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PRIMARIS AGGRESSORS

CHOOSE THE VARIANT YOU WANT TO BUILD
CHOISISSEZ LA VARIANTE À ASSEMBLER • ELIGE QUÉ VERSIÓN QUIERES MONTAR
WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST • SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

WITH AUTO BOLTSTORM GAUNTLETS

STEPS • ÉTAPES • PASOS
SCHRITTE • FASI

1 - 4



WITH FLAMESTORM GAUNTLETS

STEPS • ÉTAPES • PASOS
SCHRITTE • FASI

5 - 8



CITADEL®

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• **READ THIS FIRST** • **À LIRE EN PREMIER** • **LEER ANTES DE MONTAR**
• **LIES DIES ZUERST** • **LEGGI PRIMA QUESTO**

- **BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY.** A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.
- **AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET.** Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.
- **POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS.** Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.
- **VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN.** Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.
- **PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO.** Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

• **EXPLANATION OF SYMBOLS** • **EXPLICATION DES SYMBOLES** • **EXPLICACIÓN DE SÍMBOLOS**
• **ERLÄUTERUNG DER SYMBOLE** • **LEGENDA DEI SIMBOLI**



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



- Variant assembly
- Variante d'assemblage
- Variante de montaje
- Bauvariante
- Assemblaggio alternativo



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



- Repeat process
- Répéter l'étape
- Repetir pasos
- Vorgang wiederholen
- Ripeti il processo



- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti

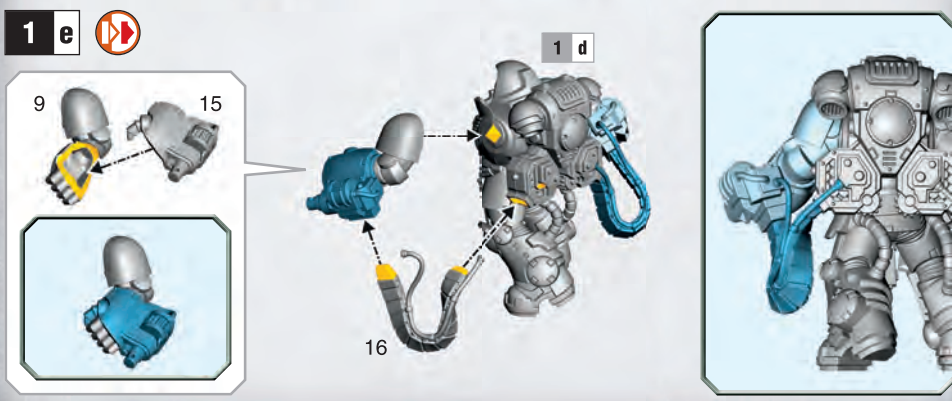
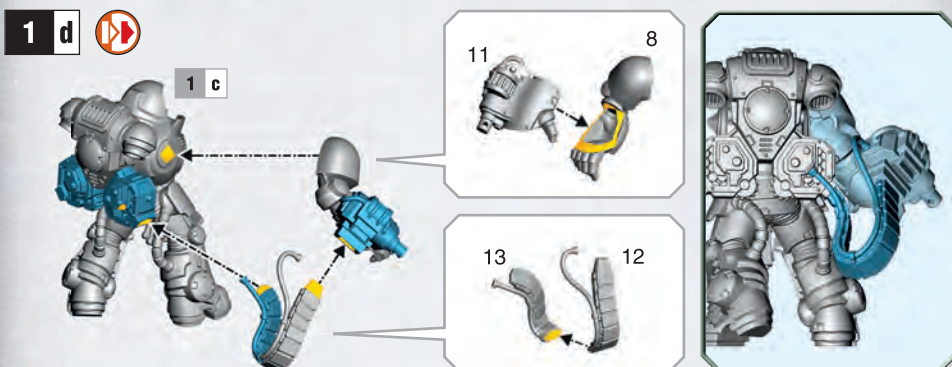
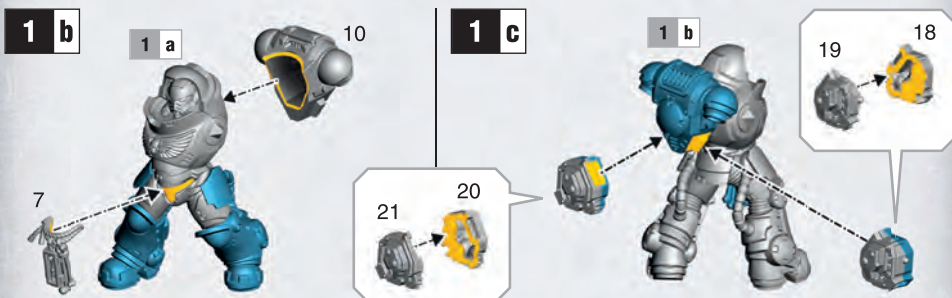
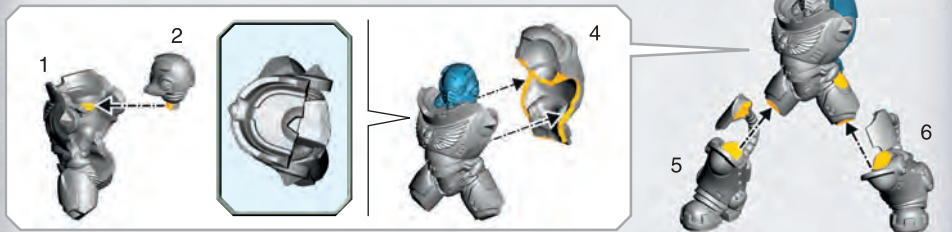


