



TRAITOR ENFORCER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Traitor Enforcer	6"	3+	3+	3	3	4	3	8	5+
0-1	Traitor Ogryn	6"	3+	4+	6	5	6	5	8	5+

If this unit includes a Traitor Ogryn model, it has **Power Rating 6**. The Traitor Enforcer is equipped with: bolt pistol; power fist. The Traitor Ogryn is equipped with: mutant claw; scavenged maul.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Mutant claw	Melee	Melee	User	-2	3	Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Scavenged maul	Melee	Melee	+1	-1	2	-

ABILITIES

Refractor Field: This unit's **TRAITOR ENFORCER** model has a 5+ invulnerable save.

Forward, for the Dark Gods!: Once per turn, when a friendly **TRAITOR GUARDSMEN SQUAD** unit within 6" of this unit's **TRAITOR ENFORCER** model fails a Morale test, this unit can use this ability. If it does so, until the end of the phase, each time a Combat Attrition test is taken for that **TRAITOR GUARDSMEN SQUAD** unit, it is automatically passed.

Wall of Muscle: Each time an attack is allocated to this unit's **TRAITOR OGRYN** model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Big Target:

- Each time an attack targets this unit, if this unit contains a **TRAITOR OGRYN** model, use that model's Toughness characteristic when making wound rolls for that attack.
- Each time an attack is allocated to a model in this unit, if this unit contains a **TRAITOR OGRYN** model, that attack must be allocated to that model.
- Each time a mortal wound is inflicted on this unit, if this unit contains a **TRAITOR OGRYN** model, that model must suffer that mortal wound.

FACTION KEYWORDS: **CHAOS, TRAITORIS ASTARTES, <LEGION>**

KEYWORDS (TRAITOR ENFORCER): **CHARACTER, INFANTRY, CULTISTS, TRAITOR ENFORCER**

KEYWORDS (TRAITOR OGRYN): **INFANTRY, CULTISTS, TRAITOR OGRYN**



TRAITOR GUARDSMEN SQUAD

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Traitor Guardsman	6"	4+	4+	3	3	1	1	6	5+
1	Traitor Sergeant	6"	4+	4+	3	3	1	2	7	5+

The Traitor Sergeant is equipped with: laspistol; improvised blade; frag grenades. Every Traitor Guardsman is equipped with: lasgun; frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cultist sniper rifle	36"	Heavy 1	4	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Improvised blade	Melee	Melee	User	-1	1	-
OTHER WARGEAR		ABILITIES				
Vox-caster	While the bearer's unit is within 24" of a friendly TRAITOR ENFORCER unit, the bearer's unit is treated as being in range of that TRAITOR ENFORCER unit's Forward, For the Dark Gods! ability.					

WARGEAR OPTIONS

- Up to 3 Traitor Guardsmen can each have their lasguns replaced with one of the following: 1 flamer; 1 cultist grenade launcher; 1 meltagun; 1 plasma gun; 1 cultist sniper rifle.*
- 1 Traitor Guardsman can be equipped with 1 vox-caster.**
- The Traitor Sergeant's laspistol can be replaced with one of the following: 1 autopistol; 1 bolt pistol; 1 plasma pistol.
- The Traitor Sergeant's improvised blade can be replaced with one of the following: 1 chainsword; 1 power sword.
- The Traitor Sergeant's laspistol and improvised blade can be replaced with 1 boltgun.

* You cannot select the same weapon more than once per unit.

** This model's lasgun cannot be replaced.

FACTION KEYWORDS: **CHAOS, TRAITORIS ASTARTES, <LEGION>**

KEYWORDS: **INFANTRY, CULTISTS, TRAITOR GUARDSMEN SQUAD**

► TROOPS

Traitor Guardsmen Squad

Unit size 10 models

Unit cost 60 pts

- Plasma pistol +5 pts
- Power sword +5 pts

⚔ ELITES

Traitor Enforcer

Unit size 1-2 models

Unit cost 45 pts

- Traitor Ogryn +65 pts