



1KOMMANDO

2BEWEGUNG

3BESCHUSS

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+

Flamer

IGNORES COVER

TORRENT

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Heavy bolter

HEAVY

SUSTAINED HITS 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Meltagun

MELTA 2

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

VERWUNDET

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

► Missile launcher - frag

BLAST

HEAVY

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

► Missile launcher - krak

HEAVY

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

VERWUNDET

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

► Plasma gun - standard

RAPID FIRE 1

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

VERWUNDET

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

► 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+
T1-4	T5-7	T8	T9-15	T16+

► 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+

4ANGRIFF

5NAHKAMPF

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+

Astartes chainsword

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Nostraman chainblade

SUSTAINED HITS 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Nostraman chainglaive

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	4	3+	8	-2	1

VERWUNDET

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

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	3	3+	8	-2	2

VERWUNDET

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

6VERTEIDIGUNG

IMMER / EINMALIG

Visions of Suffering (Psychic)

Each time a model in this unit makes an attack that targets an enemy unit that is below its Starting Strength, add 1 to the Hit roll. If that enemy unit is Below Half-strength, add 1 to the Wound roll as well.

Attached Unit

If a CHARACTER UNIT unit from your army with the Leader ability (excluding EPIC HEROES) can be attached to a LEGIONARIES unit, it can be attached to this unit instead.

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.

Voice eater

Enemy units (excluding MONSTERS and VEHICLES) cannot be targeted with Stratagems while they are within Engagement Range of the bearer's unit.

GEGEN DIESE EINHEIT				
W5 · RW 3+ · 2 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).

[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...

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...

[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.

[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.

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

- AUFSTELLUNG
- 1x Visionary - Equipped with: Accursed weapon, Power fist, Nostraman chainblade, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge
- 4x Legionary w/ boltgun oder Legionary w/ chainsword oder Legionary w/ heavy weapon oder Legionary w/ special weapon oder Legionary w/ accursed weapon oder Legionary w/ Nostraman chainglaive oder Legionary w/ paired accursed weapons oder Legionary w/ voice eater
- Each Visionary can replace its Nostraman chainblade with Accursed weapon or Power fist.
 - Each Visionary can replace its Bolt pistol with Plasma pistol.
 - Each Legionary w/ heavy weapon can replace its Heavy bolter with Missile launcher.
 - Each Legionary w/ special weapon can replace its Flamer with Plasma gun or Meltagun.