



1KOMMANDO

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2BEWEGUNG

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3BESCHUSS

Balefire tome **PSYCHIC**

R	A	BS	S	AP	D
18"	2	3+	5	-1	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Bolt pistol **PISTOL**

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

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Boltgun

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

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Flamer **IGNORES COVER** **TORRENT**

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Havoc autocannon

R	A	BS	S	AP	D
48"	2	4+	9	-1	3

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

Heavy bolter **HEAVY** **SUSTAINED HITS 1**

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Lascannon **HEAVY**

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+3+4+5+6+

T1-6T7-11T12T13-23T24+

Meltagun **MELTA 2**

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

Reaper chaincannon **HEAVY**

R	A	BS	S	AP	D
24"	8	4+	5	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

► Missile launcher - frag **BLAST** **HEAVY**

R	A	BS	S	AP	D
48"	D6	4+	4	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

► Missile launcher - krak **HEAVY**

R	A	BS	S	AP	D
48"	1	4+	9	-2	D6

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

► Plasma gun - standard **RAPID FIRE 1**

R	A	BS	S	AP	D
24"	1	3+	7	-2	1

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

► Plasma gun - supercharge **HAZARDOUS** **RAPID FIRE 1**

R	A	BS	S	AP	D
24"	1	3+	8	-3	2

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

► Plasma pistol - standard **PISTOL**

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

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

► Plasma pistol - supercharge **HAZARDOUS** **PISTOL**

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

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

4ANGRIFF

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5NAHKAMPF

Accursed weapon

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

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Astartes chainsword

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

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Heavy melee weapon

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

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

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.

VERTEIDIGUNG

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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.

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

W5 - RW 3+ - 2 LP je Modell

WIRD VERWUNDET MIT
2+
S10+
RETTUNGSWURF JE DS
DS 0
3+

3+
S6-9
DS -1
4+

4+
S5
DS -2
5+

5+
S3-4
DS -3
6+

6+
S1-2
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.

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 (round...

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 (D6.03) for that unit equal to...

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 unen...

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].

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 roll...

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

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

- 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 - FRAKTION Heretic Astartes