

Nemesis Alpha - ‘Spitter’

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.				
Acid Maw	Melee	Melee	User	-3	1	-				

ABILITIES:

Lightning Reflexes

This model has a 5+ invulnerable save.

Swift and Deadly

You can re-roll failed charge rolls for this model.

SPECIALISM: LEADER

Resourceful

As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Nemesis Beta - ‘The Shadow’

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.				
Flesh hooks	6"	Assault 2	User	0	1	The weapon can be fired within 1" of an enemy model, and can target enemy models within 1" of friendly models.				

ABILITIES:

Lightning Reflexes

This model has a 5+ invulnerable save.

Swift and Deadly

You can re-roll failed charge rolls for this model.

SPECIALISM: SCOUT

Swift

You can re-roll Advance rolls for this model.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Nemesis Decima -
'Mindeater'

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.				
Scything talons	Melee	Melee	User	0	1	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights.				

Lightning Reflexes	This model has a 5+ invulnerable save.
Swift and Deadly	You can re-roll failed charge rolls for this model.

SPECIALISM:	COMBAT
Expert Fighter	Add 1 to this model's Attacks characteristic.
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>	

Nemesis Crucius - 'The Terror'

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Genestealer (Extended Carapace)	8"	3+	4+	4	4	1	3	9	4+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.				
Scything talons	Melee	Melee	User	0	1	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights.				

Lightning Reflexes	This model has a 5+ invulnerable save.
Extended Carapace	A model with an extended carapace has a save characteristic of 4+ but loses the Swift and Deadly ability.

SPECIALISM:	VETERAN
Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>	

Nemesis Enigma

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.				
Scything talons	Melee	Melee	User	0	1	You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights.				

ABILITIES:

Lightning Reflexes	This model has a 5+ invulnerable save.
Swift and Deadly	You can re-roll failed charge rolls for this model.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Nemesis Hades

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.				

ABILITIES:

Lightning Reflexes	This model has a 5+ invulnerable save.
Swift and Deadly	You can re-roll failed charge rolls for this model.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Nemesis Geminon

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.				

ABILITIES:

Lightning Reflexes	This model has a 5+ invulnerable save.
Swift and Deadly	You can re-roll failed charge rolls for this model.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Nemesis Fulgaris

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.				

ABILITIES:

Lightning Reflexes	This model has a 5+ invulnerable save.
Swift and Deadly	You can re-roll failed charge rolls for this model.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