

TRAITOR GUARDSMEN SQUAD

Dark Pacts

M6"

T3

SV5+

W1

LD7+

OC2

65 PTS
Base 25mm



3 BESCHUSS

Boltgun **RAPID FIRE 1**

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

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Corrupted pistol **PISTOL**

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

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Cultist sniper rifle **HEAVY** **PRECISION**

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

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

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Lasgun **RAPID FIRE 1**

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ T6+

Meltagun **MELTA 2**

VERWUNDET

2+ T1-4

3+ T5-8

4+ T9

5+ T10-17

6+ T18+

Cultist grenade launcher - frag **BLAST**

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Cultist grenade launcher - krak

VERWUNDET

2+ T1-4

3+ T5-8

4+ T9

5+ T10-17

6+ T18+

Plasma gun - standard **RAPID FIRE 1**

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Plasma gun - supercharge **HAZARDOUS** **RAPID FIRE 1**

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

Twisted Defence Force
While this unit is within range of an objective, this unit has +1 Sv against ranged attacks.

5 NAHKAMPF

Chainsword

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

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ T6+

Close combat weapon

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ T6+

Power weapon

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

GEGEN DIESE EINHEIT

W3 · RW 5+ · 1 LP je Modell
WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+
S6+

DS 0
5+

3+
S4-5

DS -1
6+

4+
S3

DS -2
-

5+
S2

DS -3
-

6+
S1

DS -4
-

1
KOMMANDO

—

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.
- 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...
- 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.
- 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...
- 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 Traitor Sergeant - Equipped with: Close combat weapon, Chainsword, Power weapon, Corrupted pistol, Boltgun
- 9x Guardsman w/ lasgun
- Each Traitor Sergeant can replace its Close combat weapon with Chainsword or Power weapon.
 - Each Traitor Sergeant can replace its Corrupted pistol with Boltgun.