

CHAOS LORD ON DISC OF TZEENTCH [LEGENDS]

M

12"

T

4

SV

3+

W

6

LD

6+

OC

1

RW

4+

100 PTS

Base —



Leader

Dark Pacts

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Bolt pistol

PISTOL

R

12"

A

1

BS

2+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Combi-bolter

RAPID FIRE 2

R

24"

A

2

BS

2+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R

24"

A

1

BS

4+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

► Plasma pistol - standard

PISTOL

R

12"

A

1

BS

2+

S

7

AP

-2

D

1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

► Plasma pistol - supercharge

HAZARDOUS

PISTOL

R

12"

A

1

BS

2+

S

8

AP

-3

D

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

4

ANGRIFF

5

NAHKAMPF

Accursed weapon

R

Melee

A

6

WS

2+

S

5

AP

-2

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Astartes chainsword

R

Melee

A

7

WS

2+

S

4

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Close combat weapon

R

Melee

A

6

WS

2+

S

4

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Paired accursed weapons

TWIN-LINKED

R

Melee

A

7

WS

2+

S

4

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Power fist

R

Melee

A

5

WS

2+

S

8

AP

-2

D

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

VERTEIDIGUNG

Lord of Fate

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

IMMER / EINMALIG

Lord of Chaos

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

3+

S5-7

4+

S4

5+

S3

6+

S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

4++

DS -3

4++

DS -4

4++

REGELN & KEYWORDS KURZ

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.

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.

ANTI

This ability always takes the form [ANTI-X Y+].

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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...

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Chaos Lord on Disc of Tzeentch [Legends]

Ausrüstung:

Bolt pistol, Combi-bolter, Combi-weapon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Paired accursed weapons, Power fist

• This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.

• This model can replace its Bolt pistol with Accursed weapon, Power fist, Combi-bolter, Combi-weapon or Plasma pistol.

Anführer

This model can be attached to the following unit: CHOSEN, LEGIONARIES

KEYWORDS Infantry, Character, Grenades, Fly, Chaos, Tzeentch, Chaos Lord, Disc of Tzeentch, Leader · FRAKTION Heretic Astartes