CHAOS - CHAOS SPACE MARINES

LORD DISCORDANT ON HELSTALKER

Dark Pacts

M	T	SV	W	LD	OC	RW
14"	9	2+	10	6+	4	4+

155 PTS
Base 120x92mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Baleflamer — IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Bolt pistol — PISTOL

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Helstalker autocannon

R	A	BS	S	AP	D
48"	3	2+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Magma cutter — MELTA 2

R	A	BS	S	AP	D
6"	2	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Corrupt Machine Spirits

At the start of your Shooting phase, select one visible enemy Vehicle unit within 12" of this model and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.'

Spirit Thief

At the start of your Shooting phase, select one visible enemy Vehicle unit. Until the end of the phase, each time a friendly Heretic Astartes model makes an attack that targets that unit, re-roll a Wound roll of 1.

4 ANGRIFF

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5 NAHKAMPF

Bladed limbs — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	4	3+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Impaler chainglaive — LANCE

R	A	WS	S	AP	D
Melee	5	2+	8	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Techno-virus injector — ANTI-VEHICLE 2+, EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	3+	3	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W9 · RW 2+ · 4++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	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.

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

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

MELTA This ability always takes the form [MELTA X].

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

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Lord Discordant on Helstalker

Ausrüstung: Baleflamer, Bolt pistol, Helstalker autocannon, Magma cutter, Bladed limbs, Impaler chainglaive, Techno-virus injector

- This model can replace its Helstalker autocannon with Baleflamer.
- This model can replace its Techno-virus injector with Magma cutter.

KEYWORDS Mounted, Character, Chaos, Daemon, Lord Discordant · **FRAKTION** Heretic Astartes