

CHOSEN

140–280 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Paired accursed weapons TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist	Melee	4	3+	8	-2	2

ABILITIES

- Chaos icon**
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.
- Chosen Marauders**
This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.
- Daemonic Flesh**
Add 1 to this model's Toughness characteristic.
- Dark Blessing**
Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.
- Eightfold Eyes**
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.
- Iron-hard Talons**
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Massive Fangs**
Melee weapons equipped by this model have the **[LANCE]** ability.
- Mutant Form**
Add 1 to this model's Wounds characteristic.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Scorpion Tail**
Add 1 to the Attacks characteristic of melee weapons equipped by this model.



AUFSTELLUNG

4-9x Chosen w/ boltgun oder Chosen w/ boltgun and plasma pistol oder Chosen w/ combi-weapon and bolt pistol oder Chosen w/ paired accursed weapons and plasma pistol oder Chosen w/ power fist and bolt pistol oder Chosen w/ combi-weapon and plasma pistol oder Chosen w/ paired accursed weapons and bolt pistol oder Chosen w/ power fist and plasma pistol (32mm) oder Chosen Champion



KEYWORDS: Infantry, Grenades, Chaos, Chosen
FACTION KEYWORDS: Heretic Astartes

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

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

Unholy Speed

Add 1 to Advance and Charge rolls made for this model's unit.

Warp Stalker

You can re-roll Advance and Charge rolls made for this model's unit.

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+.*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

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]**

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CORE RULES

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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