

LEGIONARIES - CHAOS - CHAOS SPACE MARINES

95–180 PTS

ASPIRING CHAMPION

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

AUFSTELLUNG

1x Aspiring Champion - Equipped with: Close combat weapon, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Heavy melee weapon, Boltgun (32mm)
4x Legionary w/ boltgun oder Legionary w/ chainsword oder Legionary w/ heavy melee weapon oder Legionary w/ balefire tome oder Legionary w/ other weapon (32mm)

Wargear Options:

- Each Aspiring Champion can replace its Bolt pistol with Accursed weapon, Astartes chainsword, Heavy melee weapon or Plasma pistol.
- Each Aspiring Champion can replace its Boltgun with Accursed weapon, Astartes chainsword, Heavy melee weapon or Plasma pistol.
- Each Legionary w/ other weapon can replace its Flamer with Havoc autocannon, Heavy bolter, Lascannon, Missile launcher, Plasma gun, Reaper chaincannon, Plasma pistol and Astartes chainsword or Meltagun.

KEYWORDS: Infantry, Battleline, Chaos, Grenades, Legionaries
FACTION KEYWORDS: Heretic Astartes

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire tome PSYCHIC	18"	2	3+	5	-1	1
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	5	-1	1
Flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Havoc autocannon	48"	2	4+	9	-1	3
Heavy bolter HEAVY, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Lascannon HEAVY	48"	1	4+	12	-3	D6+1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Reaper chaincannon HEAVY	24"	8	4+	5	0	1
► Missile launcher - frag BLAST, HEAVY	48"	D6	4+	4	0	1
► Missile launcher - krak HEAVY	48"	1	4+	9	-2	D6
► Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
► Plasma gun - supercharge HAZARDOUS, RAPID FIRE 1	24"	1	3+	8	-3	2
► 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
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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

ABILITIES

Chaos icon

Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

Khorne

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

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.

Veterans of the Long War

Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.

Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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- 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.
- Psychic**

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- 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).*
- Sustained Hits**

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Torrent**

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

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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]