CHAOS - CHAOS SPACE MARINES

WARPSMITH

Leader | Dark Pacts

M	T	SV	W	LD	OC
6"	5	2+	4	6+	1

65 PTS

Base 60x35.5mm Oval Base

1 KOMMANDO

Master of Mechanisms

In your Command phase, select one friendly Heretic Astartes Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

2 BEWEGUNG

Enrage Machine Spirits

At the end of your Movement phase, select one enemy Vehicle unit within 12" of this model. That unit must take a Battle-shock test.

3 BESCHUSS

Flamer tendril [IGNORES COVER] [PISTOL] [TORRENT]

R	A	BS	S	AP	D
12"	D6	N/A	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Melta tendril [MELTA 1] [PISTOL]

R	A	BS	S	AP	D
6"	1	2+	8	-4	D3

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	2+	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	2+	8	-3	2

VERWUNDET

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

4 ANGRIFF

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5 NAHKAMPF

Forge weapon [ANTI-VEHICLE 4+]

R	A	WS	S	AP	D
Melee	4	3+	6	-2	2

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ 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.

Warpsmith

While this model is within 3" of one or more friendly Heretic Astartes Vehicle units, this model has the Lone Operative ability.

GEGEN DIESE EINHEIT

W5 · RW 2+ · 4 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
2+	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.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

ANTI This ability always takes the form [ANTI-X Y+].

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…

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.

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

AUFSTELLUNG

1x Warpsmith

Ausrüstung: Flamer tendril, Melta tendril, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Forge weapon

Anführer

This model can be attached to the following units: CHOSEN, HAVOCS, LEGIONARIES, NEMESIS CLAW, RED CORSAIRS RAIDERS

KEYWORDS Infantry, Character, Chaos, Warpsmith, Leader · **FRAKTION** Heretic Astartes