CHAOS - CHAOS SPACE MARINES

SORCERER ON BIKE [LEGENDS]

Leader | Dark Pacts

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

75 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Bolt pistol PISTOL

R	A	BS	S	AP	D
12"	1	2+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Combi-bolter RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	2+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	2+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	6	-2	D3

VERWUNDET

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

➤ Infernal Gaze - witchfire PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	5	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Plasma pistol - standard PISTOL

R	A	BS	S	AP	D
12"	1	2+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge HAZARDOUS PISTOL

R	A	BS	S	AP	D
12"	1	2+	8	-3	2

VERWUNDET

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

4 ANGRIFF

—

5 NAHKAMPF

Accursed weapon

R	A	WS	S	AP	D
Melee	6	2+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Astartes chainsword

R	A	WS	S	AP	D
Melee	5	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Force weapon PSYCHIC

R	A	WS	S	AP	D
Melee	4	3+	6	-1	D3

VERWUNDET

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

Power fist

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

VERWUNDET

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

VERTEIDIGUNG

Prescience (Psychic)

While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

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.

Unholy Power

Each time this model's unit makes a Dark Pact, until the end of the phase, each time this model makes a Psychic Attack, add 1 to the Wound roll.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

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.

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol…

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

AUFSTELLUNG

1x Sorcerer on Bike [Legends]

Ausrüstung: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Power fist

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

Anführer

This model can be attached to the following unit: CHAOS BIKERS

KEYWORDS Mounted, Character, Grenades, Psyker, Chaos, Sorcerer on Bike, Leader · **FRAKTION** Heretic Astartes