- Stage complete
- Étape terminée
- Paso completado
- Schritt abgeschlossen
- Fase completa

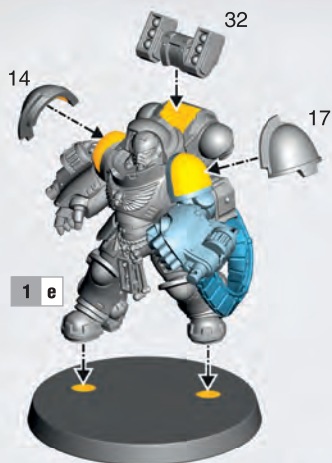
1 - 4

AGGRESSORS WITH AUTO BOLTSTORM GAUNTLETS

1 a AGGRESSOR A



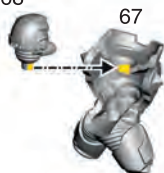
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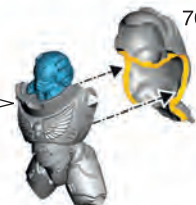
2 a AGGRESSOR B

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67



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71

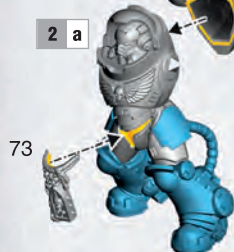
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2 b

2 a

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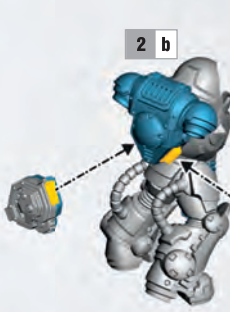
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2 b



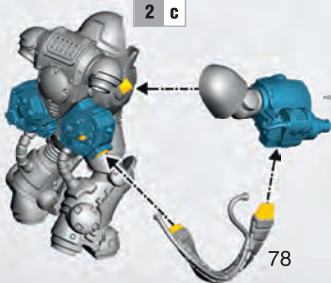
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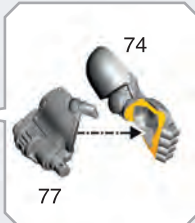


2 d

2 c



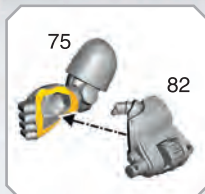
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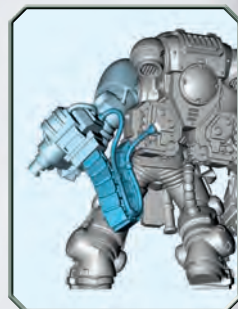
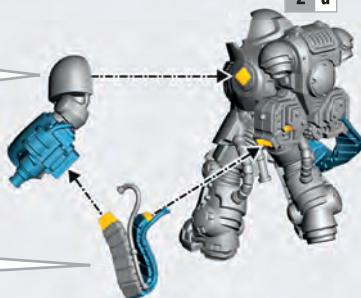
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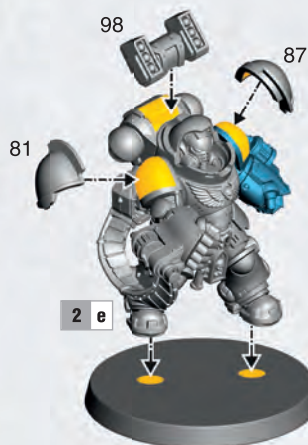
2 e



