

CHAOS - CHAOS SPACE MARINES

TRAITOR ENFORCER

Leader

Dark Pacts

TRAITOR ENFORCER	M	T	SV	W	LD	OC	RW
	6"	3	5+	3	6+	1	5+
TRAITOR OGRYN	M	T	SV	W	LD	OC	
	6"	6	5+	4	7+	1	

70 PTS

Base 32mm, Traitor Ogryn:
40mm



1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

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+
------------	------------	----------	------------	------------

4ANGRIFF

—

5NAHKAMPF

Ogryn weapons

R	A	WS	S	AP	D
Melee	5	3+	7	-1	2

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
------------	------------	----------	-------------	------------

Power fist

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

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
------------	------------	----------	-------------	------------

VERTEIDIGUNG

Mutated Bodyguard

While this unit contains a Traitor Ogryn model, CHARACTER models in this unit have the Feel No Pain 4+ ability.

IMMER / EINMALIG

Brutal Example

Once per turn, while this unit is leading a unit and contains a TRAITOR ENFORCER model, you can target that unit with the Fire Overwatch Stratagem for OCP, and can do so even if you have already targeted a different unit from your army with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.

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				
Traitor Enforcer				
W3 · RW 5+ · 5++ · 3 LP je Modell				
WIRD VERWUNDET MIT				
2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
RETTUNGSWURF JE DS				
DS 0 5+	DS -1 5++	DS -2 5++	DS -3 5++	DS -4 5++
Traitor Ogryn				
W6 · RW 5+ · 4 LP je Modell				
WIRD VERWUNDET MIT				
2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
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.

Leader 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.

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

AUFSTELLUNG

1x Traitor Enforcer - Equipped with: Bolt pistol, Power fist
1x Traitor Ogryn - Equipped with: Ogryn weapons

Anführer

This unit can be attached to the following unit: TRAITOR GUARDSMAN SQUAD