CHAOS - CHAOS SPACE MARINES

CHOSEN

Dark Pacts | Stealth

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

140–280 PTS
Base 32mm

1 KOMMANDO

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2 BEWEGUNG

Chosen Marauders
This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Unholy Speed
Add 1 to Advance and Charge rolls made for this model's unit.

Warp Stalker
You can re-roll Advance and Charge rolls made for this model's unit.

3 BESCHUSS

Bolt pistol — PISTOL

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Boltgun

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Combi-weapon — ANTI-INFANTRY 4+ | DEVASTATING WOUNDS | RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Plasma pistol - standard — PISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge — HAZARDOUS | PISTOL

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Dark Blessing
Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.

4 ANGRIFF

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5 NAHKAMPF

Accursed weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Paired accursed weapons — TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Power fist

R	A	WS	S	AP	D
Melee	4	3+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

VERTEIDIGUNG

Eightfold Eyes
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.

∞ IMMER / EINMALIG

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

Daemonic Flesh
Add 1 to this model's Toughness characteristic.

Iron-hard Talons
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

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

Massive Fangs
Melee weapons equipped by this model have the [LANCE] ability.

Mutant Form
Add 1 to this model's Wounds characteristic.

Nurgle
Add 1 to this model's Toughness characteristic.

Scorpion Tail
Add 1 to the Attacks characteristic of melee weapons equipped by this model.

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

W5 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

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.

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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

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…

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…

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

4-9x Chosen w/ boltgun oder Chosen w/ boltgun and plasma pistol oder Chosen w/ combi-weapon and bolt pistol oder Chosen w/ paired accursed weapons and plasma pistol oder Chosen w/ power fist and bolt pistol oder Chosen w/ combi-weapon and plasma pistol oder Chosen w/ paired accursed weapons and bolt pistol oder Chosen w/ power fist and plasma pistol
1x Chosen Champion

Ausrüstung: Bolt pistol, Boltgun, Combi-weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Paired accursed weapons, Power fist
- Each Chosen Champion can replace its Bolt pistol with Plasma pistol.
- Each Chosen Champion can replace its Boltgun and accursed weapon with Paired accursed weapons.
- Each Chosen Champion can replace its Boltgun with Combi-weapon.
- Each Chosen Champion can replace its Accursed weapon with Power fist.

KEYWORDS Infantry, Grenades, Chaos, Chosen · **FRAKTION** Heretic Astartes