2 d



2 f



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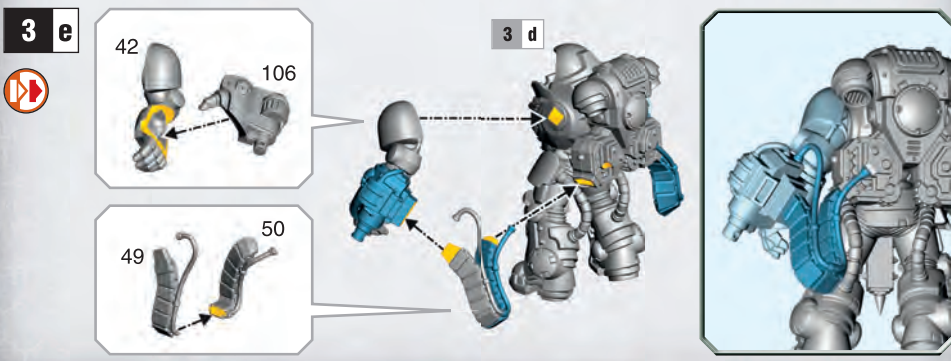
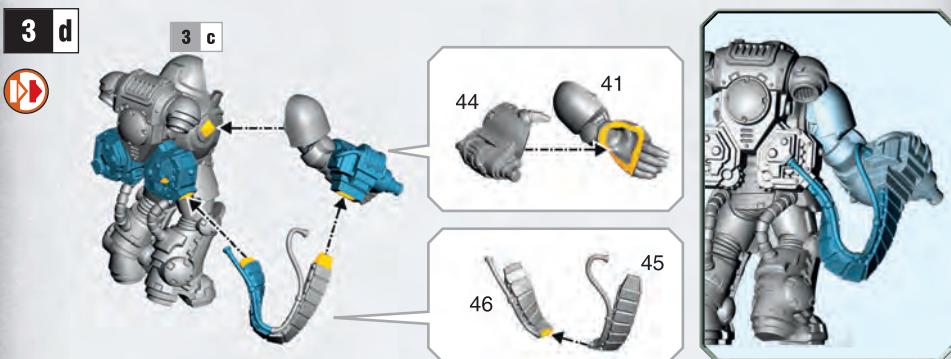
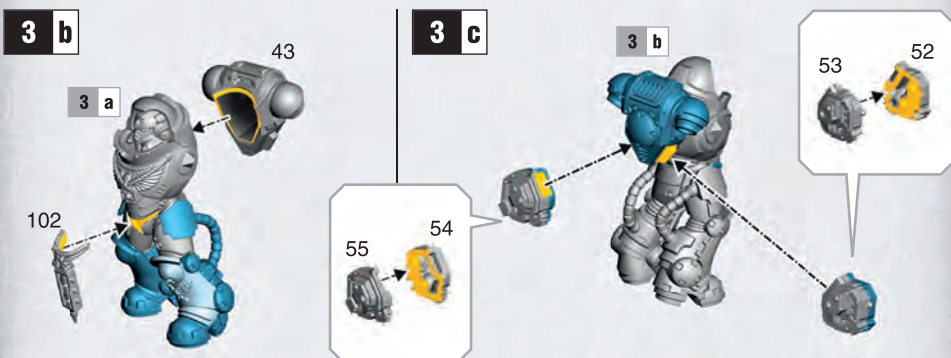
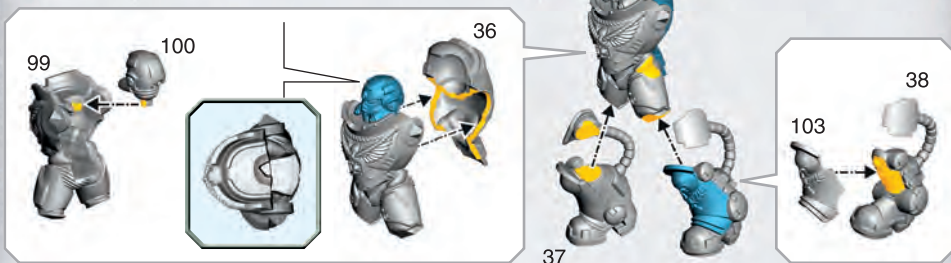
3 AGGRESSOR SERGEANT



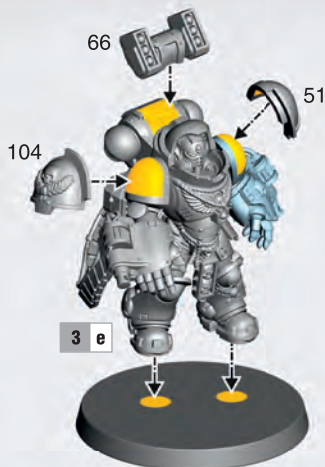
4 AGGRESSOR C



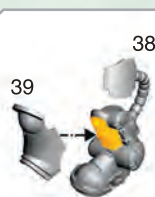
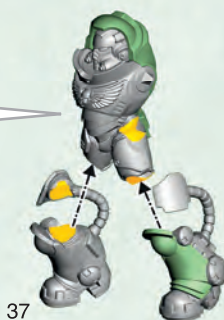
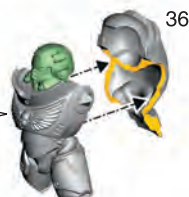
3 a AGGRESSOR SERGEANT



3 f



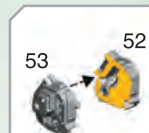
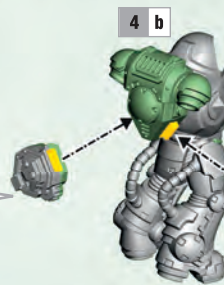
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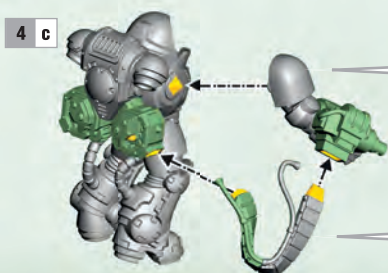
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4 c



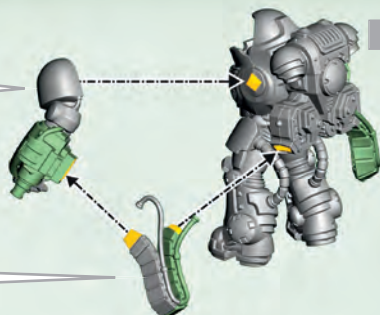
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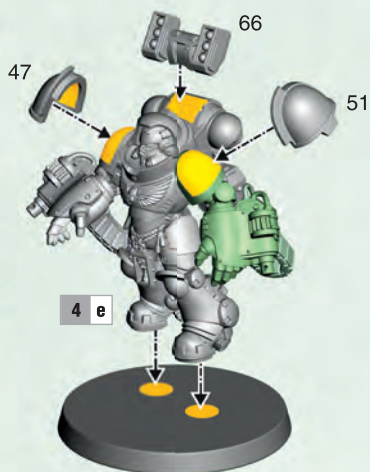
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4 d



