MASTERS OF THE MAELSTROM

150 PTS

GARREON THE CORPSEMASTER

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

GARLON SOULEATER

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

KATAR GARRIX

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

CAPTAIN SARGOTTA

M	T	Sv	W	LD	OC
6"	3	4+	3	6+	1

THE ENFORCER

M	T	Sv	W	LD	OC
6"	3	4+	3	6+	1

AUFSTELLUNG

1x Garreon the Corpsemaster - Equipped with: Absolver bolt pistol, Reductor array

1x Garlon Souleater - Equipped with: Mind Wrench, Force stave

1x Katar Garrix - Equipped with: Axe of Ending, Bolt pistol

1x Captain Sargotta - Equipped with: Power sabre, Laspistol

1x The Enforcer - Equipped with: Londaxi maimer, Bionic gauntlet

Basegrößen: Garlon Souleater, Garreon the Corpsemaster, 40mm, The Enforcer 32mm

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	3+	4	-1	1
Laspistol PISTOL	12"	1	3+	4	-1	1
Londaxi maimer ASSAULT	18"	3	3+	4	-1	1
Mind Wrench PRECISION PSYCHIC	12"	1	2+	6	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axe of Ending ANTI-CHARACTER 2+ PRECISION	Melee	6	2+	6	-2	2
Bionic gauntlet	Melee	1	2+	6	-2	2
Force stave PSYCHIC	Melee	4	2+	6	-2	2
Power sabre	Melee	4	3+	4	-2	1
Reductor array	Melee	6	3+	4	-2	1

ABILITIES

CORE - Support

Garlon Souleater KEYWORDS: Psyker
KEYWORDS: Epic Hero, Infantry, Grenades, Chaos, Chaos Undivided, Masters of the Maelstrom, Support
FACTION KEYWORDS: Heretic Astartes

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Choice Samples
While this unit's Garreon the Corpsemaster model is on the battlefield, in your Command phase, select one of the following: you can return one destroyed model (excluding Character models) to this unit, or, if one or more Heretic Astartes Infantry units from your army are below Starting Strength and within 3" of this unit, you gain 1CP.

Fleet Command
After both players have deployed their armies, if this unit is on the battlefield (or any Transport it is embarked within is on the battlefield) select up to three Heretic Astartes units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Plunder
Once per battle, after this unit ends a Normal move, you can select one visible enemy unit within 12" of it and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.

Leader
This unit can be attached to the following units: CHOSEN, LEGIONARIES, RED CORSAIRS RAIDERS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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KEYWORDS: Epic Hero, Infantry, Grenades, Chaos, Chaos Undivided, Masters of the Maelstrom, Support
FACTION KEYWORDS: Heretic Astartes