

CHAOS - CHAOS SPACE MARINES

FELLGOR BEASTMEN

Dark Pacts

M

6"

T

4

SV

5+

W

1

LD

7+

OC

1

60 PTS

Base 32mm



1

KOMMANDO

2

BEWEGUNG

Bestial Raiders

If this unit begins the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. If this unit is in Strategic Reserves, for the purposes of setting it up on the battlefield, treat the current battle round number as being one higher than it actually is.

3

BESCHUSS

Autopistol

PISTOL

R

12"

A

1

BS

4+

S

3

AP

0

D

1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Bolt pistol

PISTOL

R

12"

A

1

BS

4+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Corrupted stave

DEVASTATING WOUNDS

PSYCHIC

R

18"

A

D3

BS

4+

S

5

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

► Plasma pistol - standard

PISTOL

R

12"

A

1

BS

4+

S

7

AP

-2

D

1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

► Plasma pistol- supercharge

HAZARDOUS

PISTOL

R

12"

A

1

BS

4+

S

8

AP

-3

D

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

4

ANGRIFF

5

NAHKAMPF

Chainsword

R

Melee

A

3

WS

4+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Close combat weapon

R

Melee

A

2

WS

4+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Corrupted stave

DEVASTATING WOUNDS

PSYCHIC

R

Melee

A

2

WS

4+

S

4

AP

-1

D

D3

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Great weapon

R

Melee

A

2

WS

5+

S

8

AP

-1

D

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

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

W4 · RW 5+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

3+

S5-7

4+

S4

5+

S3

6+

S1-2

RETTUNGSWURF JE DS

DS 0

5+

DS -1

6+

DS -2

-

DS -3

-

DS -4

-

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.

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...

PISTOL

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

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 rol...

AUFSTELLUNG

1x Fellgor Champion - Equipped with: Chainsword, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol- supercharge

9x Beastman oder Beastman w/ great weapon oder Beastman w/ corrupted stave

▪ Each Fellgor Champion can replace its Bolt pistol with Plasma pistol.

KEYWORDS Infantry, Grenades, Chaos, Fellgor Beastmen, Damned · FRAKTION Heretic Astartes