4 f



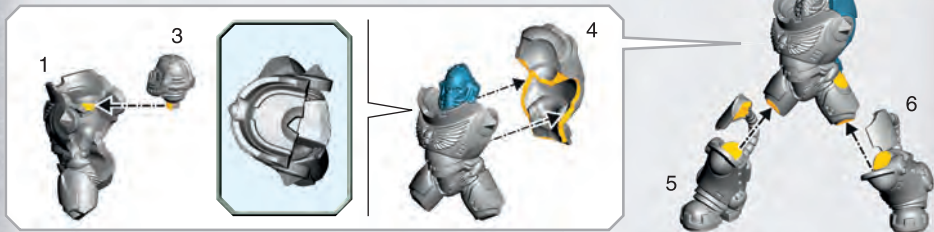
x3



5 - 8

AGGRESSORS WITH FLAMESTORM GAUNTLETS

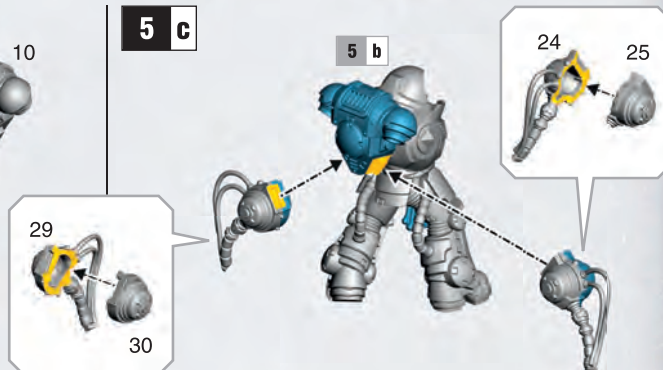
5 a AGGRESSOR A



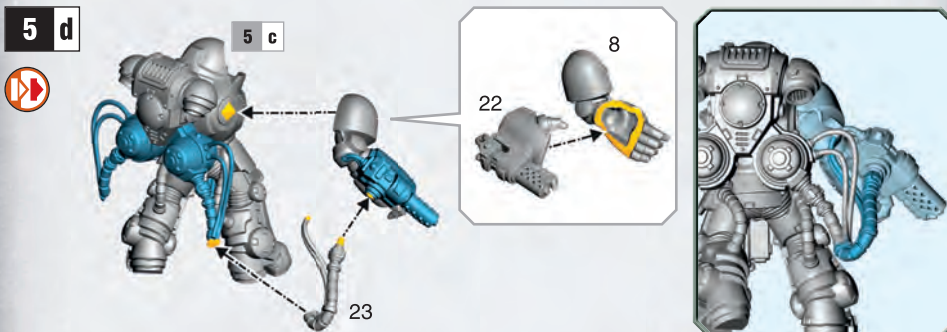
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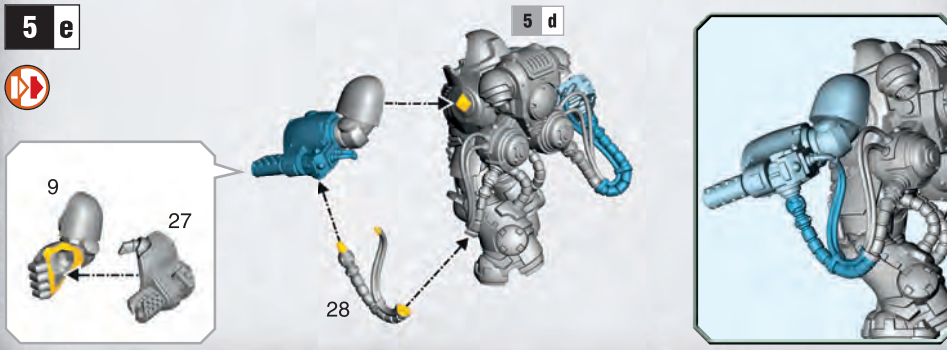
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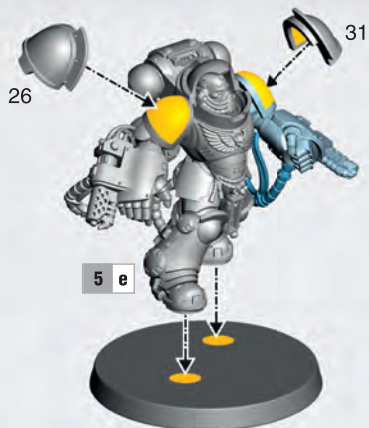
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5 e



5 f



6 a AGGRESSOR B

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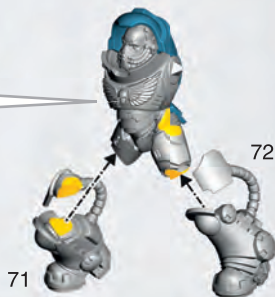
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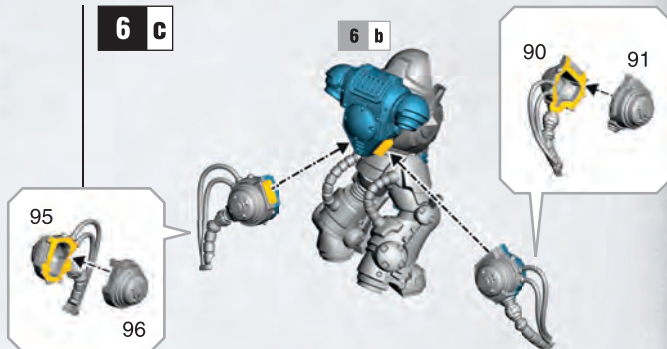
6 b

