1 Nemesis doomglaive
- This model's assault cannon can be replaced with one of the following:
 - 1 heavy plasma cannon
 - 1 multi-melta
 - 1 twin lascannon
- This model's storm bolter and Dreadnought combat weapon can be replaced with one of the following:
 - 1 missile launcher and 1 armoured feet
 - 1 heavy flamer and 1 Dreadnought combat weapon

UNIT COMPOSITION

- **1 Grey Knights Dreadnought**
This model is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

KEYWORDS: VEHICLE, WALKER, PSYKER, SMOKE, IMPERIUM, DREADNOUGHT





FACTION KEYWORDS:
GREY KNIGHTS

GREY KNIGHTS RELIC RAZORBACK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Twin psycannon [PSYCHIC, TWIN-LINKED]	24"	3	3+	8	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RELIC RAZORBACK**



FACTION KEYWORDS:
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WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following:
 - 1 multi-melta
 - 1 twin assault cannon
 - 1 twin lascannon
 - 1 twin psycannon
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- **1 Grey Knights Relic Razorback**

This model is equipped with: twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 6 **GREY KNIGHTS INFANTRY** models. It cannot transport **TERMINATOR** models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RELIC RAZORBACK



FACTION KEYWORDS:
GREY KNIGHTS