

FELLGOR BEASTMEN

Dark Pacts

M	T	SV	W	LD	OC
6"	4	5+	1	7+	1

60 PTS
Base 32mm



1

KOMMANDO

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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 A BS S AP D
12" 1 4+ 3 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1 T2 T3 T4-5 T6+

Bolt pistol **PISTOL**
R A BS S AP D
12" 1 4+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Corrupted stave **DEVASTATING WOUNDS** **PSYCHIC**
R A BS S AP D
18" D3 4+ 5 -1 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

► Plasma pistol - standard **PISTOL**
R A BS S AP D
12" 1 4+ 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 4+ 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

Chainsword
R A WS S AP D
Melee 3 4+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Close combat weapon
R A WS S AP D
Melee 2 4+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Corrupted stave **DEVASTATING WOUNDS** **PSYCHIC**
R A WS S AP D
Melee 2 4+ 4 -1 D3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Great weapon
R A WS S AP D
Melee 2 5+ 8 -1 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-7 T8 T9-15 T16+

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.

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 roll...

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.