6 a



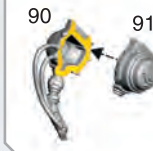
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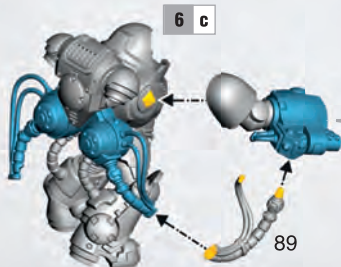
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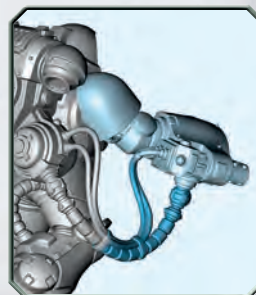
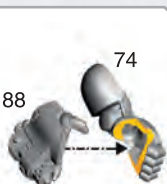
6 d

6 c



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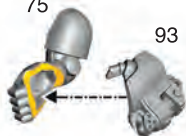
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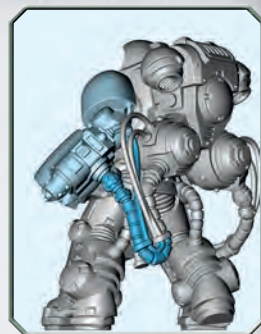
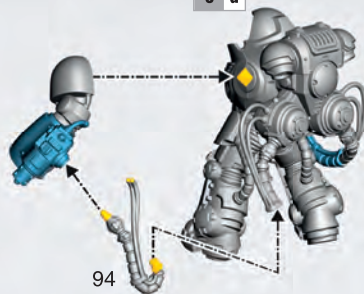
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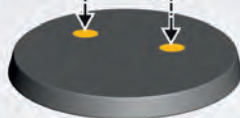
**6 d**

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**6 f**

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**6 e**

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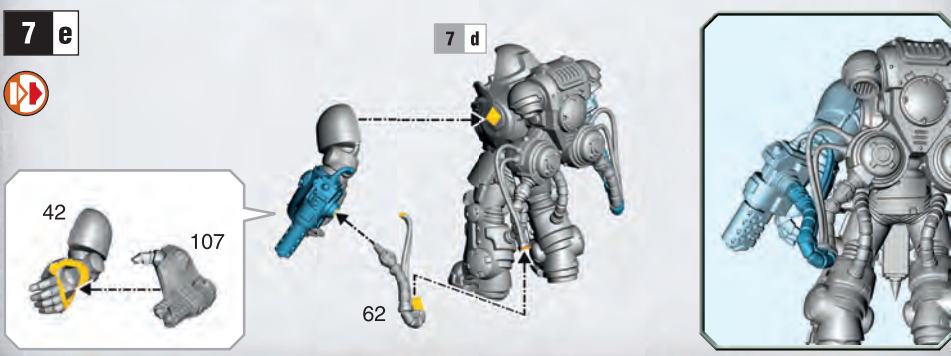
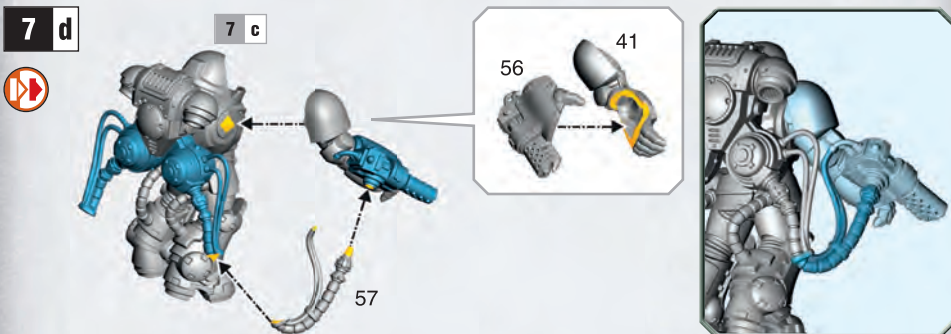
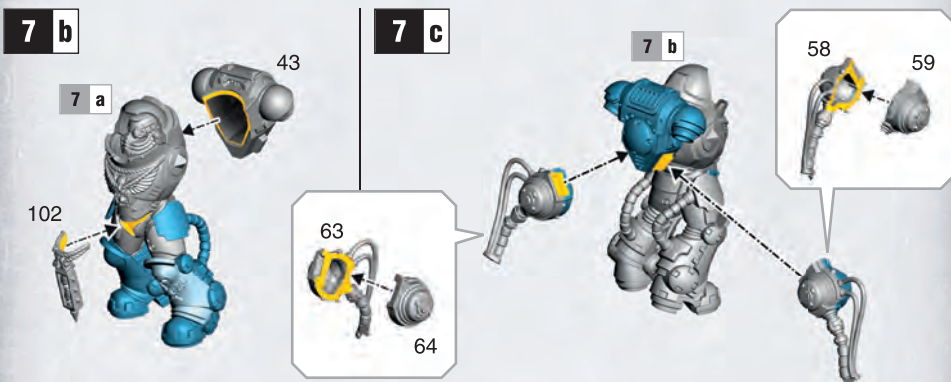
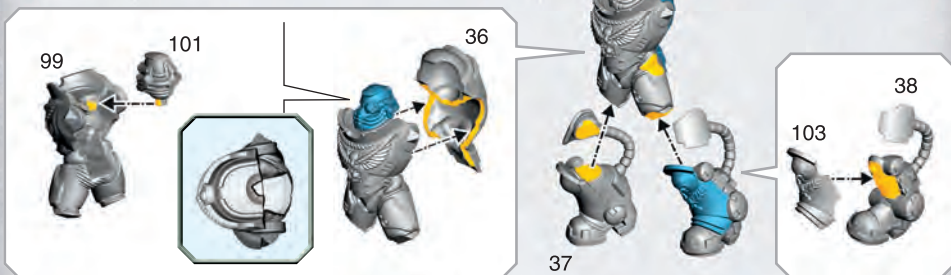
7 AGGRESSOR SERGEANT



