



RENEGADE ENFORCER [LEGENDS]

65 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Autogun RAPID FIRE 1	24"	1	3+	3	0	1
Enforcer pistol PISTOL	12"	1	3+	4	0	1
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Shotgun ASSAULT	18"	2	3+	4	0	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Enforcer melee weapon	Melee	4	3+	4	0	1
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	3	3+	4	-2	1

ABILITIES

CORE - Leader

Brutal Example

While this model is leading a unit, you can target that unit with the Insane Bravery Stratagem for OCP, and can do so even if another unit from your army has already been targeted with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.

Enforcer

This model's unit is eligible to declare a charge in a turn in which it Fell Back.

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.

Tzeentch

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



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AUFSTELLUNG

1x Renegade Enforcer [Legends]

Equipped with: Autogun, Enforcer pistol, Lasgun, Shotgun, Enforcer melee weapon, Power fist, Power weapon

Wargear Options:

- This model can replace its Enforcer melee weapon with Power weapon or Power fist.
- This model can replace its Enforcer pistol with Autogun, Lasgun or Shotgun.

Leader

This model can be attached to the following units:

- TRAITOR GUARDSMEN SQUAD
- RENEGADE HEAVY WEAPONS SQUAD

WEAPON RULES

Assault

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

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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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).

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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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.