TRAITOR ENFORCER

70 PTS

TRAITOR ENFORCER

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

INVULNERABLE SAVE 5+

TRAITOR OGRYN

M	T	Sv	W	LD	OC
6"	6	5+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ogryn weapons	Melee	5	3+	7	-1	2
Power fist	Melee	3	3+	6	-2	2

ABILITIES

CORE - Leader

Brutal Example
Once per turn, while this unit is leading a unit and contains a TRAITOR ENFORCER model, you can target that unit with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already targeted a different unit from your army with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Mutated Bodyguard
While this unit contains a Traitor Ogryn model, CHARACTER models in this unit have the Feel No Pain 4+ ability.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Leader
This unit can be attached to the following unit: TRAITOR GUARDSMAN SQUAD

WEAPON ABILITIES

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.

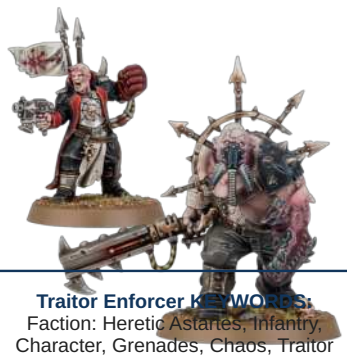
- One or more of its other ranged weapons.

AUFSTELLUNG

1x Traitor Enforcer - Equipped with: Bolt pistol, Power fist

1x Traitor Ogryn - Equipped with: Ogryn weapons

Basegrößen: 32mm, Traitor Ogryn 40mm



Traitor Enforcer KEYWORDS:
Faction: Heretic Astartes, Infantry, Character, Grenades, Chaos, Traitor Enforcer
Traitor Ogryn KEYWORDS:
Faction: Heretic Astartes, Infantry, Grenades, Chaos
KEYWORDS: Character, Damned, Leader
FACTION KEYWORDS: -

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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

Leader
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.

Traitor Enforcer KEYWORDS:
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Traitor Ogryn KEYWORDS:
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