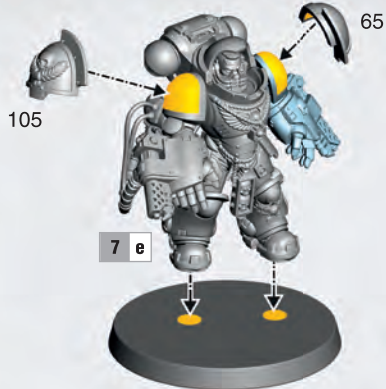
8 AGGRESSOR C



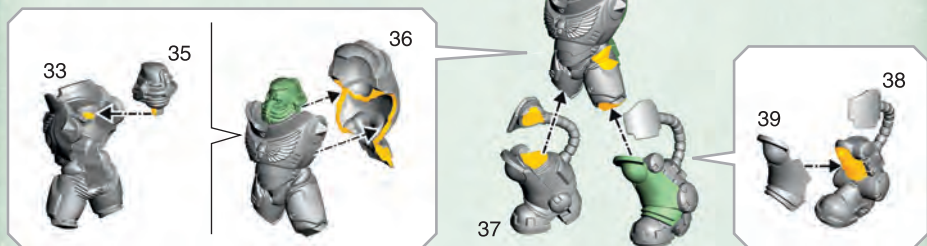
7 a AGGRESSOR SERGEANT



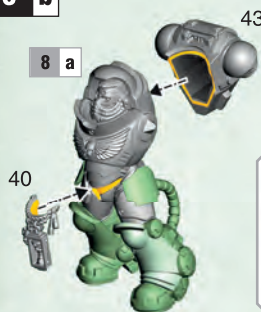
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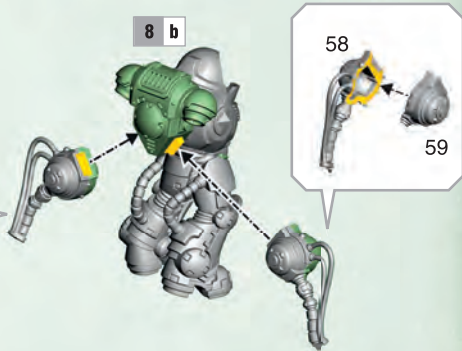
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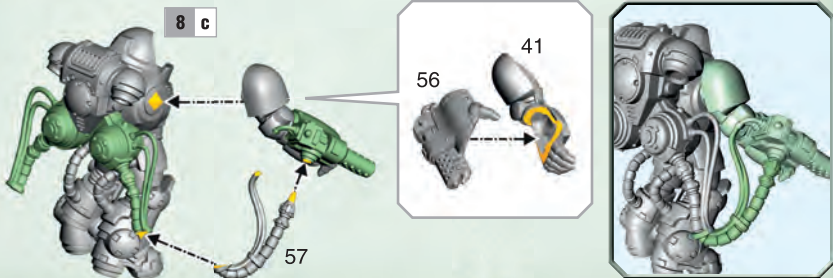
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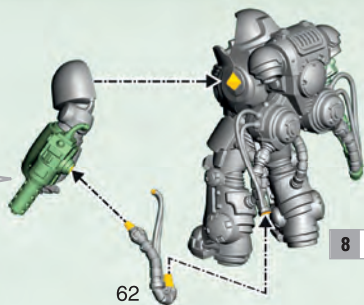
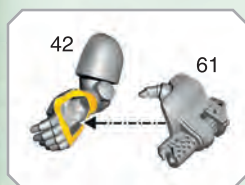
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8 d



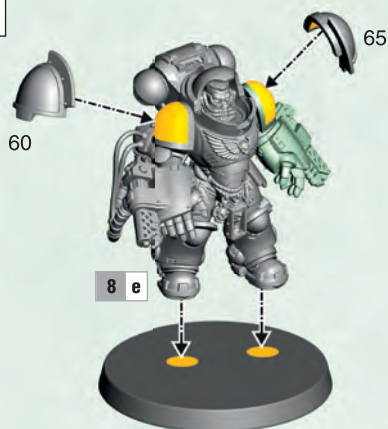
8 e



8 d



8 f



8 e



x3



108



109



110



111



These essential rules will get your new unit on the battlefield – for the full rules for this unit, see the Codex or Index book relevant to your army.

AGGRESSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aggressor	5"	3+	3+	4	5	2	2	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	2	3	8	3+

This unit contains 1 Aggressor Sergeant and 2 Aggressors. It can include up to 3 additional Aggressors (**Power Rating +6**). Each model is armed with auto boltstorm gauntlets and a fragstorm grenade launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto boltstorm gauntlets (shooting)	18"	Assault 6	4	0	1	-
Flamestorm gauntlets (shooting)	8"	Assault 2D6	4	0	1	This weapon automatically hits its target.
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Auto boltstorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Flamestorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS

- All models in the unit may replace their auto boltstorm gauntlets and fragstorm grenade launcher with flamestorm gauntlets.

ABILITIES

And They Shall Know No Fear

Combat Squads: Before any models are deployed at the start of the game, an Aggressor Squad containing 6 models may be split into two units, each containing 3 models.

Fire Storm: Models in this unit can fire twice if they remained stationary during their turn (including when firing Overwatch).

Relentless Advance: Models in this unit do not suffer any penalty to their hit rolls for Advancing and firing Assault weapons.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

INFANTRY, MK X GRAVIS, PRIMARIS, AGGRESSOR SQUAD

Ces règles rudimentaires vous permettent de jouer votre nouvelle unité. Pour les règles complètes, référez-vous au Codex ou à l'Index correspondant à votre armée.

AGGRESSOR SQUAD



NOM	M	CC	CT	F	E	PV	A	Cd	Sv
Aggressor	5"	3+	3+	4	5	2	2	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	2	3	8	3+

Cette unité contient 1 Aggressor Sergeant et 2 Aggressors. Elle peut inclure jusqu'à 3 Aggressors additionnels (**Rang de Puissance +6**). Chaque figurine est armée de gantelets Boltstorm automatiques et d'un lance-grenades Fragstorm.

ARME	PORTEÉ	TYPE	F	PA	D	APTITUDES
Gantelets Boltstorm automatiques (tir)	18"	Assaut 6	4	0	1	-
Gantelets Flamestorm (tir)	8"	Assaut 2D6	4	0	1	Cette arme touche automatiquement sa cible.
Lance-grenades Fragstorm	18"	Assaut D6	4	0	1	-
Gantelets Boltstorm automatiques (mêlée)	Mêlée	Mêlée	x2	-3	D3	Lorsque vous attaquez avec cette arme, soustrayez 1 au jet de touche.
Gantelets Flamestorm (mêlée)	Mêlée	Mêlée	x2	-3	D3	Lorsque vous attaquez avec cette arme, soustrayez 1 au jet de touche.

OPTIONS D'ÉQUIPEMENT • Toutes les figurines de l'unité peuvent remplacer leurs gantelets Boltstorm automatiques et leurs lance-grenades Fragstorm par des gantelets Flamestorm.

APTITUDES

Et Ils ne Connaîtront Pas la Peur

Escouades de Combat : Avant de déployer les figurines au début de la partie, une Aggressor Squad contenant 6 figurines peut être scindée en deux unités de 3 figurines chacune.

Tempête de Feu : Les figurines de cette unité peuvent tirer deux fois si elles ne se sont pas déplacées pendant leur tour (y compris lorsqu'elles tirent en État d'Alerte).

Avance Implacable : Les figurines de cette unité n'ont aucun malus à leurs jets de touche lorsqu'elles Avancent et tirent avec des armes d'Assaut.

MOTS-CLÉS DE FACTION

IMPERIUM, ADEPTUS ASTARTES, <CHAPITRE>

MOTS-CLÉS

INFANTERIE, Mk X GRAVIS, PRIMARIS, AGGRESSOR SQUAD

Estas reglas esenciales te permitirán desplegar tu nueva unidad en el campo de batalla. Para conseguir las reglas completas de esta unidad, consulta el Codex o Index relativo a tu ejército.

AGGRESSOR SQUAD



NOMBRE	M	HA	HP	F	R	H	A	L	S
Aggressor	5"	3+	3+	4	5	2	2	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	2	3	8	3+

Esta unidad consta de 1 Aggressor Sergeant y 2 Aggressors. Puede incluir hasta 3 Aggressors adicionales (**Potencia de unidad +6**). Cada miniatura está armada con guanteletes tormenta automáticos y un lanzagranadas fragtormenta.

ARMA	ALC.	TIPO	F	FP	D	HABILIDADES
Guanteletes tormenta automáticos (disparo)	18"	Asalto 6	4	0	1	-
Guanteletes tormenta de llamas (disparo)	8"	Asalto 2D6	4	0	1	Esta arma impacta en el blanco automáticamente.
Lanzagranadas fragtormenta	18"	Asalto 1D6	4	0	1	-
Guanteletes tormenta automáticos (combate)	Com.	Combate	x2	-3	1D3	Al atacar con esta arma, resta 1 a la tirada para impactar.
Guanteletes tormenta de llamas (combate)	Com.	Combate	x2	-3	1D3	Al atacar con esta arma, resta 1 a la tirada para impactar.

OPCIONES DE EQUIPO

- Todas las miniaturas de la unidad pueden cambiar los guanteletes tormenta automáticos y lanzagranadas fragtormenta por guanteletes tormenta de llamas.

HABILIDADES

Y no conocerán el miedo

Avance imparable. Las miniaturas de esta unidad no reciben penalización por mover y disparar armas Pesadas ni por Avanzar y disparar armas de Asalto.

Escuadras de combate. Antes de desplegar ninguna miniatura al inicio del juego, cada Aggressor Squad que conste de 6 miniaturas puede dividirse en dos unidades de 3 miniaturas cada una.

