

Dark Pacts

Deep Strike

M

4"

T

7

SV

2+

W

5

LD

6+

OC

2

RW

5+

160–360 PTS

Base 50mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

► Fleshmetal guns - focused malice

MELTA 2

R

A

BS

S

AP

D

18"

D3

3+

12

-3

4

VERWUNDET

2+

T1–6

3+

T7–11

4+

T12

5+

T13–23

6+

T24+

► Fleshmetal guns - ruinous salvo

BLAST

R

A

BS

S

AP

D

24"

D6

3+

8

-2

2

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

► Fleshmetal guns - warp hail

SUSTAINED HITS 1

R

A

BS

S

AP

D

24"

D6+3

3+

5

-1

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Warp Rift Firepower

(Once per battle, per unit): In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this unit's ranged attacks have [INDIRECT FIRE].

4

ANGRIFF

—

5

NAHKAMPF

Crushing fists

R

A

WS

S

AP

D

Melee

4

3+

9

-2

2

VERWUNDET

2+

T1–4

3+

T5–8

4+

T9

5+

T10–17

6+

T18+

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

W7 · RW 2+ · 5++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+

S14+

3+

S8–13

4+

S7

5+

S4–6

6+

S1–3

RETTUNGSWURF JE DS

DS 0

2+

DS -1

3+

DS -2

4+

DS -3

5+

DS -4

5++

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.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

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...

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

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

AUFSTELLUNG

2x Obliterator - Equipped with: Crushing fists, ► Fleshmetal guns - focused malice, ► Fleshmetal guns - ruinous salvo, ► Fleshmetal guns - warp hail