

MASTERS OF THE MAELSTROM

Support

Dark Pacts

GARREON THE CORPSEMASTER

M	T	SV	W	LD	OC
6"	5	3+	4	6+	1

GARLON SOULEATER

M	T	SV	W	LD	OC
6"	5	3+	4	6+	1

KATAR GARRIX

M	T	SV	W	LD	OC
6"	5	3+	4	6+	1

CAPTAIN SARGOTTA

M	T	SV	W	LD	OC
6"	3	4+	3	6+	1

THE ENFORCER

M	T	SV	W	LD	OC
6"	3	4+	3	6+	1

150 PTS

Base Garlon Souleater,
Garreon the Corpsemaster,;
40mm, The Enforcer: 32mm



3 BESCHUSS

Absolver bolt pistol **PISTOL**

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

Bolt pistol **PISTOL**

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

Laspistol **PISTOL**

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

Londaxi maimer **ASSAULT**

R	A	BS	S	AP	D
18"	3	3+	4	-1	1

Mind Wrench **PRECISION** **PSYCHIC**

R	A	BS	S	AP	D
12"	1	2+	6	-2	D6+1

5 NAHKAMPF

Axe of Ending **ANTI-CHARACTER 2+** **PRECISION**

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

Bionic gauntlet

R	A	WS	S	AP	D
Melee	1	2+	6	-2	2

Force stave **PSYCHIC**

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

Power sabre

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

Reductor array

R	A	WS	S	AP	D
Melee	6	3+	4	-2	1

GEGEN DIESE EINHEIT

Garreon the Corpsemaster

W5 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

Captain Sargotta

W3 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1
DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	6+	-	-

1KOMMANDO

Choice Samples

While this unit's Garreon the Corpsemaster model is on the battlefield, in your Command phase, select one of the following: you can return one destroyed model (excluding Character models) to this unit, or, if one or more Heretic Astartes Infantry units from your army are below Starting Strength and within 3" of this unit, you gain 1CP.

2BEWEGUNG

Fleet Command

After both players have deployed their armies, if this unit is on the battlefield (or any Transport it is embarked within is on the battlefield) select up to three Heretic Astartes units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

4

ANGRIFF

◆

VERTEIDIGUNG

∞IMMER / EINMALIG

Plunder

Once per battle, after this unit ends a Normal move, you can select one visible enemy unit within 12" of it and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.

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.

Support

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+].

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

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 rol...

AUFSTELLUNG

1x Garreon the Corpsemaster - Equipped with: Absolver bolt pistol, Reductor array

1x Garlon Souleater - Equipped with: Mind Wrench, Force stave

1x Katar Garrix - Equipped with: Axe of Ending, Bolt pistol

1x Captain Sargotta - Equipped with: Power sabre, Laspistol

1x The Enforcer - Equipped with: Londaxi maimer, Bionic gauntlet

Anführer

This unit can be attached to the following units: CHOSEN, LEGIONARIES, RED CORSAIRS RAIDERS