

CHAOS - CHAOS SPACE MARINES

SORCERER ON DISC OF TZEENTCH [LEGENDS]

LeaderDark Pacts

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

80 PTS

Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistolPISTOL

R

A

BS

S

AP

D

12"12+401

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Combi-bolterRAPID FIRE 2

R

A

BS

S

AP

D

24"22+401

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Combi-weaponANTI-INFANTRY 4+DEVASTATING WOUNDSRAPID FIRE 1

R

A

BS

S

AP

D

24"12+401

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

►Infernal Gaze - focused witchfireDEVASTATING WOUNDSHAZARDOUSPSYCHIC

R

A

BS

S

AP

D

24"D63+6-2D3

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

►Infernal Gaze - witchfirePSYCHIC

R

A

BS

S

AP

D

24"D63+5-1D3

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

►Plasma pistol - standardPISTOL

R

A

BS

S

AP

D

12"12+7-21

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

►Plasma pistol - superchargeHAZARDOUSPISTOL

R

A

BS

S

AP

D

12"12+8-32

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

5NAHKAMPF

Accursed weapon

R

A

WS

S

AP

D

Melee62+5-21

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Astartes chainsword

R

A

WS

S

AP

D

Melee53+4-11

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Force weaponPSYCHIC

R

A

WS

S

AP

D

Melee43+6-1D3

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Power fist

R

A

WS

S

AP

D

Melee52+8-22

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

VERTEIDIGUNG

Altered Reality (Psychic)

Once per battle round, after a Hit roll, a Wound roll or a saving throw is made for this model, you can change the result of that roll to a 6.

Flames of Change (Psychic)

While this model is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+S8+	3+S5-7	4+S4	5+S3	6+S1-2
RETTUNGSWURF JE DS				
DS 03+	DS -14+	DS -25+	DS -36+	DS -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.

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 roll...

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

AUFSTELLUNG

1x Sorcerer on Disc of Tzeentch [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: CHOSEN, LEGIONARIES

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