FABIUS BILE - CHAOS - CHAOS SPACE MARINES

110 PTS

FABIUS BILE

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

SURGEON ACOLYTE

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

AUFSTELLUNG

1x Fabius Bile - Equipped with: Xyclos needler, The Chirurgeon, Rod of Torment
1x Surgeon Acolyte - Equipped with: Surgeon Acolyte's tools
Basegrößen: 40mm, Surgeon Acolyte 32mm

Fabius Bile KEYWORDS: Character, Epic Hero, Fabius Bile

KEYWORDS: Epic Hero, Chaos, Chaos Undivided, Infantry, Leader

FACTION KEYWORDS: -

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Xyclos needler ANTI-INFANTRY 2+, PISTOL	18"	3	2+	2	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Rod of Torment	Melee	6	2+	5	-1	3
Surgeon Acolyte's tools	Melee	1	5+	3	0	1
The Chirurgeon EXTRA ATTACKS	Melee	2	2+	4	0	1

ABILITIES

CORE - Leader

Chirurgeon
The first time this unit's Fabius Bile model is destroyed, at the end of the phase, roll one D6: on a 2+, set it back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with its full wounds remaining.

Enhanced Warriors
If this unit is attached to a unit at the start of the battle, until the end of the battle, add 1 to the Strength characteristic of melee weapons equipped by Bodyguard models in that unit and add 1 to the Toughness characteristic of Bodyguard models in that unit.

Surgeon Acolyte
Once per turn, when an attack is allocated to a model in this unit, if this unit contains Fabius Bile, you can change the Damage characteristic of that attack to 0.

Leader
This model can be attached to the following units: ACCURSED CULTISTS, CHOSEN, CULTIST MOB, CULTIST MOB WITH FIREARMS, LEGIONARIES, NEGAVOLT CULTISTS, 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+.*

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Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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.

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

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.