

RAPTOR CHAMPION

| M   | T | Sv | W | LD | OC |
|-----|---|----|---|----|----|
| 12" | 5 | 3+ | 2 | 6+ | 1  |

| RANGED WEAPONS                                          |       |    |     |   |    |    |  |
|---------------------------------------------------------|-------|----|-----|---|----|----|--|
| WEAPON                                                  | RANGE | A  | BS  | S | AP | D  |  |
| Bolt pistol<br>Pistol                                   | 12"   | 1  | 3+  | 5 | -1 | 1  |  |
| Flamer<br>Ignores Cover<br>Torrent                      | 12"   | D6 | N/A | 4 | 0  | 1  |  |
| Meltagun<br>Melta 2                                     | 12"   | 1  | 3+  | 9 | -4 | D6 |  |
| ➤ Plasma gun - standard<br>Rapid Fire 1                 | 24"   | 1  | 3+  | 7 | -2 | 1  |  |
| ➤ Plasma gun - supercharge<br>Hazardous<br>Rapid Fire 1 | 24"   | 1  | 3+  | 8 | -3 | 2  |  |
| ➤ Plasma pistol - standard<br>Pistol                    | 12"   | 1  | 3+  | 7 | -2 | 1  |  |
| ➤ Plasma pistol - supercharge<br>Hazardous<br>Pistol    | 12"   | 1  | 3+  | 8 | -3 | 2  |  |

| MELEE WEAPONS       |       |   |    |   |    |   |  |
|---------------------|-------|---|----|---|----|---|--|
| WEAPON              | RANGE | A | WS | S | AP | D |  |
| Accursed weapon     | Melee | 4 | 3+ | 5 | -2 | 1 |  |
| Astartes chainsword | Melee | 4 | 3+ | 5 | -1 | 1 |  |
| Close combat weapon | Melee | 3 | 3+ | 5 | 0  | 1 |  |
| Heavy melee weapon  | Melee | 3 | 3+ | 8 | -2 | 2 |  |
| Mutations           | Melee | 4 | 3+ | 5 | -2 | 1 |  |

| ABILITIES                 |                                                                                                                                                |
|---------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Fearsome (Aura)</b>    | While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.  |
| <b>Khorne</b>             | Add 2 to the Strength characteristic of this model's hellforged weapons.                                                                       |
| <b>Nurgle</b>             | Add 1 to this model's Toughness characteristic.                                                                                                |
| <b>Slaanesh</b>           | Add 2" to this model's Move characteristic.                                                                                                    |
| <b>Terrifying Assault</b> | At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test. |
| <b>Tzeentch</b>           | Add 3 to the Attacks characteristic of this model's infernal cannon.                                                                           |

| WEAPON ABILITIES |
|------------------|
|------------------|



### AUFSTELLUNG

1x Raptor Champion - Equipped with: Astartes chainsword, Accursed weapon, Heavy melee weapon, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge (32mm)

4-9x Raptor oder Raptor w/ plasma pistol oder Raptor w/ heavy melee weapon oder Raptor w/ mutations (32mm)

**Wargear Options:**

➤ Each Raptor Champion can replace its Astartes chainsword with Accursed weapon or Heavy melee weapon.



**KEYWORDS:** Infantry, Fly, Jump Pack, Chaos, Raptors, Grenades

**FACTION KEYWORDS:** Heretic Astartes

**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.

**Ignores Cover**

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

**Melta**

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

**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).*

**Torrent**

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

**Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

**KEYWORDS:** Infantry, Fly, Jump Pack, Chaos, Raptors, Grenades  
**FACTION KEYWORDS:** Heretic Astartes