

TRAITOR ENFORCER

70 PTS

TRAITOR ENFORCER

M	T	Sv	W	LD	OC
6"	3	5+	3	6+	1

INVULNERABLE
SAVE



TRAITOR OGRYN

M	T	Sv	W	LD	OC
6"	6	5+	4	7+	1



AUFSTELLUNG

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Ogryn weapons	Melee	5	3+	7	-1	2
Power fist	Melee	3	3+	6	-2	2
ABILITIES						

CORE - Leader

- 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.

Mutated Bodyguard

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

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.

Leader

This unit can be attached to the following unit:

 - TRAITOR GUARDSMAN SQUAD

WEAPON ABILITIES

- 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.



Traitor Enforcer
KEYWORDS: Faction: Heretic Astartes, Infantry, Character, Grenades, Chaos, Traitor Enforcer
 Traitor Ogryn **KEYWORDS:** Faction: Heretic Astartes, Infantry, Grenades, Chaos
KEYWORDS: Character, Damned
FACTION KEYWORDS: -

FACTION RULES

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. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Traitor Enforcer
KEYWORDS: Faction:
Heretic Astartes, Infantry,
Character, Grenades,
Chaos, Traitor Enforcer
Traitor Ogryn **KEYWORDS:**
Faction: Heretic Astartes,
Infantry, Grenades, Chaos
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