

RAPTORS

Dark Pacts Deep Strike

M

12"

T

5

SV

3+

W

2

LD

6+

OC

1

115–225 PTS

Base 32mm



3 BESCHUSS

Bolt pistol PISTOL

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

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Flamer IGNORES COVER TORRENT

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

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

Meltagun MELTA 2

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

VERWUNDET

2+

T1–4

3+

T5–8

4+

T9

5+

T10–17

6+

T18+

Plasma gun - standard RAPID FIRE 1

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

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

Plasma gun - supercharge HAZARDOUS

RAPID FIRE 1

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

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

Plasma pistol - standard PISTOL

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

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

Plasma pistol - supercharge HAZARDOUS

PISTOL

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

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

5 NAHKAMPF

Accursed weapon

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

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Heavy melee weapon

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

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

Astartes chainsword

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

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Mutations

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

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Close combat weapon

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

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Terrifying Assault

At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell
WIRD VERWUNDET MIT

	2+ S10+	3+ S6–9	4+ S5	5+ S3–4	6+ S1–2
RETTUNGSWURF JE DS	DS 0 3+	DS –1 4+	DS –2 5+	DS –3 6+	DS –4 –

1 KOMMANDO

Fearsome (Aura)
While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

2 BEWEGUNG

4 ANGRIFF

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.

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...

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.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

1x Raptor Champion - Equipped with: Astartes chainsword, Accursed weapon, Heavy melee weapon, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge

4-9x Raptor oder Raptor w/ plasma pistol oder Raptor w/ heavy melee weapon oder Raptor w/ mutations

- Each Raptor Champion can replace its Astartes chainsword with Accursed weapon or Heavy melee weapon.
- Each Raptor Champion can replace its Bolt pistol with Plasma pistol.