CHAOS - CHAOS SPACE MARINES

RENEGADE HEAVY WEAPONS SQUAD [LEGENDS]

Dark Pacts

M	T	SV	W	LD	OC
6"	3	5+	2	7+	2

75 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Autocannon — HEAVY

R	A	BS	S	AP	D
48"	2	5+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Heavy bolter — HEAVY — SUSTAINED HITS 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Heavy stubber — HEAVY — RAPID FIRE 3

R	A	BS	S	AP	D
36"	4	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Lascannon — HEAVY

R	A	BS	S	AP	D
48"	1	5+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Mortar — BLAST — HEAVY — INDIRECT FIRE

R	A	BS	S	AP	D
48"	D6	5+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Renegade firearm — RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

➤ Missile launcher - frag — BLAST — HEAVY

R	A	BS	S	AP	D
48"	D6	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Missile launcher - krak — BLAST

R	A	BS	S	AP	D
48"	1	5+	9	-2	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

4 ANGRIFF

—

5 NAHKAMPF

Close combat weapons

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

VERTEIDIGUNG

Covering Fire

Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.

∞ 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

W3 · RW 5+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −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.

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 (roun…

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…

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

3x Heavy Weapons Team - Equipped with: Renegade firearm, Close combat weapons, Heavy stubber, Heavy bolter, Autocannon, Lascannon, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Mortar

▪ This model can replace its Heavy stubber with Heavy bolter, Autocannon, Lascannon, Missile launcher or Mortar.

Transport

For the purposes of embarking within TRANSPORTS, each Renegade Heavy Weapons Team model counts as two models.

KEYWORDS Infantry, Grenades, Chaos, Renegade Heavy Weapons Squad, Damned · **FRAKTION** Heretic Astartes