

TRAITOR GUARDSMEN SQUAD - CHAOS -  
CHAOS SPACE MARINES

70 PTS

TRAITOR SERGEANT

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

**AUFSTELLUNG**

1x Traitor Sergeant - Equipped with: Close combat weapon, Chainsword, Power weapon, Corrupted pistol, Boltgun  
9x Guardsman w/ lasgun

**Wargear Options:**

- Each Traitor Sergeant can replace its Close combat weapon with Chainsword or Power weapon.
- Each Traitor Sergeant can replace its Corrupted pistol with Boltgun.

**KEYWORDS:** Infantry, Grenades, Chaos, Traitor Guardsmen Squad, Damned

**FACTION KEYWORDS:** Heretic Astartes

 RANGED WEAPONS

| WEAPON                                                               | RANGE | A  | BS  | S | AP | D  |
|----------------------------------------------------------------------|-------|----|-----|---|----|----|
| Boltgun<br><small>RAPID FIRE 1</small>                               | 24"   | 1  | 4+  | 4 | 0  | 1  |
| Corrupted pistol<br><small>PISTOL</small>                            | 12"   | 1  | 4+  | 4 | -1 | 1  |
| Cultist sniper rifle<br><small>HEAVY, PRECISION</small>              | 36"   | 1  | 4+  | 4 | -2 | 2  |
| Flamer<br><small>IGNORES COVER, TORRENT</small>                      | 12"   | D6 | N/A | 4 | 0  | 1  |
| Lasgun<br><small>RAPID FIRE 1</small>                                | 24"   | 1  | 4+  | 3 | 0  | 1  |
| Meltagun<br><small>MELTA 2</small>                                   | 12"   | 1  | 4+  | 9 | -4 | D6 |
| ➤ Cultist grenade launcher - frag<br><small>BLAST</small>            | 24"   | D3 | 4+  | 4 | 0  | 1  |
| ➤ Cultist grenade launcher - krak                                    | 24"   | 1  | 4+  | 9 | -2 | D3 |
| ➤ Plasma gun - standard<br><small>RAPID FIRE 1</small>               | 24"   | 1  | 4+  | 7 | -2 | 1  |
| ➤ Plasma gun - supercharge<br><small>HAZARDOUS, RAPID FIRE 1</small> | 24"   | 1  | 4+  | 8 | -3 | 2  |

 MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Chainsword          | Melee | 3 | 4+ | 3 | 0  | 1 |
| Close combat weapon | Melee | 1 | 4+ | 3 | 0  | 1 |
| Power weapon        | Melee | 2 | 4+ | 4 | -2 | 1 |

ABILITIES

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

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Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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.

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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]