

# MASTERS OF THE MAELSTROM

| ⚙ RANGED WEAPONS                              |       |   |    |   |    |   |
|-----------------------------------------------|-------|---|----|---|----|---|
| WEAPON                                        | RANGE | A | BS | S | AP | D |
| Absolver bolt pistol<br><small>PISTOL</small> | 18"   | 1 | 3+ | 5 | -1 | 2 |
| Bolt pistol<br><small>PISTOL</small>          | 12"   | 1 | 3+ | 4 | -1 | 1 |
| Laspistol<br><small>PISTOL</small>            | 12"   | 1 | 3+ | 4 | -1 | 1 |
| Londaxi maimer<br><small>ASSAULT</small>      | 18"   | 3 | 3+ | 4 | -1 | 1 |

Garlon Souleater **KEYWORDS:** Psyker  
KEYWORDS: Epic Hero, Infantry, Grenades, Chaos, Chaos Undivided, Masters of the Maelstrom, Support

GARREON THE CORPSEMASTER

| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 3+ | 4 | 6+ | 1  |

GARLON SOULEATER

| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 3+ | 4 | 6+ | 1  |

KATAR GARRIX

| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 3+ | 4 | 6+ | 1  |

CAPTAIN SARGOTTA

| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 3 | 4+ | 3 | 6+ | 1  |

THE ENFORCER

| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 3 | 4+ | 3 | 6+ | 1  |

ABILITIES

Choice Samples

While this unit's Garreon the CorpseMASTER model is on the battlefield, in your Command phase, select one of the following: you can return one destroyed model (excluding Character models) to this unit, or, if one or more Heretic Astartes Infantry units from your army are below Starting Strength and within 3" of this unit, you gain 1CP.

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|                    |     |   |    |   |    |      |
|--------------------|-----|---|----|---|----|------|
| Mind Wrench        | 12" | 1 | 2+ | 6 | -2 | D6+1 |
| PRECISION, PSYCHIC |     |   |    |   |    |      |

## ✂ MELEE WEAPONS

| WEAPON                                        | RANGE | A | WS | S | AP | D |
|-----------------------------------------------|-------|---|----|---|----|---|
| Axe of Ending<br>ANTI-CHARACTER 2+, PRECISION | Melee | 6 | 2+ | 6 | -2 | 2 |
| Bionic gauntlet                               | Melee | 1 | 2+ | 6 | -2 | 2 |
| Force stave<br>PSYCHIC                        | Melee | 4 | 2+ | 6 | -2 | 2 |

Garlon Souleater **KEYWORDS:** Psyker

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### GARLON SOULEATER

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### CAPTAIN SARGOTTA

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### Fleet Command

After both players have deployed their armies, if this unit is on the battlefield (or any Transport it is embarked within is on the battlefield) select up to three Heretic Astartes units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

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|                |       |   |    |   |    |   |
|----------------|-------|---|----|---|----|---|
| Power sabre    | Melee | 4 | 3+ | 4 | -2 | 1 |
| Reductor array | Melee | 6 | 3+ | 4 | -2 | 1 |

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Masters of the Maelstrom

At the start of the Declare Battle Formations step, this unit can join one of the following units. This unit then counts as part of that unit for the rest of the battle, and that unit's Starting Strength is increased accordingly.

- Chosen, Legionaries, Red Corsairs Raiders

This unit cannot join an Attached unit, and only Huron Blackheart can join a unit this unit has joined.

Plunder

Once per battle, after this unit ends a Normal move, you can select one visible enemy unit within 12" of it and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.

# MASTERS OF THE MAELSTROM

## AUFSTELLUNG

- 1x Garreon the CorpseMASTER - Equipped with: Absolver bolt pistol, Reductor array
- 1x Garlon Souleater - Equipped with: Mind Wrench, Force stave
- 1x Katar Garrix - Equipped with: Axe of Ending, Bolt pistol
- 1x Captain Sargotta - Equipped with: Power sabre, Laspistol
- 1x The Enforcer - Equipped with: Londaxi maimer, Bionic gauntlet

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## WEAPON RULES

### Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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## KATAR GARRIX

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### 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.

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**FACTION:** Heretic Astartes

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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.

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Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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## 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]

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**FACTION:** Heretic Astartes