

OBSESSIONIST

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 7" | 5 | 3+ | 2 | 6+ | 2  |

 RANGED WEAPONS

| WEAPON                                                   | RANGE | A | BS | S | AP | D |
|----------------------------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br><b>PISTOL</b>                             | 12"   | 1 | 3+ | 5 | -1 | 1 |
| ► Plasma pistol - standard<br><b>PISTOL</b>              | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br><b>HAZARDOUS PISTOL</b> | 12"   | 1 | 3+ | 8 | -3 | 2 |

 MELEE WEAPONS

| WEAPON                             | RANGE | A | WS | S | AP | D |
|------------------------------------|-------|---|----|---|----|---|
| Duelling sabre<br><b>PRECISION</b> | Melee | 4 | 3+ | 5 | -1 | 1 |
| Power sword                        | Melee | 4 | 3+ | 5 | -2 | 1 |
| Rapture lash                       | Melee | 6 | 3+ | 4 | -1 | 1 |

ABILITIES

- Excessive Assault**  
Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.
- Icon of Excess**  
At the end of your Shooting phase or the Fight phase, if the bearer's unit destroyed one or more enemy units this phase, the bearer's unit takes a Leadership test. If that test is passed, you gain 1CP.

WEAPON ABILITIES

- 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 the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- Pistol**  
**[PISTOL]** and **[CLOSE-QUARTERS]** are identical for all rules purposes.  
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:  
- One or more of its **[CLOSE-QUARTERS]** weapons.  
- One or more of its other ranged weapons.
- 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** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.



**AUFSTELLUNG**

1x Obsessionist - Equipped with: Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Rapture lash, Power sword (32mm)  
4-9x Infractor (32mm)

**Wargear Options:**

- Each Obsessionist can replace its Bolt pistol with Plasma pistol.
- Each Obsessionist can replace its Power sword with Rapture lash.



**KEYWORDS:** Infantry, Battleline, Grenades, Chaos, Slaanesh, Infractors  
**FACTION KEYWORDS:** Emperor's Children

## FACTION RULES

### Thrill Seekers

If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:

- It cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

## CORE RULES

### Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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