

# NEMESOR ZAHNDREKH

M

5"

T

5

SV

2+

W

6

LD

7+

OC

1



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

**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]**

**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.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, NOBLE, NEMESOR ZAHNDREKH



FACTION KEYWORDS:  
**NECRONS**

# NEMESOR ZAHNDREKH

*Nemesor Zahndrekh is one of the finest generals in the Sautekh Dynasty, expertly directing his own warriors while neutralising his enemies' every gambit. This is especially impressive considering his degraded engrammatic state, which has left him convinced he still lives and breathes during the time of the Necrontyr.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Nemesor Zahndrekh – EPIC HERO

This model is equipped with: staff of light.

## LEADER

This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

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