Tormenta de fuego. Las miniaturas de esta unidad pueden disparar dos veces si permanecieron estacionarias en su turno (incluyendo los Disparos defensivos).

CLAVES DE FACCIÓN

IMPERIUM, ADEPTUS ASTARTES, <CAPÍTULO>

CLAVES

INFANTERÍA, Mk X GRAVIS, PRIMARIS, AGGRESSOR SQUAD

Mit diesen Regeln kannst du deine neue Einheit gleich in die Schlacht führen – die vollständigen Regeln findest du im Codex oder Index für deine Armee.

AGGRESSOR SQUAD



NAME	B	KG	BF	S	W	LP	A	MW	RW
Aggressor	5"	3+	3+	4	5	2	2	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	2	3	8	3+

Diese Einheit enthält 1 Aggressor Sergeant und 2 Aggressors. Sie kann bis zu 3 zusätzliche Aggressors enthalten (**Macht +6**). Jedes Modell ist mit Schnellfeuer-Boltsturmfausten und einem Fragmentsturm-Granatwerfer bewaffnet.

WAFFE	REICHW.	TYP	S	DS	SW	FÄHIGKEITEN
Flammensturmfauste (Fernkampf)	18"	Sturm 2W6	4	0	1	Diese Waffe trifft ihr Ziel automatisch.
Fragmentsturm-Granatwerfer	8"	Sturm W6	4	0	1	-
Schnellfeuer-Boltsturmfauste (Fernkampf)	18"	Sturm 6	4	0	1	-
Schnellfeuer-Boltsturmfauste (Nahkampf)	Nahkampf	Nahkampf	x2	-3	W3	Wenn du mit dieser Waffe attackierst, musst du 1 von den Trefferwürfen abziehen.
Flammensturmfauste (Nahkampf)	Nahkampf	Nahkampf	x2	-3	W3	Wenn du mit dieser Waffe attackierst, musst du 1 von den Trefferwürfen abziehen.

Ausrüstungsoptionen • Alle Modelle der Einheit dürfen Schnellfeuer-Boltsturmfauste und Fragmentsturm-Granatwerfer durch Flammensturmfauste ersetzen.

Fähigkeiten **Die keine Furcht kennen**

Unerbittlicher Vormarsch: Modelle in dieser Einheit erleiden keinen Abzug auf den Trefferwurf dafür, dass sie vorrücken und Sturmwaffen abfeuern.

Feuersturm: Modelle in dieser Einheit können zweimal schießen, wenn sie sich in ihrem Zug nicht bewegt haben (gilt auch für Abwehrfeuer).

Kampftrupps: Bevor zu Beginn des Spiels Modelle aufgestellt werden, kann ein Aggressor Squad, das 6 Modelle enthält, in zwei Einheiten aufgeteilt werden, die jeweils 3 Modelle enthalten.

Fraktion **IMPERIUM, ADEPTUS ASTARTES, <ORDEN>**

Schlüsselwörter **INFANTERIE, TYP X GRAVIS, PRIMARIS, AGGRESSOR SQUAD**

Queste regole base ti aiuteranno a portare sul campo di battaglia la tua nuova unità; per le regole complete consulta il Codex o l'Index corrispondente alla tua armata.

AGGRESSOR SQUAD



NOME	M	AC	AB	Fd	R	Fe	A	D	S
Aggressor	5"	3+	3+	4	5	2	2	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	2	3	8	3+

Questa unità include 1 Aggressor Sergeant e 2 Aggressors. Può comprendere fino a 3 Aggressors addizionali (**Valore di Potenza +6**). Ogni modello è armato con guanti tempesta requiem automatici e lanciagranate fragstorm.

ARMI	GITTATA	TIPO	Fd	VP	Da	ABILITÀ
Guanti tempesta requiem automatici (tiro)	18"	Assalto 6	4	0	1	-
Guanti flamestorm (tiro)	8"	Assalto 2D6	4	0	1	Quest'arma colpisce automaticamente il bersaglio.
Lanciagranate fragstorm	18"	Assalto D6	4	0	1	-
Guanti tempesta requiem automatici (mischia)	Mischia	Mischia	x2	-3	D3	Quando attacchi con quest'arma sottrai 1 dal tiro per colpire.
Guanti flamestorm (mischia)	Mischia	Mischia	x2	-3	D3	Quando attacchi con quest'arma sottrai 1 dal tiro per colpire.

OPZIONI DI EQUIPAGGIAMENTO

- Tutti i modelli dell'unità possono sostituire i guanti tempesta requiem automatici e il lanciagranate fragstorm con guanti flamestorm.

ABILITÀ

Ed Essi Non Conosceranno la Paura

Squadre da Combattimento: prima che qualsiasi modello venga schierato all'inizio della partita, un'Aggressor Squad contenente 6 modelli può dividersi in due unità, ciascuna da 3 modelli.

Tempesta di Fuoco: i modelli di questa unità possono sparare due volte se sono rimasti stazionari nel loro turno (incluso quando tirano di Reazione).

Avanzata Inarrestabile: i modelli di questa unità non subiscono nessuna penalità ai tiri per colpire per Avanzare e sparare con armi da Assalto.

KEYWORDS DI FAZIONE

IMPERIUM, ADEPTUS ASTARTES, <CAPITOLO>

KEYWORDS

FANTERIA, Mk X GRAVIS, PRIMARIS, AGGRESSOR SQUAD

