

LEGIONARIES

Dark Pacts

M

6"

T

5

SV

3+

W

2

LD

6+

OC

2

95-180 PTS

Base 32mm



3 BESCHUSS

Balefire tome **PSYCHIC**

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

Bolt pistol **PISTOL**

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

Boltgun

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

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

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

Havoc autocannon

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

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

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

Lascannon **HEAVY**

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

Meltagun **MELTA 2**

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

Reaper chaincannon **HEAVY**

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

➤ Missile launcher - frag **BLAST** **HEAVY**

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

➤ Missile launcher - krak **HEAVY**

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

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

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

➤ Plasma gun - supercharge **HAZARDOUS**

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

➤ Plasma pistol - standard **PISTOL**

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

➤ Plasma pistol - supercharge **HAZARDOUS**

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

5 NAHKAMPF

Accursed weapon

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

Astartes chainsword

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

Close combat weapon

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

Heavy melee weapon

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

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.

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
-

1
KOMMANDO

2
BEWEGUNG

4
ANGRIFF

◆
VERTEIDIGUNG

∞ 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.

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 (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.
- 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.