# **GREY KNIGHTS DREADNOUGHT**

WARHAMMER LEGENDS

6" 9 2+ 8 6+ 3

Φ	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

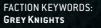
Before selecting targets for this weapon, select one of its profiles to make attacks with.

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.

KEYWORDS: Vehicle, Walker, Psyker, Smoke, Imperium, Dreadnought



#### **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:
  - o 1 missile launcher and 1 armoured feet
  - o 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.

# **GREY KNIGHTS RELIC RAZORBACK**

WARHAMMER LEGENDS

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

**MELEE WEAPONS** 

Armoured tracks

Φ	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

RANGE

Melee

#### **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



AP

FACTION KEYWORDS: GREY KNIGHTS

# **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.

