

NEMESIS CLAW

STRATEGY PLOYS

THE BLACK HUNT

Whenever a friendly **NEMESIS CLAW** operative is shooting against, fighting against or retaliating against a wounded enemy operative, you can re-roll one of your attack dice.

PREYSIGHT

Whenever you're selecting a valid target for a friendly **NEMESIS CLAW** operative, enemy operatives within 6" cannot use Light terrain for cover. While this can allow such operatives to be targeted (assuming they're visible), it doesn't remove their cover save (if any).

RETURN TO DARKNESS

One friendly **NEMESIS CLAW** operative can immediately perform a free **Fall Back** or **Reposition** action, but it must end that move with Heavy terrain within its control range, or any part of its base underneath Vantage terrain. In addition, it cannot move more than 4" during that action and it cannot end that move closer to enemy operatives (in a killzone that uses the close quarters rules, e.g. Killzone: Gallowdark, ignore Wall terrain when determining this).

WE HAVE COME FOR YOU

Whenever a friendly **NEMESIS CLAW** operative is activated, if the first action it performs during that activation is the **Charge** action, when it ends its move during that action, you can inflict D3 damage on one enemy operative within its control range.

FIREFIGHT PLOYS

DEATH TO THE FALSE EMPEROR

Use this firefight ploy after rolling your attack dice for a friendly **NEMESIS CLAW** operative, if it's shooting against, fighting against or retaliating against an enemy operative that has the **IMPERIUM** keyword. That friendly operative's weapons have the Ceaseless weapon rule until the end of the sequence; if that enemy operative also has the **ADEPTUS ASTARTES** keyword, that friendly operative's weapons have the Relentless weapon rule until the end of that sequence instead.

DIRTY FIGHTER

Use this firefight ploy when a friendly **NEMESIS CLAW** operative is retaliating, at the start of the Resolve Attack Dice step. You can resolve one of your successes before the normal order. If you do, you cannot resolve any other successes during that sequence.

PROCLIVITY OF MURDER

Use this firefight ploy after a friendly **NEMESIS CLAW** operative incapacitates an enemy operative within its control range. That friendly operative can immediately perform a free **Charge** or **Dash** action (for the former, it cannot move more than 3"), even if it's performed an action that prevents it from performing the **Charge** or **Dash** action.

VOX SCREAM

'Use this firefight ploy when your opponent would activate an enemy operative that's visible to a friendly **NEMESIS CLAW** operative. Roll one D6; if the result is higher than that enemy operative's APL stat, your opponent cannot activate it during this activation; if the result is less than or equal to that enemy operative's APL stat, this ploy isn't used, the CP spent on it is refunded and you cannot use this ploy again during this turning point. If there are no other enemy operatives eligible to be activated, this ploy has no effect.

FACTION RULES

IN MIDNIGHT CLAD

Whenever an enemy operative is shooting a friendly **NEMESIS CLAW** operative, that friendly operative is obscured if both of the following are true:

- It's more than 8" from enemy operatives it's visible to.
- It has Heavy terrain within its control range, or any part of its base is underneath Vantage terrain.

ASTARTES

During each friendly **NEMESIS CLAW** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions, a bolt pistol, boltgun or scoped bolt pistol must be selected for at least one of them.

Each friendly **NEMESIS CLAW** operative can counteract regardless of its order.

FACTION EQUIPMENT

CHAIN SNARE

Whenever an enemy operative would perform the **Fall Back** action while within control range of a friendly **NEMESIS CLAW** operative, if no other enemy operatives are within that friendly operative's control range, you can use this rule. If you do roll two D6, or one D6 if that enemy operative has a higher Wounds stat than that friendly operative. If any result is a 4+, that enemy operative cannot perform that action during that activation or counteraction (no AP are spent on it).

COMMS JAMMERS

Whenever an enemy operative is within 3" of a friendly **NEMESIS CLAW** operative, that enemy operative's APL stat cannot be added to. Note that this doesn't affect APL stats that have already been changed.

PLAYED SKIN

Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **NEMESIS CLAW** operative within 2" of it, your opponent cannot re-roll their attack dice results of 1.

GRISLY TROPHY

Once per battle, when a friendly **NEMESIS CLAW** operative incapacitates an enemy operative within 2" of it, you can use this rule. If you do, that friendly operative gains one of your Grisly Trophy tokens (if it doesn't already have one). Whenever a friendly **NEMESIS CLAW** operative that has one of your Grisly Trophy tokens is visible to and within 2" of an enemy operative, subtract 1 from the Atk stat of that enemy operative's weapons.

OPERATIVES

ARCHETYPE: INFILTRATION / SEEK AND DESTROY

1 **NEMESIS CLAW VISIONARY** equipped with one of the following options:

- Bolt pistol; power fist
- Bolt pistol; power maul
- Bolt pistol; power weapon
- Plasma pistol; Nostraman chainblade

5 **NEMESIS CLAW** operatives selected from the following list:

- **FEARMONGER**
- **GUNNER** equipped with one of the following options:
 - Bolt pistol; flamer; fists
 - Bolt pistol; meltagun; fists
 - Bolt pistol; plasma gun; fists
- **HEAVY GUNNER** with one of the following options:
 - Bolt pistol; heavy bolter; fists
 - Bolt pistol; missile launcher; fists
- **SCREECHER** equipped with lightning claws
- **SKINTHIEF** with bolt pistol and nostraman chainglaive
- **VENTRILOKAR** with bolt pistol and chainsword
- **WARRIOR** equipped with one of the following options:
 - Bolt pistol; chainsword
 - Boltgun; fists

Other than **WARRIOR**, your kill team can only include each operative above once.

