

INFRACTORS

Scouts 6" Thrill Seekers

M

7"

T

5

SV

3+

W

2

LD

6+

OC

2

95-175 PTS
Base 32mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Bolt pistol

PISTOL

R

12"

A

1

BS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

► Plasma pistol - standard

PISTOL

R

12"

A

1

BS

3+

S

7

AP

-2

D

1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

► Plasma pistol - supercharge

HAZARDOUS

PISTOL

R

12"

A

1

BS

3+

S

8

AP

-3

D

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

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.

4

ANGRIFF

5

NAHKAMPF

Duelling sabre

PRECISION

R

Melee

A

4

WS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Power sword

R

Melee

A

4

WS

3+

S

5

AP

-2

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Rapture lash

R

Melee

A

6

WS

3+

S

4

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

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.

VERTEIDIGUNG

∞

IMMER / EINMALIG

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

-

REGELN & KEYWORDS KURZ

Scouts 6"

This ability always takes the form Scouts X".

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 cann...

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...

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...

AUFSTELLUNG

1x Obsessionist - Equipped with: Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Rapture lash, Power sword

4-9x Infractionator

▪ Each Obsessionist can replace its Bolt pistol with Plasma pistol.

▪ Each Obsessionist can replace its Power sword with Rapture lash.