

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Combi-bolter

RAPID FIRE 2

R

24"

A

2

BS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R

24"

A

1

BS

4+

S

5

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Demolisher cannon

BLAST

R

24"

A

D6+3

BS

3+

S

14

AP

-3

D

D6

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

Havoc launcher

BLAST

R

48"

A

D6

BS

3+

S

5

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Siege Shield

When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

4ANGRIFF

5NAHKAMPF

Armoured tracks

R

Melee

A

3

WS

4+

S

6

AP

0

D

1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W11 · RW 2+ · 11 LP je Modell

WIRD VERWUNDET MIT

2+

S22+

3+

S12-21

4+

S11

5+

S6-10

6+

S1-5

RETTUNGSWURF JE DS

DS 0

2+

DS -1

3+

DS -2

4+

DS -3

5+

DS -4

6+

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

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.

Deadly Demise D3

This ability always takes the form Deadly Demise X.

ANTI

This ability always takes the form [ANTI-X Y+].

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 (roun...

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...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Chaos Vindicator

Ausrüstung:

Combi-bolter, Combi-weapon, Demolisher cannon, Havoc launcher, Armoured tracks

• This model can be equipped with one of: Combi-bolter, Combi-weapon.