WARPSMITH

65 PTS

M	T	Sv	W	LD	OC
6"	5	2+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer tendril IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Melta tendril MELTA 1 PISTOL	6"	1	2+	8	-4	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Forge weapon ANTI-VEHICLE 4+	Melee	4	3+	6	-2	2

ABILITIES

CORE - Leader

Enrage Machine Spirits
At the end of your Movement phase, select one enemy Vehicle unit within 12" of this model. That unit must take a Battle-shock test.

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

Master of Mechanisms
In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

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.

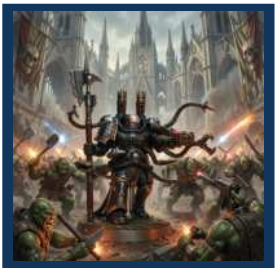
Warpsmith
While this model is within 3" of one or more friendly Heretic Astartes Vehicle units, this model has the Lone Operative ability.

Leader
This model can be attached to the following units: CHOSEN, HAVOCS, LEGIONARIES, NEMESIS CLAW, 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+.*



AUFSTELLUNG

1x Warpsmith (60x35.5mm Oval Base)

Equipped with: Flamer tendril, Melta tendril, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Forge weapon

KEYWORDS: Infantry, Character, Chaos, Warpsmith, Leader
FACTION KEYWORDS: Heretic Astartes

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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.

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

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.

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FACTION KEYWORDS: Heretic Astartes