



1KOMMANDO

Objective Defiled

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

2BEWEGUNG

3BESCHUSS

Bolt pistol

PISTOL

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

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

Boltgun

PRECISION

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 2 | 3+ | 5 | -1 | 1 |

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

Meltagun

MELTA 2

PRECISION

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 12" | 1 | 3+ | 9 | -4 | D6 |

VERWUNDET

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

Plasma gun - standard

PRECISION

RAPID FIRE 1

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 1 | 3+ | 7 | -2 | 1 |

VERWUNDET

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

Plasma gun - supercharge

HAZARDOUS

PRECISION

RAPID FIRE 1

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 1 | 3+ | 8 | -3 | 2 |

VERWUNDET

|      |      |    |       |      |
|------|------|----|-------|------|
| 2+   | 3+   | 4+ | 5+    | 6+   |
| T1–4 | T5–7 | T8 | T9–15 | T16+ |

Plasma pistol - standard

PISTOL

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 1 | 3+ | 7 | -2 | 1 |

VERWUNDET

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

Plasma pistol - supercharge

HAZARDOUS

PISTOL

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 1 | 3+ | 8 | -3 | 2 |

VERWUNDET

|      |      |    |       |      |
|------|------|----|-------|------|
| 2+   | 3+   | 4+ | 5+    | 6+   |
| T1–4 | T5–7 | T8 | T9–15 | 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.

4ANGRIFF

5NAHKAMPF

Close combat weapon

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 3+ | 5 | 0  | 1 |

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

Power sword

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 4 | 3+ | 5 | -2 | 1 |

VERWUNDET

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

Rapture lash

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 6 | 3+ | 4 | -1 | 1 |

VERWUNDET

|      |    |    |      |     |
|------|----|----|------|-----|
| 2+   | 3+ | 4+ | 5+   | 6+  |
| T1–2 | T3 | T4 | T5–7 | T8+ |

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

|      |      |    |      |      |
|------|------|----|------|------|
| 2+   | 3+   | 4+ | 5+   | 6+   |
| S10+ | S6–9 | S5 | S3–4 | S1–2 |

RETTUNGSWURF JE DS

|      |       |       |       |       |
|------|-------|-------|-------|-------|
| DS 0 | DS -1 | DS -2 | DS -3 | DS -4 |
| 3+   | 4+    | 5+    | 6+    | -     |

REGELN & KEYWORDS KURZ

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym...

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...

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].

AUFSTELLUNG

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

4-9x Tormentor oder Tormentor w/ plasma gun oder Tormentor w/ meltagun

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