NEMESIS CLAW

VISIONARY	APL 3	MV 6"	SV 3+	W 15
A	HT	D	WR	
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Plasma pistol				
- Standard	4	3+	3/5	Rng 8", Piercing 1
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1
X Nostraman chainblade	5	3+	4/5	Rending
X Power fist	5	4+	5/7	Brutal
X Power maul	5	3+	4/6	Shock
X Power weapon	5	3+	4/6	Lethal 5+

Prescience: PSYCHIC. In the Ready step of each Strategy phase, you gain D3 Prescience points. At the end of each turning point, discard your Prescience points. You can spend your Prescience points in the Firefight phase as follows (you cannot use each of the following rules more than once per turning point):

- **Foreboding: PSYCHIC.** Whenever it's your turn to activate a friendly operative, you can spend 1 of your Prescience points to skip that activation.
- **Portent: PSYCHIC.** Whenever an attack dice inflicts Normal Dmg on this operative, you can spend 1 of your Prescience points to ignore that inflicted Damage.

You cannot gain or spend your Prescience points if this operative is incapacitated.

PREMONITION1AP

● PSYCHIC.

Spend 1 of your Prescience points to gain 1CP.

● This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

FEARMONGER	APL 3	MV 6"	SV 3+	W 14
A	HT	D	WR	
⊕ Scoped bolt pistol				
- Short range	4	3+	3/4	Rng 8", Lethal 5+
- Long range	4	3+	3/4	-
⊕ Terrorchem Vial	5	3+	2/0	Rng 6", Blast 2", Devastating 3, Limited 1, Saturate, Terrorchem
X Tainted Blade	5	3+	3/5	Terrorchem*

***Terrorchem:** In the Resolve Attack Dice step, if you inflict damage with any critical successes, the operative this weapon is being used against gains one of your Terrorchem tokens (if it doesn't already have one).

Terrorchem Poison: Whenever an operative that has one of your Terrorchem tokens is activated, inflict D3 damage on it.

POISON OBJECTIVE1AP

● Select one objective marker this operative controls to gain one of your Terrorchem tokens. It cannot be an objective marker within control range of an enemy operative, or one that already has one of your Terrorchem tokens. The first time that objective marker is within control range of an enemy operative that doesn't have one of your Terrorchem tokens, that operative gains that Terrorchem token, then inflicts 2D3 damage on it (if it's during an action, at the end of that action).

● This operative cannot perform this action while within control range of an enemy operative.

GUNNER	APL 3	MV 6"	SV 3+	W 14
A	HT	D	WR	
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Flamer	4	2+	3/3	Rng 8", Saturate, Torrent 2"
⊕ Meltagun	4	3+	6/3	Rng 6", Devastating 4, Piercing 2
⊕ Plasma gun				
- Standard	4	3+	4/6	Piercing 1
- Supercharge	4	3+	5/6	Hot, Lethal 5+, Piercing 1
X Fists	4	3+	3/4	-

HEAVY GUNNER	APL 3	MV 6"	SV 3+	W 14
A	HT	D	WR	
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Heavy bolter				
- Focused	5	3+	4/5	Heavy (Reposition only), Piercing Crits 1
- Sweep	4	3+	4/5	Heavy (Reposition only), Piercing Crits 1, Torrent 1"
⊕ Missile Launcher				
- Frag	4	3+	3/5	Blast 2", Heavy (Reposition only)
- Krak	4	3+	5/7	Heavy (Reposition only), Piercing 1
X Fists	4	3+	3/4	-

SCREECHER	APL 3	MV 6"	SV 3+	W 14
A	HT	D	WR	
X Lightning Claws	5	3+	4/5	Ceaseless, Lethal 5+

Screecher: Whenever an enemy operative within 3" of this operative is shooting, fighting or retaliating, your opponent cannot re-roll their attack dice.

Appetite for Cruelty: Whenever this operative is fighting against a wounded enemy operative, this operative's lightning claws gain the Lethal 4+ weapon Rule.

SKINTHIEF	APL 3	MV 6"	SV 3+	W 14
A	HT	D	WR	
⊕ Bolt pistol	4	3+	3/4	Rng 8"
X Nostraman chainglaive	5	3+	4/6	Rending

Flay Them Alive: Once per turning point, when this operative incapacitates an enemy operative within its control range, you can select one other enemy operative visible to and within 6" of either this operative or the incapacitated operative. Until the start of the next turning point, that other enemy operative cannot control markers or perform the **Pick Up Marker** or mission actions.

Tyrant of the Skinning Pits: Whenever this operative is fighting or retaliating, Normal and Critical Dmg of 3 or more inflicts 1 less damage on it.

VENTRILOKAR	APL 3	MV 6"	SV 3+	W 14
A	HT	D	WR	
⊕ Bolt pistol	4	3+	3/4	Rng 8"
X Chainsword	5	3+	4/5	-

Icon Bearer: Whenever determining control of a marker, treat his operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

DISCONCERTING MIMICRY1AP

● PSYCHIC.

Select one enemy operative within 6" of this operative, then select one of the following for that enemy operative (you can only select each option once per battle):

● Until the end of the next activation, subtract 1 from its APL stat.

● Change its order.

● Perform a free **Dash** with it (specify the location for your opponent to move it to).

● This operative cannot perform this action while within control range of an enemy operative.

WARRIOR	APL 3	MV 6"	SV 3+	W 14
A	HT	D	WR	
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Boltgun	4	3+	3/4	-
X Chainsword	5	3+	4/5	-
X Fists	4	3+	3/4	-

Cruel Tormentor: Whenever this operative is shooting against, fighting against, or retaliating against an injured enemy operative, or an enemy operative that has a wounds stat of 7 or less, its weapons have the Lethal 5+ rule.