CHAOS - CHAOS SPACE MARINES

DEFILER

Dark Pacts | Deadly Demise D6

M	T	SV	W	LD	OC	RW
12"	11	3+	18	6+	5	5+

300 PTS
Base 160mm

1 KOMMANDO

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2 BEWEGUNG

Scuttling Walker

Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

3 BESCHUSS

Ectoplasma destructor — BLAST

R	A	BS	S	AP	D
36"	D6	3+	12	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

2× Excruciator cannon

R	A	BS	S	AP	D
36"	6	3+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Hades battle cannon — BLAST

R	A	BS	S	AP	D
48"	D6+3	3+	10	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Hades lascannon

R	A	BS	S	AP	D
48"	2	3+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Heavy baleflamer — IGNORES COVER — TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	7	-2	2

VERWUNDET

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

Heavy reaper autocannon — DEVASTATING WOUNDS — SUSTAINED HITS 1

R	A	BS	S	AP	D
48"	4	3+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

2× Magma cutter — MELTA 2

R	A	BS	S	AP	D
12"	2	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ Heavy missile launcher - frag — BLAST

R	A	BS	S	AP	D
48"	2D6	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Heavy missile launcher - krak

R	A	BS	S	AP	D
48"	2	3+	10	-2	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

4 ANGRIFF

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5 NAHKAMPF

Electroscourge — EXTRA ATTACKS — SUSTAINED HITS 2

R	A	WS	S	AP	D
Melee	5	3+	12	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Shearing claws - strike

R	A	WS	S	AP	D
Melee	5	3+	16	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–8	T9–15	T16	T17–31	T32+

Shearing claws - sweep

R	A	WS	S	AP	D
Melee	10	3+	6	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Daemonforge

Each time this unit makes a Dark Pact, until the end of the phase, each time this model makes an attack, re-roll a Wound roll of 1.

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 3+ · 5++ · 18 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12–21	S11	S6–10	S1–5

RETTUNGSWURF JE DS

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

Damaged: 1-6 wounds remaining
While this model has 1-6 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 D6 This ability always takes the form Deadly Demise X.

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…

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.

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 mod…

MELTA This ability always takes the form [MELTA X].

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m…

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Defiler

Ausrüstung: Ectoplasma destructor, 2x Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 2x Magma cutter, ➤ Heavy missile launcher - frag, ➤ Heavy missile launcher - krak, Electroscourge, Shearing claws - strike, Shearing claws - sweep

- This model can replace its Heavy missile launcher with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Hades battle cannon with Ectoplasma destructor.
- This model can replace its Heavy baleflamer with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Two excruciator cannons with Two magma cutters.

KEYWORDS Vehicle, Walker, Chaos, Daemon, Defiler · **FRAKTION** Heretic Astartes